

NMR4-02

Balancing Acts

A One-Round D&D LIVING GREYHAWK® Nyron and Her Environs Metaregional Adventure

Version 1.2

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"In Wintershaven, their 'Inquisition' priests ruthlessly pursue those they call heretics. In Rel Mord, their king enhances the power of his legions under the guise of defense. In Radigast City, their political manipulations may bring the nation to civil war. When will it all end?" An adventure for APLs 8-14.

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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Introduction

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It is strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM track the play of the game. The players write their names and RPGA numbers on the tracking sheet. You fill in your name, your RPGA number, and the top of the tracking sheet. After the tracking sheet is completed, give the sheet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Nyrond and Her Environs Metaregion. Characters native to the Duchy of Urnst, the County of Urnst, the Theocracy of the Pale, or the Kingdom of Nyrond pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Amodrel lived as a wandering druid for the past four decades of his life. During the time that he wandered, he was devoted to achieving balance between the forces of good and evil and of law and chaos. He always worked behind the scenes manipulating nature to favor such balance. He remained active after the Greyhawk Wars, but finally retired into his hidden grove located in the Phostwood Forest of the Theocracy of the Pale around 592 CY.

A slaadi named Barqual emigrated to the prime material plane around the time that Amodrel retired to the Phostwood. Barqual amused himself by disguising himself as a priest of Kelanen and convincing

Amodrel that the nations of the Theocracy of the Pale, the Kingdom of Nyrond, the Duchy of Urnst, and the County of Urnst are slowly being corrupted by lawful operatives. Consequently, Amodrel has begun a misguided campaign to introduce chaos into the regions.

The campaign has started slowly, and most of its strikes have thus far been minor. Amodrel caused a wave of small animals to wash through the town of Longfield in the Theocracy of the Pale. He gave thousands of gold pieces to beggars in various villages, he led away the horses of prominent merchant caravans in the middle of the night, and he enspelled a tax collector in the Kingdom of Nyrond.

Additionally and unbeknownst to the druid, Barqual unleashed an invader from the plane of Limbo upon Palish squadrons near the Pale/Nyrond border. This occurs across the border from Bestien's Towers, which is a Nyrondese outpost that borders the Nurtherwood.

Adventure Summary

Introduction

The PCs find themselves nearing the village of Rothberry, located in the County of Urnst.

Encounter One – Rumours

The PCs arrive in Rothberry. They hear various stories regarding strange occurrences happening to the south and east of the Artonsamay River in the lands of the County of Urnst, the Theocracy of the Pale, and the Kingdom of Nyrond. While there, they learn of strange disappearances near Bestien's Towers.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Encounter Two – Harvest

The PCs travel to Bestien's Towers and encounter a chaotic invader. After defeating the creature, a successful search may reveal a clue.

Encounter Three – Tapestry

This is an optional encounter in which the PCs may investigate some of the other strange occurrences in the area.

Encounter Four - Pet Sounds

The PCs hear rumors of a terrible beast attacking near Rothberry. They presumably travel to that location to investigate.

Encounter Five - Appetite for Destruction

At dusk, an area outside of Rothberry is attacked by an anarchic tyrannosaurus.

Encounter Six - What's Going On

In the aftermath of the tyrannosaurus attack, Amodrel offers to meet with the PCs and explain his position. Several possible outcomes may occur.

Encounter Seven - The Stranger

If the meeting with Amodrel results in the PCs opposing but not fighting Amodrel, then they will be attacked by what appears to be a priest of Kelanen and his companions.

Conclusion

The PCs will reap rewards based on their outcome.

Preparation for Play

Prior to beginning play, you may wish to download maps for the County of Urnst, the Kingdom of Nyronnd, and the Theocracy of the Pale from those regions' respective websites for reference purposes. Such maps are not included with this scenario to help keep the file size manageable and ensure that the maps remain legible.

Introduction

The adventure assumes that the PCs have met prior to the boxed text introduction. The players should introduce their characters to each other prior to the scenario beginning.

Please read or paraphrase the following:

It is a glorious spring day in the County of Urnst. The smell of blooming plants fills the air and the late morning sun warms your skin. Just yesterday, you were walking

along the base of the hills known as the Blue Mounds. From your vantage, you were barely able to make out strange mounds and ruins made of blue earth at the top of the hills.

The road on which you continue to travel leads to a town that can be spotted on the horizon. A friendly local who you passed on the road confirmed that the town is named Rothberry, and added that an establishment named the Dusty Road Inn "serves the best beef stew and pickled rutabagas that you ever did eat."

If the PCs have any spells of 24 hour or greater duration, they may have cast them the previous evening.

If the PCs wish to visit the inn, proceed to Encounter One.

Encounter One - Rumours

The blank at the end of the boxed text should be filled in with the name of the highest level PC. If more than one PC is of equally high level, the PC with the highest Charisma should be used.

It will be approximately 2 bells when the PCs arrive at the Dusty Road Inn. Please read or paraphrase the following:

From the outside, the Dusty Road Inn appears no different than countless other inns that you have visited since your adventuring days began. An extended rail is located in the front of the building for tying horses, and you can see stables to the building's east.

Entering the inn, you find yourself in a common room approximately 40 feet square. Six large tables create a semi-circle around a dying fire that smolders in the hearth. The room has only three occupants. One of them, a Suloise human of approximately fifty harvests, rises from his seat to greet you as you enter. He instructs a fetching younger woman to take your orders as he moves behind a long bar. The final occupant, a finely-dressed half-elf male, regards you with a cocked eyebrow. "Excuse me," he asks, "Are you not the individual named _____?"

The half-elf will introduce himself as Ilyaria, a minstrel who travels these parts. He has heard of some of the PCs' heroic deeds during his travels. He will then ask if the PCs are here to investigate the strange happenings in the area. (The strange happenings in the area are discussed below.)

☛ **Ilyaria:** Male half-elf Brd4. Charisma: 17, Diplomacy +10.

Ilyaria is a diplomatic and charismatic individual. He is a hero-worshipper, and he will try to try to make friends with the PCs if possible. He is always looking for stories, and will use his best efforts to get the PCs to discuss their adventures. He is an accomplished storyteller and will relate his news with a flourish. He is also interested in spending some time with any

charismatic half-elf, human or elf females who happen to be traveling with the party.

🔮 **Galeniten:** Male human (Suloise) Com6.

Galeniten has been an innkeeper in Rothberry for almost 20 years. He is friendly but quiet. He has just finished up with the lunch crowd, so is a bit slow in serving the PCs.

🔮 **Barelle:** Female human (Suloise) Com2.

Barelle is a comely young lass of approximately eighteen years of age. She is Galeniten's daughter, and has lived the life of an innkeeper's daughter long enough that she is not interested in any dalliance with any male PCs. Nevertheless, she loves animals and may shower a great deal of attention on any PCs who travel with unusual animal.

Should any of the PCs opt to try the pickled rutabagas, they will find them extremely bitter. The beef stew is quite good.

Strange Occurrences

Ilyaria will naturally assume that the PCs are in the area to investigate all of the strange occurrences that have been happening. Almost all of the occurrences that he speaks of have happened to the south and east of the Artonsamay River in the lands of the County of Urnst, the Theocracy of the Pale, and the Kingdom of Nyrond. Some of the incidents about which Ilyaria knows include:

- A bizarre wave of small animals took over a small town in the Theocracy of the Pale. The town's name is Longfield.
- A beggar in the town of Dryburgh in the County of Urnst has found a fortune overnight.
- Caravan owners have reported that their horses disappear in the middle of the night leaving them stranded on the road unable to pull carts.
- In the town of Borneven in the Kingdom of Nyrond, a tax collector was found in a permanent stupor and his tax collections were missing.
- A farmer in a town to the west (i.e., in the County of Urnst) owns a field where, since the beginning of this year's plantings, crops grow from planting to harvest in a week's time.
- Squadron after squadron of soldiers disappeared after setting off on patrols into the Nutherwood near Bestien's Towers. The most recent of these disappearances occurred within the last several weeks.

Some of Ilyaria's information is not entirely accurate as the PCs may discover in Encounters Two and Three if they investigate for themselves.

Ilyaria can give directions or draw crude maps for the PCs to any of the locations.

Ilyaria will seem most interested in the disappearances of squadrons near Bestien's Towers, and will ask the PCs several times if they plan to go investigate.

If the PCs decide to investigate Bestien's Towers, proceed to Encounter Two. Their most likely route is to travel northeast to Pikemaster, then north along the Stone Road that acts as a border between the County and Nyrond to Starkwell, and then northeast to Bestien's Towers. The trip is slightly less than 200 miles, and the travel time for nonmagical methods of transportation can be determined by using Table 9-6 on page 164 of the PLAYERS HANDBOOK.

If the PCs decide to investigate any of the other strange occurrences before going to Bestien's Towers, proceed to the appropriate section of Encounter Three.

Encounter Two - Harvest

Bestien's Towers is an area on the southern side of the forest known as the Nutherwood. Bestien's Towers is a Nyrondese military outpost that primarily oversees the eastern border of the Pale in the region. The primary threats are the forces of Iuz and occasional bands of Stonefist men (typically evil-aligned fighters from Stonehold). The Palish military also allows Nyrondese legionnaires to patrol the Nutherwood. The canon entry from THE MARKLANDS regarding Bestien's Towers is available as [DM Aid #A](#).

Any PC who succeeds at a Knowledge (Local) [Metaregion 4—NMR] or Bardic Knowledge check (DC 11) will know Bestien's Towers and the history of discord between the Palish and Nyrondese troops. This relationship has become even tenser since recent events in Midmeadow occurred, and these events should be alluded to when running NPCs in this encounter.

It is likely that the PCs will interact with NPCs who are stationed at the Palish outpost described below or Bestien's Towers but who are not detailed in this Encounter. For the judge's convenience, a list of names is provided as [DM Aid #B](#) which the judge may use to supply names for these undocumented NPCs.

There is a Palish outpost approximately 20 miles across the border from Bestien's Towers and on the edge of the Nutherwood. The outpost is manned by 500 to 750 members of the Prelatal army. The outpost is supplied by the nearby Bright Castle.

Approximately two to four weeks prior to the PCs' arrival, four Palish patrols have failed to return from their patrol. It was not consecutive patrols that disappeared, but the alert level in the area has been raised because enough soldiers failed to return. Approximately fifty men and women have been lost. The Palish military

ordered the Nyrondese legionnaires who are normally allowed to patrol the Nutherwood to hold their station in the secure castle because of the losses. The withdrawal of the Nyrondese troops' permission to patrol has not eased tensions between these squadrons of the two nations.

If the party approaches the Bestien's Towers location, please read or paraphrase the following:

The structure known as Bestien's Towers stands before you. It is a castle keep with twin spires reaching for the sky. You could see the towers against the backdrop of the Nutherwood several hours before you arrived. The area inside the walls bustles with audible activity, but the only sign of life visible from your vantage is the guards in the uniforms of the Kingdom of Nyrond posted along the crenulated walls. As you approach, a guard shouts down from above for you to state your name and your business.

The guard needs only be satisfied that the PCs mean no harm. If the PCs explain that they are here to investigate the disappearances of the soldiers, they will be asked if they wish to see the Nyrondese commander. Alternatively, they will be directed to a nearby outpost on the outskirts of the Nutherwood where they can confer with the Palish commander. Thereafter the encounters may be roleplayed in accordance with the men's personalities as set forth below.

♣ **Captain Oman Sanner:** Male human Ftr6.

Captain Sanner is the Nyrondese commander. He is unhappy that his troops have been ordered to remain at the stronghold, but understands that the politics of the situation necessitate that he obey. Nyrond can not afford to lose the privilege of patrolling the Pale lands. He would welcome the help from the adventurers, but he is unwilling to jeopardize the fragile alliance with the Pale. He will request—but not insist—that the PCs obtain the permission of the Palish commander before they go looking for whatever is out there.

♣ **Major Hyrund Vendouer:** Male human Ftr8.

The Palish commander is Major Vendouer. He leads the Palish military squadrons who are stationed near the Nutherwood. He is friendly, but obviously ambitious. He also does not trust his Nyrondese counterpart. He is extremely concerned that the disappearance of his squadrons will make him look incompetent in the eyes of his superiors, and he would prefer to resolve the matters of the disappearances himself. Nevertheless, he is not so foolhardy that he would risk his men if reckless adventurers can accomplish the task.

If asked, Major Vendouer can produce maps of routes taken by the missing patrols. After analyzing the maps, two obvious route intersections suggest themselves.

Eventually, the PCs will probably proceed into the forest lands of the Nutherwood to investigate the locations of the route intersections. In the late afternoon,

they will be attacked from ambush. Assume that the creature Takes 10 on its Hide check and is 20 feet (adding an additional +2 to the Hide check) away from the PCs when it emerges to attack. Any PC who makes a Spot check against the relevant DC may attack in the surprise round.

The area in which the combat takes place is wide open, not far into the Nutherwood, and considered Medium Forest terrain. The rules for Medium Forest terrain are located on page 87 of the DUNGEON MASTER'S GUIDE. Typical trees, massive trees, patches of light undergrowth, and patches of heavy undergrowth should be placed according to those rules. Because the terrain elements advantage and disadvantage both groups of combatants, no Encounter Level adjustment applies to this combat.

APL 8 (EL 10)

♣ **Chaos Beast, Advanced:** hp 117; see Appendix A.

APL 10 (EL 12)

♣ **Chaos Beast, Advanced:** hp 163; see Appendix B.

APL 12 (EL 14)

♣ **Chaos Beast, Advanced:** hp 223; see Appendix C.

APL 14 (EL 16)

♣ **Chaos Beast, Advanced:** hp 267; see Appendix D.

♣ **Tactics:** The chaos beast will attack as many PCs as possible in hopes of creating four to six fellow chaos beasts. It will use its Tumble to reposition itself outside of the position of being flanked whenever necessary.

A Search check in the vicinity of the battle (DC 0) will reveal pages from a book. The pages have been destroyed by rain, but they appear to be from a simple text regarding the worship of Kelanen and the importance of balance. A successful Knowledge (Religion) check (DC 15) will reveal the information about Kelanen set forth in DM Aid #C.

A Search check in the vicinity of the battle (DC 5) will also reveal the remnants of several uniforms of standard equipment of the Prelatal army of the Theocracy of the Pale. No trails lead away to suggest that other chaos beasts were created. Whether this chaos beast consumed the soldiers or whether it changed them to other chaos beasts and they merged into this terrible thing is left as an exercise to the players.

A Nyrondese Pholtan cleric named Gerrand is stationed at Bestien's Towers, and said cleric has prepared and can cast *restoration* two times. The PCs must pay the standard costs for such spells in accordance with the most current version of the LIVING GREYHAWK CAMPAIGN SOURCEBOOK.

When they are finished at Bestien's Towers, the PCs may wish to investigate some of the other strange stories told to them by the bard Ilyaria. If they do wish to investigate these matters, proceed to Encounter Three. If they express no interest in investigating the other matters, then determine what the PCs do for four uneventful days and then proceed to Encounter Four.

Encounter Three - Tapestry

These encounters are optional encounters and should only be run if the PCs investigate some of the other odd occurrences that Ilyaria described. If time is short, some or all of these encounters may be omitted.

Most of the NPCs that the PCs will interact in these Encounters are not detailed. The judge may use the random list of names provided in DM Aid #B for any interactions with undocumented NPCs.

It is up to the judge to determine the appropriate time to move onto Encounter Four. The animal messenger described in Encounter Four should not be received any sooner than six days after the PCs left Rothberry.

The Critters of Longfield

The village of Longfield is small, with a population somewhere under one thousand people. The primary inn that the villagers will visit is called "Nurtherwood Edge". The people here are cordial, but have a natural suspicion of strangers. The innkeeper of Inn is named Barbelly Tighnower.

🔮 **Barbelly Tighnower:** Male human Com2.

When the PCs arrive in Longfield, they will find that the news that rodents took over the town is an exaggeration. What actually happened is that a large number of rabbit-sized rodent-like animals swarmed through town. They left a wake of light damage, and no uncovered vegetable went uneaten. Nevertheless, there was little actual damage outside of some townspeople's near paranoia that the creatures will come again.

The wave of creatures apparently gathered approximately one-half mile outside of town and disbursed shortly after it traveled through the town. Recent rain in the area will prevent successful tracking.

A Beggar's Fortune

A half-orc beggar named Halmon Ayrendia has gained a fortune. He lives in the small hamlet of Dryburgh in the County of Urnst.

🔮 **Halmon Ayrendia:** Male half-orc Com1.

If the PCs visit the hamlet and ask about the tale, they will discover that the townspeople are up in arms about Halmon's newfound fortune. With thinly

disguised jealousy, the townspeople will complain that Halmon has purchased nothing but the gaudiest of clothes. He is currently living in an inn while he attempts to negotiate a lease on a large piece of land nearby.

If the PCs visit with Halmon Ayrendia, they will find him friendly if a bit single minded about flaunting his newfound wealth. He will offer to buy any visible magic items for far less than they are worth, but can actually be talked up to paying one-half (1/2) of the item's market value. (Any such sales can be recorded on the Adventure Record normally.)

Vanishing Horses

A merchant company in the County of Urnst named Helged's Fine Goods typically uses a caravan to move goods between various towns and cities in the County. PCs who wish to investigate the rumor involving disappearing horses will have to track down the caravan master—whose name is Belba Vrendor—in Caporna.

🔮 **Belba Vrendor:** Male half-elf Exp5.

Approximately one month ago, the caravan master woke up to find all of his horses, two of his mules, and several other animals had disappeared in the night. The horses had been hobbled and the mules tied to nearby trees. The now-unemployed caravan guards who were on watch did not see what happened to the animals.

Stupor for a Tax Collector

The tax collector in Borneven—whose name is Pressor Malnun—was found in a permanent stupor in the center of town. Borneven is a city in the northern part of the Kingdom of Nyron.

Pressor was found approximately three weeks ago in the confused state. No one knows what happened to cause the condition. Pressor is currently being cared for in his home by his wife, Salia.

🔮 **Pressor Malnun:** Male human Exp5.

🔮 **Salia Malnun:** Female human Com2.

Pressor is under the effect of a disease that manifests as someone who is under a *feeblemind* spell. A successful Heal check (DC 15) will recognize that he is diseased. Should any of the PCs cure him with a *remove disease* or *heal* spell (or any other spell that cures disease or reverses a *feeblemind*), Salia will demonstrate her appreciation by promising to primarily turn to that PC's deity for worship in the future.

Quickened Crop Cycle

Palrest Balacia is a farmer in the County of Urnst who leases twenty acres of land located approximately 30 miles east of Jedbridge. Approximately six weeks ago, his crops began to grow at a phenomenal rate. The entire

planting cycle on his farm from planting to harvest lasts no longer than six days. As a consequence, he has had to hire several dozen hired hands to keep up with the harvest.

❖ **Palrest Balacia:** Male human Exp3.

Palrest is an opportunist, albeit an exhausted one. He actively tries to sublet his farm to any wealthy-looking PCs. He is looking for the sum of 100,000 gold nobles (gps) for the four-year balance of his lease. He can offer no guarantees that the wild crop growth will continue.

If any of the PCs cast *detect magic* on the farmland and succeed at a Spellcraft check (DC 18), they will be able to determine that it radiates with Transmutation magic. Any PC who succeeds at a Spellcraft check (DC 23) will believe that it is likely that the land has been enchanted with a variation of the *plant growth* spell. However, the land is not behaving exactly as land exposed to that spell should.

Clerics of several of the harvest and nature gods and goddesses have visited the farm, but none of them have been able to determine the cause of the rapid growth effect.

It is up to the judge to determine the appropriate time to move onto Encounter Four. The animal messenger described in Encounter Four should not be received any sooner than six days after the PCs left Rothberry.

Encounter Four - Pet Sounds

This is a brief roleplaying encounter that serves as a transition into Encounter Five. No read aloud text is provided.

A creature of tremendous size began attacking the land north of Rothberry at approximately the same time that the PCs arrived at Bestien's Towers or, if the PCs did not travel to Bestien's Towers, approximately ten days after they left Rothberry. Believing that his new hero friends would want to help (and hoping to write a song about their victory), Ilyaria used his *animal messenger* spell to send squirrel messengers to taverns that he knows in each of the locations mentioned to the PCs in Encounter One. He has done this blindly, hoping that the messages will catch up to the PCs.

The PCs will receive word that a squirrel was recently spotted at a tavern in the area, just oddly waiting for something. It had a note attached to one of its legs and the note was addressed to the PC. If the PCs accept the note, it will say:

Large creature is attacking travelers north of Rothberry. Heroes of your stature would be appreciated.

If the heroes approach Rothberry from the north, then proceed to Encounter Five.

If the heroes approach Rothberry from a direction other than the north, they can encounter Ilyaria in the Dusty Road Inn. Based on the stories that he has heard from the survivors, Ilyaria is convinced that the creature is a green dragon. He knows that the creature must be hungry because it seemed more interested in the horses than the humanoids. As far as he knows, the creature has not killed anything other than horses.

Encounter Five - Appetite for Destruction

This is a combat encounter. It will likely be nearing dusk when the encounter occurs, but the read aloud text may need to be adjusted if the PCs have acted different. Further, the following read aloud text assumes that the characters are traveling through conventional means and that they did not first stop in Rothberry, so you will need to adjust the boxed text as necessary for alternate modes of travel or approach. Please read or paraphrase the following:

The return to the Rothberry area went quickly, and it is approaching dusk as you travel the last of the journey towards the town. Something has been through the area recently, and it has left a terrible path of destruction. The wreckage of a merchant's cart blocks the road, and broken crates and their contents are scattered everywhere. The footprints of a great-sized creature lead off into a nearby grove of trees. The footprints definitely will not be difficult to follow.

The anarchic tyrannosaurus in the neighborhood has a three-toed foot. The footprint is approximately four feet long. PCs with the Track feat can easily find these footprints or they can be found untrained with the use of the Search skill (DC 0).

However, the tyrannosaurus will take interest in the PCs if they are investigating the roadside wreckage. It will attack from the nearby grove of trees.

To determine how far the tyrannosaurus is from the PCs when the combat begins, have all of the PCs make Spot and Listen checks. Add 8 to the highest result (representing that the tyrannosaurus is huge in size), then divide the sum by 2. Multiply the resulting number by 10 feet. This is the distance in feet that the tyrannosaurus is away from the PCs when the combat begins. It will be emerging from the edge of the wooded area, although it may be necessary that it approach the PCs from an angle for the combat to start at an appropriate distance.

Combat outside the wooded area is on normal terrain. Combat in the wooded area is in Sparse Forest terrain.

Please continue by reading or paraphrasing the following:

The creature that comes into view is a terrible thing resembling a large lizard. It strides on two malformed but powerful legs and carries its two weaker-looking front legs off of the ground as if they were arms. It roars and opens its maw to show row upon row of terrible-looking teeth that are broken and rough. Its thick hide seems crude, almost as if it were not completely formed.

The following Knowledge skills may be useful in identifying the creature:

- A successful Knowledge (Arcana) check (DC 28) will allow the PC to recognize the creature as an anarchic tyrannosaurus.
- A Knowledge (Nature) check (DC 28) will allow the PC to recognize it as a tyrannosaurus, but not as the anarchic variety.
- A Knowledge (Nature) check (DC 15) will allow the PC to recognize the creature as a dinosaur, but not its exact type.
- A Knowledge (Planes) check (DC 28) will allow the PC to know that it is an anarchic creature of some sort.

Additionally, an Intelligence check (DC 5) will allow the PC to know that creatures of this sort are not indigenous to the area.

APL 8 (EL 10)

🔪 **Anarchic Tyrannosaurus:** hp 180; See Appendix A.

APL 10 (EL 12)

🔪 **Anarchic Tyrannosaurus, Advanced:** hp 288; See Appendix B.

APL 12 (EL 14)

🔪 **Anarchic Tyrannosaurus, Advanced:** hp 354; See Appendix C.

APL 14 (EL 16)

🔪 **Anarchic Tyrannosaurus, Advanced:** hp 459; See Appendix D.

👤 **Tactics:** The anarchic tyrannosaurus will run to close with the PCs, and then attack whoever is causing it the most damage that is also closest. It is not intelligent, so it will not act tactically.

The teeth of the anarchic tyrannosaurus may make for interesting souvenirs and might have value to collectors.

A search of the area reveals that the creature has only been in the area for a period of less than two weeks. No evidence of the remains of anything but animals—especially horses and mules—will be found.

When the PCs have either defeated the monster or retreated from it, determine what they wish to do then proceed to Encounter Six.

Treasure:

APL 8: L: 2 gp; C: 0 gp; M: 0 gp

APL 10: L: 2 gp; C: 0 gp; M: 0 gp

APL 12: L: 2 gp; C: 0 gp; M: 0 gp

APL 14: L: 2 gp; C: 0 gp; M: 0 gp

Encounter Six - What's Going On

This is intended as a roleplaying encounter that will occur on the morning after the party encounters the anarchic tyrannosaurus. However, it is possible that the encounter will turn to combat.

The read aloud text may need to be modified if not all of the characters would gather together in an inn that morning. Please read or paraphrase the following:

The morning sun streams through the windows and the open door of the inn. The other guests seem barely able to comprehend the devastation caused by the creature that you fought in the previous evening. A silence hangs heavy over the entire room.

The silence is interrupted when a healthy, elderly man walks through the open door. He has white hair and his features are a mix of Flan, Baklunish, and Oerdian. He wears a rough brown cloak over leather armor and carries a darkwood staff.

"Hello, my name is Amodrel," the man announces. "I would speak with those responsible for the slaying of my dinosaur."

The door to the inn was open before Amodrel stepped in, and will remain open unless someone closes it.

Amodrel hopes to convince the PCs to stop interfering with his plans and of the importance of his cause (as discussed more thoroughly below). He is not seeking a fight, but he is more than willing to resort to combat if the PCs act hostilely. His animal companion is nearby—outside the building if an interior location or following closely if exterior. Amodrel will retreat via transportation spells if he is dropped below 10% of his hit point total.

Alternatively, he will merely transport via plants himself back to his grove if the PCs converse continually in a belligerent manner but do not engage in combat. He will not attack first.

APL 8 (EL 10)

➤ **Amodrel:** Male human Drd10; hp 95; See Appendix A.

➤ **Dire Lion Animal Companion:** hp 60; See Appendix A.

☛ **Tactics:** Amodrel has precast a number of spells as is reflected in his stat block in Appendix A. He will first try to isolate the PCs with *spike stones* and similar spells, and then he will utilize his attack spells.

APL 10 (EL 12)

➤ **Amodrel:** Male human Drd12; hp 111; See Appendix B.

➤ **Dire Lion Animal Companion:** hp 74; See Appendix B.

☛ **Tactics:** Amodrel has precast a number of spells as is reflected in his stat block in Appendix A. He will cast quickened owl's wisdom on himself in the first round. He will first try to isolate the PCs with *spike stones* and similar spells, and then he will utilize his attack spells.

APL 12 (EL 14)

➤ **Amodrel:** Male human Drd14; hp 143; See Appendix C.

➤ **Dire Lion Animal Companion:** hp 74; See Appendix C.

☛ **Tactics:** Amodrel has precast a number of spells as is reflected in his stat block in Appendix A. He will cast quickened owl's wisdom on himself in the first round. He will first try to isolate the PCs with *spike stones* and similar spells, and then he will utilize his attack spells.

APL 14 (EL 16)

➤ **Amodrel:** Male human Drd16; hp 174; See Appendix D.

➤ **Dire Lion Animal Companion:** hp 88; See Appendix C.

☛ **Tactics:** Amodrel has precast a number of spells as is reflected in his stat block in Appendix A. He will cast quickened owl's wisdom on himself in the first round. He will first try to isolate the PCs with *spike stones* and similar spells, and then he will utilize his attack spells.

Amodrel seeks to convince the PCs of the importance of his cause. His cause is to offset what he sees as the rigid and unyielding influences of Law in this region. He wishes to bring balance by instigating acts of Chaos. He believes that it is important for the influences of Law and Chaos to remain in balance in order for the land and the people to prosper. Chaos is the agent of change and, in his opinion, the failure of the regions to respond to change will only lead to stagnation and eventual ruin.

Unfortunately, Amodrel has come under the influence of the very persuasive slaadi named Barqual. Barqual, in the guise of a cleric of Kelanen, has misrepresented many things to Amodrel. Amodrel was not an entirely reasonable man before meeting Barqual, but Barqual's influence has caused Amodrel to see things dogmatically rather than realistically.

Amodrel will mention that a young priest of Kelanen convinced him to emerge from his retirement. He still works with the cleric of Kelanen—whose name is Barqual—but he does not know of Barqual's true nature or of the more destructive things that Barqual has done.

At no time during the conversation will Amodrel allow any of the PCs to come within 5 feet of him. If any PC attempts to close, he will politely suggest that “we keep a civil distance between each other.”

The PCs will likely correctly point out that Amodrel's actions—especially unleashing the anarchic tyrannosaurus—have harmed others and will likely eventually get others killed. When this topic is raised, a successful Sense Motive (DC 20) will be able to determine that Amodrel is uncomfortable with the subject. Amodrel will emphasize the fact that none of his actions have killed anyone or are likely to kill anyone (with the possible exception of any PC that the tyrannosaurus might have felled). He will respond that the anarchic tyrannosaurus was trained to only attack horses, but apparently forgot its training by the time that the PCs arrived. He will also regretfully point out that for the forces of chaos to positively build change, it is necessary that there be some casualties. Amodrel does not know that Barqual convinced a chaos beast to attack troops in the Nurtherwood, and he will honestly deny all knowledge of such a creature.

If the PCs attempt to convince Amodrel to change his behavior, then the result of the conversation should be determined by a Diplomacy check. If the PCs are merely attempting to convince Amodrel to stop his acts of chaos, the DC is 35. If the PCs are attempting to convince Amodrel to turning himself into the authorities, the DC is 50. The judge is encouraged to reward parties who roleplay this encounter well by awarding appropriate Circumstance modifiers of not more than +5 to the Diplomacy check.

If the PCs engage Amodrel in a discussion of the area's balance, Amodrel will argue the following when making his case that the forces of Law have too much influence:

- The Theocracy of the Pale has long followed the tenets of Pholtus and has actively prosecuted those would preach the teachings of a different deity. It is not unusual for such persons to be convicted and burned at the stake.

- The native Flan inhabitants of the Pale were forcibly converted from their traditional religions and culture a few hundred years ago. Although some druids have secretly kept the old ways alive, the Theocracy recently arrested many druids on the charges of "consorting with fiends" and "willfully endangering the populace."
- Arcane spellcasters in the Theocracy of the Pale face the indignity of having to register with the government, thanks to the fear that arcanists are worshipping pagan deities or evil powers.
- The Kingdom of Nyrond is ruled by a long line of monarchs who have used their power to keep a strong hold on their people. Even now the Kingdom builds its legions for the purported purpose of defending itself from one of its own noble house. Yet, is it not odd that with all of the magic available to the Kingdom that the supposed traitor has yet to be found?
- And now Nyrond's king is building the military power of that nation. It is undoubtedly his desire to subject others to his rule.
- Nyrond selfishly annexed the Prelacy of Almor after it was devastated by the forces of the Great Kingdom during the Greyhawk Wars. Not content to help the people reclaim their lands, Nyrond's king claimed it as his own.
- Creatures from the planes of law are abundant in the County of Urnst, which clearly indicates that the nation is hospitable to the influences of Law.
- The political manipulations in the County of Urnst have nearly brought their nation to civil war. Such is the cost of the ambitions of those who aspire to subject their will over others.
- Even in the Duchy of Urnst, the Ducal army increases its might.
- The Duchy of Urnst has a long history of noble families who abuse their positions of power and influence.

If the PCs ask, Amodrel will explain that he brought the tyrannosaurus from a place far away from the Flanaess.

☛ If the PCs agree with Amodrel and take no action to stop him from continuing, he will thank the PCs and use *transport via plants* to leave. The slaadi will have no reason to attack. Proceed to Conclusion E.

☛ If the PCs attack Amodrel or attempt to restrain him, then he will welcome the opportunity to slay the group that killed his tyrannosaurus. He will act as tactically as possible, and will use his *transport via plants* to retreat if

necessary. If the PCs defeat Amodrel, proceed to Conclusion B. If Amodrel is captured by the PCs, proceed to Conclusion C. If Amodrel retreats after combat, proceed to Conclusion D.

☛ If the party attempts Diplomacy and fails, Amodrel will take his leave of the party via a *transport via plants* spell. Immediately thereafter, Barqual and his fellow slaadi will attack from ambush. Proceed to Encounter Seven.

☛ If the party attempts Diplomacy to convince Amodrel to stop his actions and succeeds, then Amodrel will take his leave of the party via a *transport via plants* spell. Immediately thereafter and assuming that Amodrel is allowed to leave, Barqual and his fellow slaadi will attack from ambush. Proceed to Encounter Seven.

☛ If the party attempts Diplomacy to convince Amodrel to surrender to the authorities and succeeds, Amodrel will ask that he be allowed enough time to finalize his affairs and let his animal companions know that he will not be returning. He is willing to take as many PCs as can be carried by a *transport via plants* spell. Barqual and his fellow slaadi will attack from ambush before he is able to transport any party members away. Proceed to Encounter Seven.

Treasure:

APL 8: L: 28 gp; C: 0 gp; M: 1,264 gp

APL 10: L: 0 gp; C: 0 gp; M: 2,293 gp

APL 12: L: 0 gp; C: 0 gp; M: 3,793 gp

APL 14: L: 0 gp; C: 0 gp; M: 5,876 gp

Encounter Seven - The Stranger

This is a combat encounter. No read aloud text is provided because of the several different ways that combat might be initiated. It is important, however, to have Barqual shout out something in combat that indicates that Amodrel is not responsible for Barqual's attack. Something to the nature of, "***That old fool didn't want to fight you, but I will see you dead!***" ought to suffice.

If the PCs fought Amodrel in Encounter Six, Barqual will not attack and this Encounter should be omitted.

At all APLs, Barqual has used his *change shape* supernatural ability to appear as a young human male wearing a holy symbol on his plate armor. For PCs who have never encountered the symbol before, a Knowledge (Religion) check (DC 12) will recognize this holy symbol as the holy symbol of Kelanen. He will remain in this form until it becomes impractical. Upon death, he will revert to his natural slaad form.

If Encounter Six with Amodrel took place inside the inn or in another interior location, the opponents will burst into the room and neither side will get a surprise round.

If Encounter Six with Amodrel took place in the outdoors, the opponents have been hiding nearby and moving up on the party. They will Take 10 on their Hide and Move Silently checks. Have the party make appropriate Spot and Listen checks to determine when they first become aware of the approach. (Do not forget to factor distance into these checks.)

If Amodrel has not yet left, he will use *transport via plants* to return to his grove in the first round of combat. If he was convinced to surrender himself to the authorities, he will use a scroll of *tree stride* spell to return after combat is completed.

APL 8 (EL 10)

🔥 **Barqual the Grey Slaad:** hp 95; See Appendix A.

☞ **Tactics:** Barqual will have cast *magic circle against law*, *fly* and *see invisibility* on himself prior to combat. He will prefer to use his most effective spell-like abilities until melee combat becomes unavoidable.

APL 10 (EL 12)

🔥 **Barqual the Advanced Grey Slaad:** hp 163; See Appendix B.

🔥 **Blue Slaadi:** hp 68; See MONSTER MANUAL pages 229-30.

☞ **Tactics:** Barqual will have cast *magic circle against law*, *fly* and *see invisibility* on himself prior to combat. He will prefer to use his most effective spell-like abilities until melee combat becomes unavoidable.

APL 12 (EL 14)

🔥 **Barqual the Advanced Death Slaad:** hp 178; See Appendix C.

🔥 **Blue Slaadi (2):** hp 68 each; See MONSTER MANUAL pages 229-30.

☞ **Tactics:** Barqual will have cast *magic circle against law*, *fly* and *see invisibility* on himself prior to combat. He will prefer to use his most effective spell-like abilities until melee combat becomes unavoidable.

APL 14 (EL 16)

🔥 **Barqual the Advanced Death Slaad:** hp 220; See Appendix D.

🔥 **Grey Slaadi (2):** hp 95 each; See MONSTER MANUAL page 231.

☞ **Tactics:** Barqual will have cast *magic circle against law*, *fly* and *see invisibility* on himself prior to combat. He will use his quickened fireball abilities in each of the first three rounds. He will prefer to use his most effective spell-like abilities until melee combat becomes unavoidable. The grey slaadi will have cast *magic circle against law*, *fly* and *see invisibility* on themselves prior to combat.

If any of the PCs request a Knowledge (Planes) check to determine whether Barqual might be a slaad or a Spot check to determine whether he is in disguise, they will receive a +5 Circumstance bonus on the check because of the presence of other slaadi.

Rules Note: When Barqual successfully uses his *implosion* ability at APLs 12-14, enough of the victim's body remains that the *true resurrection* spell is not required.

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: 1,831 gp

APL 10: L: 0 gp; C: 0 gp; M: 2,665 gp

APL 12: L: 0 gp; C: 0 gp; M: 3,831 gp

APL 14: L: 50 gp; C: 50 gp; M: 6,581 gp

Conclusion

This scenario can end in a number of different ways. Use the following conclusion to determine the outcome for the PCs. If any of the conclusions do not match the outcome, use your best judgment to determine the outcome and rewards.

Conclusion A (PC defeat Barqual)

If the PCs defeat Barqual and his slaadi companions, Amodrel will realize that he was duped. He will return to the PCs and promise not to engage in any future chaotic acts and to provide restitution to those who were harmed by his actions. Alternatively, he will turn himself into the authorities if the PCs convinced him to do so during Encounter Six.

PCs reaching this conclusion will receive the Favor of Druid Amodrel which allows them to receive the anarchic enhancement to any melee or ranged weapon. Additionally, Amodrel will introduce them to item crafters that can reproduce any of the equipment that he carries at a metaregional frequency. Finally, they will obtain the gear from Barqual's body.

Conclusion B (PCs Fight and Defeat Amodrel)

If the PCs defeat Amodrel, Barqual will flee the Metaregion and try to spread his chaos elsewhere.

PCs reaching this conclusion will not receive the Favor of Druid Amodrel. They will obtain access to the magic items that Amodrel carries at adventure frequency. They will not receive any access to the equipment carried by Barqual.

Conclusion C (PCs Fight and Capture Amodrel)

If the PCs capture Amodrel, Barqual will flee the Metaregion and try to spread his chaos elsewhere.

PCs reaching this conclusion will not receive the Favor of Druid Amodrel. They will obtain access to the magic items that Amodrel carries at adventure frequency. They will not receive any access to the equipment carried by Barqual.

It is very difficult to keep a high level druid in captivity, and several weeks later the PCs will learn that Amodrel was found guilty of crimes against the nation in which the PCs turned him over but that he escaped.

Conclusion D (PCs Fight but Amodrel Retreats)

If Amodrel is able to successfully retreat from the PCs, they will not be able to find him unless they have a *discern location* spell available. Amodrel has protected his grove from all lesser forms of divination magic and scrying.

PCs reaching this conclusion will receive no treasure from the module.

Conclusion E (PCs Agree with Amodrel)

If the PCs embrace Amodrel's theories of chaos, he will be very pleased to have won converts to his cause. Barqual will have no reason to attack, so he will lay low.

PCs reaching this conclusion will receive the Favor of Druid Amodrel which allows them to receive the anarchic enhancement to any melee or ranged weapon. Additionally, Amodrel will introduce them to item crafters that can reproduce any of the equipment that he carries at a metaregional frequency. They will not receive any access to the equipment carried by Barqual.

The End

Experience Point Summary

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

Encounter Two - Harvest

Defeat the Chaos Beast

APL8	300 xp
APL10	360 xp
APL 12	420 xp
APL 14	480 xp

Encounter Five - Appetite for Destruction

Defeat the Anarchic Tyrannosaurus

APL8	300 xp
APL10	360 xp
APL 12	420 xp
APL 14	480 xp

Encounter Six - What's Going On

Defeat the Druid Amodrel

APL8	300 xp
APL10	360 xp
APL 12	420 xp
APL 14	480 xp

Encounter Seven - The Stranger

Defeat Barqual and the Slaadi

APL8	300 xp
APL10	360 xp
APL 12	420 xp
APL 14	480 xp

Story Award

Make a Serious Attempt to Convince Amodrel to Discontinue His Actions

APL8	75 xp
APL10	90 xp
APL 12	105 xp
APL 14	120 xp

Discretionary roleplaying award

APL8	150 xp
APL10	180 xp
APL 12	210 xp
APL 14	240 xp

Total possible experience:

APL8	1,125 xp
APL10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five - Appetite for Destruction

APL 8: L: 2 gp; C: 0 gp; M: 0 gp

APL 10: L: 2 gp; C: 0 gp; M: 0 gp

APL 12: L: 2 gp; C: 0 gp; M: 0 gp

APL 14: L: 2 gp; C: 0 gp; M: 0 gp

Encounter Six - What’s Going On

APL 8: L: 28 gp; C: 0 gp; M: 1,264 gp

APL 10: L: 0 gp; C: 0 gp; M: 2,293 gp

APL 12: L: 0 gp; C: 0 gp; M: 3,793 gp

APL 14: L: 0 gp; C: 0 gp; M: 5,876 gp

Encounter Seven - The Stranger

APL 8: L: 0 gp; C: 0 gp; M: 1,831 gp

APL 10: L: 0 gp; C: 0 gp; M: 2,665 gp

APL 12: L: 0 gp; C: 0 gp; M: 3,831 gp

APL 14: L: 50 gp; C: 50 gp; M: 6,581 gp

Total Possible Treasure

If Druid Amodrel Was Fought

APL 8: L: 30 gp; C: 0 gp; M: 1,264 gp - Total 1,294 gp

APL 10: L: 2 gp; C: 0 gp; M: 2,293 gp - Total 2,295 gp

APL 12: L: 2 gp; C: 0 gp; M: 3,793 - Total 3,300 gp

APL 14: L: 2 gp; C: 0 gp; M: 5,876 gp - Total 5,878 gp

If Barqual and Other Slaadi Were Fought

Treasure:

APL 8: L: 2 gp; C: 0 gp; M: 1,831 gp - Total 1,300 gp

APL 10: L: 2 gp; C: 0 gp; M: 2,665 gp - Total 2,300 gp

APL 12: L: 2 gp; C: 0 gp; M: 3,831 gp - Total 3,300 gp

APL 14: L: 52 gp; C: 50 gp; M: 6,581 gp - Total 6,600 gp

Appendix A – NPCs and Opponents at APL 8

Encounter Two - Harvest

🔪 **Chaos Beast, Advanced:** CR 10; Large outsider (Chaotic, Extraplanar); HD 13d8+52; hp 117; Init +5; Spd 20 ft; AC 19 (touch 9, flat-footed 19) [-1 size, +10 natural]; BAB/Grapple +13/+23; Atk +18 melee (1d6+6 plus corporeal instability, claw), Full Atk +18 melee (1d6+6 plus corporeal instability, 2 claws); Space/Reach 10ft/10ft; SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15; AL CN; SV Fort +14, Ref +10, Will +10; Str 22, Dex 11, Con 19, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +22, Escape Artist +16, Hide +12, Jump +18, Listen +16, Search +16, Spot +16, Survival +0 (+2 following tracks), Tumble +19, Use Rope +1 (+3 with bindings); Improved Initiative, Improved Natural Armor (3), Improved Natural Attack.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 20 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the

duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Encounter Five - Appetite for Destruction

🔪 **Anarchic Tyrannosaurus:** CR 10; Huge magical beast; HD 18d8+99; hp 180; Init +1; Spd 40 ft; AC 14 (touch 9, flat-footed 13) [-2 size, +1 Dex, +5 natural]; BAB/Grapple +13/+30; Atk +20 melee (3d6+13, bite), Full Atk +20 melee (3d6+13, bite); Space/Reach 15ft/10ft; SA Improved grab, Swallow whole, Smite Law; SQ Low-light vision, Scent, Darkvision, Acid, Cold, Electricity, Fire and Sonic Resistance 5; Immune to Polymorph and Petrification; Fast Healing 5, Damage Reduction 5/magic; AL CN; SV Fort +16, Ref +12, Will +8; Str 28, Dex 12, Con 21, Int 3, Wis 15, Cha 10.

Skills and Feats: Hide -2, Listen +14, Spot +14; Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

A huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Smite Law (Su): Once per day an anarchic tyrannosaurus can make a normal attack to deal an additional +18 against a lawful opponent.

Encounter Six - What's Going On

☛ **Amodrel:** Male humanoid Drd10; CR 10; Medium humanoid; HD 10d8+43; hp 95; Init +2; Spd 40 ft.; AC 21 (touch 12, flat-footed 19) [+2 Dex, +5 Armor, +4 Natural]; BAB/Grapple +7/+8; Atk +9 melee [1d6+1, darkwood quarterstaff]; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (4/day, Large), Venom Immunity; AL N; SV Fort +11, Ref +5, Will +12; Str 12, Dex 14, Con 18, Int 8, Wis 20, Cha 12.

Skills and Feats: Concentration +20, Knowledge (Nature) +12; Augment Summoning, Natural Spell, Skill Focus (Concentration), Spell Focus (Conjuration), Toughness.

Spells Prepared (6/6/5/4/4/3; base DC = 15 + spell level, or 16 + spell level if Conjuration): 0—[orison, orison (2)]; 1st—[cure light wounds (x3), faerie fire, longstrider, shillelagh]; 2nd—[barkskin (x2), flame blade, resist energy (fire), resist energy (electricity)]; 3rd—[cure moderate wounds, greater magic fang (x2), poison]; 4th—[flame strike, freedom of movement, ice storm, spike stones]; 5th—[call lightning storm, insect plague, stoneskin].

Possessions: Darkwood Quarterstaff, +3 Leather Armor, +2 Belt of Health, Divine Scroll of Transport Via Plants.

Notes: The effects of longstrider and barkskin are factored into Amodrel's stat block above. These effects will need to be eliminated if the spells are dispelled.

☛ **Dire Lion Animal Companion:** Large animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 19 (touch 11, flat-footed 17) [-1 size, +2 Dex, +8 Natural]; BAB/Grapple +6/+17; Atk +15 melee (1d6+9, claw); Full Atk +15 melee (1d6+9, 2 greater magic fang claws) and +7 melee (1d8+3, bite); Space/Reach 10ft/5ft; SA Improved Grab, Pounce, Rake 1d6+3; SQ Low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion chares, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Notes: The effects of barkskin and greater magic fang on both its front claws are factored into the animal's stat block above. These effects will need to be eliminated if the spells are dispelled.

Encounter Seven - The Stranger

☛ **Barqual the Gray Slaad:** CR 10; Medium outsider (Chaotic, Extraplanar); HD 10d8+50; hp 95; Init +7; Spd 30 ft.; AC 26 (touch 15, flat-footed 21) [+3 Dex, +11 natural, +2 Defl]; BAB/Grapple +10/+14; Atk +15 melee (2d4+4, claw), Full Atk +15 melee (2d4+4, 2 claws) and +12 melee (2d8+2, bite); Space/Reach 5ft/5ft; SA Spell-like abilities, summon slaadi; SQ Change shape, damage reduction 10/lawful; darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +12, Ref +10, Will +9; Str 19, Dex 17, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +17, Concentration +15, Hide +16, Jump +17, Listen +15, Move Silently +16, Search +15, Spellcraft +17, Spot +15, Survival +5 (+7 following tracks); Craft Arms and Armor, Improved Initiative, Multiattack, Weapon Focus (claw).

In Human Form: Spd 20 ft.; AC 34 (touch 13, flat-footed 33) [+1 Dex, +11 natural, +10 armor, +2 Defl]; Atk +16 melee (1d8+8, +2 longsword); Full Atk +16/+11 melee (1d8+8, +2 longsword);

Equipment: +2 Plate Armor, +2 Longsword, +2 Ring of Protection.

Spell-like Abilities: At will—chaos hammer (DC 16), deeper darkness, detect magic, identify, invisibility, lightning bolt (DC 15), magic circle against law, see invisibility, shatter (DC 14); 3/day—animate objects, dispel law (DC 17), fly; 1/day—power word stun. Caster level 10th. The save DCs are Charisma-based.

Change Shape (Su): A gray slaad can assume any humanoid form as a standard action. In humanoid form, a gray slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A true seeing spell reveals its natural form.

Summon Slaad (Sp): Twice per day a gray slaad can attempt to summon 1-2 red slaadi or 1 blue slaad with a 60% chance of success, or 1 green slaad with a 40% chance of success. This ability is the equivalent of a 5th level spell.

Appendix B – NPCs and Opponents at APL 10

Encounter Two - Harvest

🐉 **Chaos Beast, Advanced:** CR 12; Large outsider (Chaotic, Extraplanar); HD 16d8+67; hp 163; Init +5; Spd 20 ft; AC 19 (touch 9, flat-footed 19) [-1 size, +10 natural]; BAB/Grapple +16/+26; Atk +21 melee (1d6+6 plus corporeal instability, claw), Full Atk +21 melee (1d6+6 plus corporeal instability, 2 claws); Space/Reach 10ft/10ft; SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15; AL CN; SV Fort +14, Ref +10, Will +10; Str 22, Dex 11, Con 19, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +25, Escape Artist +19, Hide +15, Jump +21, Listen +19, Search +19, Spot +19, Survival +0 (+2 following tracks), Tumble +22, Use Rope +1 (+3 with bindings); Improved Initiative, Improved Natural Armor (3), Improved Natural Attack, Toughness.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 22 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the

duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Encounter Five - Appetite for Destruction

🐉 **Anarchic Tyrannosaurus, Advanced:** CR 12; Huge magical beast; HD 24d8+180; hp 288; Init +1; Spd 40 ft; AC 15 (touch 9, flat-footed 14) [-2 size, +1 Dex, +6 natural]; BAB/Grapple +18/+35; Atk +25 melee (3d6+13, bite), Full Atk +25 melee (3d6+13, bite); Space/Reach 15ft/10ft; SA Improved grab, Swallow whole, Smite Law; SQ Low-light vision, Scent, Darkvision, Acid, Cold, Electricity, Fire and Sonic Resistance 5; Immune to Polymorph and Petrification; Fast Healing 5, Damage Reduction 5/magic; AL CN; SV Fort +20, Ref +15, Will +10; Str 29, Dex 12, Con 22, Int 3, Wis 15, Cha 10.

Skills and Feats: Hide -2, Listen +15, Spot +19; Alertness, Improved Natural Armor, Improved Natural Attack (bite), Improved Toughness, Run, Toughness (4), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

A huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Smite Law (Su): Once per day an anarchic tyrannosaurus can make a normal attack to deal an additional +20 against a lawful opponent.

Encounter Six - What's Going On

✦**Amodrel:** Male human Drd12; CR 12; Medium humanoid; HD 12d8+51; hp 111; Init +2; Spd 40 ft.; AC 24 (touch 13, flat-footed 22) [+2 Dex, +6 Armor, +5 Natural, +1 Defl]; BAB/Grapple +9/+10; Atk +11 melee [1d6+2, +1 darkwood quarterstaff]; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (4/day, Large, Tiny, Plant), Venom Immunity; AL N; SV Fort +13, Ref +7, Will +14; Str 12, Dex 14, Con 18, Int 8, Wis 21, Cha 12.

Skills and Feats: Concentration +22, Knowledge (Nature) +16; Augment Summoning, Natural Spell, Quicken Spell, Skill Focus (Concentration), Spell Focus (Conjuration), Toughness.

Spells Prepared (6/7/5/5/4/4/2/1; base DC = 15 + spell level, or 16 + spell level if Conjuration): 0—[orison, orison (2)]; 1st—[cure light wounds (x4), faerie fire, longstrider, shillelagh]; 2nd—[~~barkskin~~ (x2), flame blade, ~~resist energy~~ (fire), ~~resist energy~~ (electricity)]; 3rd—[cure moderate wounds (x2), ~~greater magic fang~~ (x2), poison]; 4th—[flame strike (x2), ~~freedom of movement~~, spike stones]; 5th—[call lightning storm, insect plague, quickened entangle, ~~stoneskin~~]; 6th—[quicken owl's wisdom, transport via plants].

Possessions: +1 Darkwood Quarterstaff, +4 Leather Armor, +1 Ring of Protection, +2 Belt of Health, +1 Cloak of Resistance.

Notes: The effects of *longstrider* and *barkskin* are factored into Amodrel's stat block above. These effects will need to be eliminated if the spells are dispelled. The quickened owl's wisdom is not factored into his saving throw base DCs.

✦**Dire Lion Animal Companion:** Large animal; HD 10d8+30; hp 74; Init +3; Spd 40 ft.; AC 23 (touch 12, flat-footed 20) [-1 size, +3 Dex, +11 Natural]; BAB/Grapple +7/+19; Atk +18 melee (1d6+11, claw); Full Atk +18 melee (1d6+11, 2 greater magic fang claws) and +10 melee (1d8+4, bite); Space/Reach 10ft/5ft; SA Improved Grab, Pounce, Rake 1d6+4; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +10, Ref +10, Will +8; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +9, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (bite), Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion chares, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14 melee, damage 1d6+4.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Notes: The effects of *barkskin* and *greater magic fang* on both its front claws are factored into the animal's stat block above. These effects will need to be eliminated if the spells are dispelled.

Encounter Seven - The Stranger

✦**Barqual the Advanced Gray Slaad:** CR 12; Medium outsider (Chaotic, Extraplanar); HD 14d8+84; hp 147; Init +7; Spd 30 ft.; AC 26 (touch 15, flat-footed 21) [+3 Dex, +11 natural, +2 Defl]; BAB/Grapple +14/+18; Atk +19 melee (2d4+4, claw), Full Atk +19 melee (2d4+4, 2 claws) and +16 melee (2d8+2, bite); Space/Reach 5ft/5ft; SA Spell-like abilities, *summon slaadi*; SQ Change shape, damage reduction 10/lawful; darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +14, Ref +12, Will +11; Str 19, Dex 17, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +17, Concentration +19, Hide +20, Jump +21, Listen +19, Move Silently +20, Search +19, Spellcraft +21, Spot +19, Survival +5 (+7 following tracks); Craft Arms and Armor, Improved Initiative, Improved Toughness, Multiattack, Weapon Focus (claw).

In Human Form: Spd 20 ft.; AC 34 (touch 13, flat-footed 33) [+1 Dex, +11 natural, +10 armor, +2 Defl]; Atk +20 melee (1d8+8, +2 longsword); Full Atk +20/+15/+10 melee (1d8+8, +2 longsword);

Equipment: +2 Plate Armor, +2 Longsword, +2 Ring of Protection.

Spell-like Abilities: At will—*chaos hammer* (DC 16), *deeper darkness*, *detect magic*, *identify*, *invisibility*, *lightning bolt* (DC 15), *magic circle against law*, *see invisibility*, *shatter* (DC 14); 3/day—*animate objects*, *dispel law* (DC 17), *fly*; 1/day—*power word stun*. Caster level 10th. The save DCs are Charisma-based.

Change Shape (Su): A gray slaad can assume any humanoid form as a standard action. In humanoid form, a gray slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a gray slaad can attempt to summon 1-2 red slaadi or 1 blue slaad with a 60% chance of success, or 1 green slaad with a 40% chance of success. This ability is the equivalent of a 5th level spell.

Appendix C – NPCs and Opponents at APL 12

Encounter Two - Harvest

🐉 **Chaos Beast, Advanced:** CR 14; Large outsider (Chaotic, Extraplanar); HD 20d8+103; hp 223; Init +5; Spd 20 ft; AC 20 (touch 9, flat-footed 20) [-1 size, +11 natural]; BAB/Grapple +20/+30; Atk +25 melee (1d6+6 plus corporeal instability, claw), Full Atk +25 melee (1d6+6 plus corporeal instability, 2 claws); Space/Reach 10ft/10ft; SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15; AL CN; SV Fort +17, Ref +12, Will +12; Str 22, Dex 11, Con 20, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +29, Escape Artist +23, Hide +19, Jump +25, Listen +23, Search +23, Spot +23, Survival +0 (+2 following tracks), Tumble +26, Use Rope +1 (+3 with bindings); Improved Initiative, Improved Natural Armor (4), Improved Natural Attack, Toughness.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 25 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the

duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Encounter Five - Appetite for Destruction

🐉 **Anarchic Tyrannosaurus, Advanced:** CR 14; Huge magical beast; HD 30d8+219; hp 354; Init +1; Spd 40 ft; AC 17 (touch 9, flat-footed 16) [-2 size, +1 Dex, +8 natural]; BAB/Grapple +22/+40; Atk +32 melee (3d6+15, bite), Full Atk +32 melee (3d6+15, bite); Space/Reach 15ft/10ft; SA Improved grab, Swallow whole, Smite Law; SQ Low-light vision, Scent, Darkvision, Acid, Cold, Electricity, Fire and Sonic Resistance 5; Immune to Polymorph and Petrification; Fast Healing 5, Damage Reduction 5/magic; AL CN; SV Fort +21, Ref +18, Will +12; Str 30, Dex 12, Con 22, Int 3, Wis 15, Cha 10.

Skills and Feats: Hide -2, Listen +14, Spot +26; Alertness, Improved Natural Armor (3), Improved Natural Attack (bite), Improved Toughness, Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

A huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Smite Law (Su): Once per day an anarchic tyrannosaurus can make a normal attack to deal an additional +20 against a lawful opponent.

Encounter Six - What's Going On

✦ **Amodrel:** Male human Drd14; CR 14; Medium humanoid; HD 14d8+70; hp 143; Init +2; Spd 40 ft.; AC 24 (touch 13, flat-footed 22) [+2 Dex, +6 Armor, +5 Natural, +1 Defl]; BAB/Grapple +10/+11; Atk +11 melee (1d6+2, +1 darkwood quarterstaff); SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (5/day, Large, Tiny, Plant), Venom Immunity, A Thousand Faces; AL N; SV Fort +15, Ref +7, Will +15; Str 12, Dex 14, Con 20, Int 8, Wis 21, Cha 12.

Skills and Feats: Concentration +25, Knowledge (Nature) +16; Augment Summoning, Lightning Reflexes, Maximize Spell, Natural Spell, Quicken Spell, Skill Focus (Concentration), Spell Focus (Conjuration).

Spells Prepared (6/7/6/5/5/4/3/2; base DC = 15 + spell level, or 16 + spell level if Conjuration): 0—[orison, orison (2)]; 1st—[cure light wounds (x4), faerie fire, longstrider, shillelagh]; 2nd—[~~barkskin~~ (x2), flame blade, ~~resist energy~~ (cold), ~~resist energy~~ (fire), ~~resist energy~~ (electricity)]; 3rd—[cure moderate wounds (x2), ~~greater magic fang~~ (x2), poison]; 4th—[flame strike (x2), ~~freedom of movement~~, ice storm, spike stones]; 5th—[baleful polymorph, call lightning storm, quickened cure light wounds, ~~stoneskin~~]; 6th—[greater dispel magic, quickened owl's wisdom, transport via plants]; 7th—[heal, maximized flame strike].

Possessions: +1 Darkwood Quarterstaff, +4 Leather Armor, +1 Ring of Protection, +4 Belt of Health, +1 Cloak of Resistance.

Notes: The effects of *longstrider* and *barkskin* are factored into Amodrel's stat block above. These effects will need to be eliminated if the spells are dispelled. The quickened owl's wisdom is not factored into his saving throw base DCs.

✦ **Dire Lion Animal Companion:** Large animal; HD 10d8+30; hp 74; Init +3; Spd 40 ft.; AC 23 (touch 12, flat-footed 20) [-1 size, +3 Dex, +11 Natural]; BAB/Grapple +7/+19; Atk +18 melee (1d6+11, claw); Full Atk +18 melee (1d6+11, 2 *greater magic fang* claws) and +10 melee (1d8+4, bite); Space/Reach 10ft/5ft; SA Improved Grab, Pounce, Rake 1d6+4; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +10, Ref +10, Will +8; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +9, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (bite), Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an

attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion chares, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14 melee, damage 1d6+4.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Notes: The effects of *barkskin* and *greater magic fang* on both its front claws are factored into the animal's stat block above. These effects will need to be eliminated if the spells are dispelled.

Encounter Seven - The Stranger

✦ **Barqual the Advanced Death Slaad:** CR 14; Medium outsider (Chaotic, Extraplanar); HD 17d8+102; hp 178; Init +10; Spd 30 ft.; AC 30 (touch 18, flat-footed 22) [+6 Dex, +12 natural, +2 Defl]; BAB/Grapple +17/+22; Atk +22 melee (3d6+5 plus stun, claw), Full Atk +22 melee (3d6+5 plus stun, 2 claws) and +20 melee (2d10+2, bite); Space/Reach 5ft/5ft; SA Stun, spell-like abilities, *summon slaadi*; SQ Change shape, damage reduction 10/lawful; darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft; AL CE; SV Fort +16, Ref +14, Will +14; Str 21, Dex 23, Con 22, Int 18, Wis 18, Cha 18.

Skills and Feats: Climb +25, Concentration +18, Escape Artist +26, Hide +26, Intimidate +24, Jump +25, Knowledge (Planes) +24, Knowledge (Religion) +24, Listen +24, Move Silently +26, Search +24, Spot +24, Survival +12 (+14 following tracks), Use Rope +6 (+8 with bindings); Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack.

In Human Form: Spd 20 ft.; AC 35 (touch 13, flat-footed 34) [+1 Dex, +12 natural, +10 armor, +2 Defl]; Atk +25 melee (1d8+10 [+2d6 vs. humans], +3 human bane longsword); Full Atk +25/+20/+15 melee (1d8+10 [+2d6 vs. humans], +3 human bane longsword)

Equipment: +2 Plate Armor, +3 Human Bane Longsword, +2 Ring of Protection.

Stun (Ex): Three times per day, a death slaad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 22 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Spell-like Abilities: At will—*animate objects*, *chaos hammer* (DC 18), *deeper darkness*, *detect magic*, *dispel law* (DC 19), *fear* (DC 18), *finger of death* (DC 21), *fireball* (DC 17), *fly*, *identify*, *invisibility*, *magic circle against law*,

see invisibility, *shatter* (DC 16); 3/day—*circle of death* (DC 20), *cloak of chaos* (DC 22), *word of chaos* (DC 21); 1/day—*implosion* (DC 23), *power word blind*. Caster level 15th. The save DCs are Charisma-based.

Change Shape (Su): A death slaad can assume any humanoid form as a standard action. In humanoid form, a death slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a death slaad can attempt to summon 1-2 red or blue slaadi with a 60% chance of success, or 1-2 green slaad with a 40% chance of success. This ability is the equivalent of a 6th level spell.

Appendix D – NPCs and Opponents at APL 14

Encounter Two - Harvest

☛ **Chaos Beast, Advanced:** CR 16; Large outsider (Chaotic, Extraplanar); HD 24d8+123; hp 267; Init +5; Spd 20 ft; AC 23 (touch 10, flat-footed 22) [-1 size, +1 Dex, +13 natural]; BAB/Grapple +24/+34; Atk +29 melee (1d6+6 plus corporeal instability, claw), Full Atk +29 melee (1d6+6 plus corporeal instability, 2 claws); Space/Reach 10ft/10ft; SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15; AL CN; SV Fort +19, Ref +15, Will +14; Str 22, Dex 12, Con 20, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +33, Escape Artist +28, Hide +24, Jump +29, Listen +27, Search +27, Spot +27, Survival +0 (+2 following tracks), Tumble +31, Use Rope +1 (+3 with bindings); Improved Initiative, Improved Natural Armor (6), Improved Natural Attack, Toughness.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 27 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does

not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Encounter Five - Appetite for Destruction

☛ **Anarchic Tyrannosaurus, Advanced:** CR 16; Huge magical beast; HD 36d8+297; hp 459; Init +1; Spd 40 ft; AC 18 (touch 9, flat-footed 17) [-2 size, +1 Dex, +9 natural]; BAB/Grapple +27/+45; Atk +37 melee (3d6+15, bite), Full Atk +37 melee (3d6+15, bite); Space/Reach 15ft/10ft; SA Improved grab, Swallow whole, Smite Law; SQ Low-light vision, Scent, Darkvision, Acid, Cold, Electricity, Fire and Sonic Resistance 5; Immune to Polymorph and Petrification; Fast Healing 5, Damage Reduction 5/magic; AL CN; SV Fort +27, Ref +21, Will +14; Str 30, Dex 12, Con 24, Int 3, Wis 15, Cha 10.

Skills and Feats: Hide -2, Listen +14, Spot +33; Alertness, Improved Natural Armor (4), Improved Natural Attack (bite), Improved Toughness, Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

A huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Encounter Six - What's Going On

☛ **Amodrel:** Male human Drd16; CR 16; Medium humanoid; HD 16d8+96; hp 174; Init +2; Spd 40 ft.; AC 25 (touch 13, flat-footed 23) [+2 Dex, +7 Armor, +5 Natural, +1 Defl]; BAB/Grapple +12/+13; Atk +15 melee [1d6+4, +3 darkwood quarterstaff]; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (5/day, Large, Tiny, Plant, Huge), Wild Shape (elemental, 1/day), Venom Immunity, A Thousand Faces, Timeless Body; AL N; SV Fort +16, Ref +8, Will +17; Str 12, Dex 14, Con 20, Int 8, Wis 22, Cha 12.

Skills and Feats: Concentration +27, Knowledge (Nature) +18; Augment Summoning, Improved Toughness, Lightning Reflexes, Maximize Spell, Natural Spell, Quicken Spell, Skill Focus (Concentration), Spell Focus (Conjuration).

Spells Prepared (6/7/7/6/5/5/4/3/2; base DC = 16 + spell level, or 17 + spell level if Conjuration): 0—[orison, orison (2)]; 1st—[cure light wounds (x4), faerie fire, longstrider, shillelagh]; 2nd—[barkskin (x2), flame blade, resist energy (cold), resist energy (fire), resist energy (electricity), resist energy (sonic)]; 3rd—[cure moderate wounds (x2), greater magic fang (x2), poison, wind wall]; 4th—[flame strike (x2), freedom of movement, ice storm, spike stones]; 5th—[baleful polymorph, call lightning storm, insect plague, quickened cure light wounds, stoneskin]; 6th—[greater dispel magic, quickened owl's wisdom, transport via plants]; 7th—[heal, firestorm, maximized flame strike]; 8th—[finger of death, quickened flame strike].

Possessions: +3 Darkwood Quarterstaff, +5 Leather Armor, +1 Ring of Protection, +4 Belt of Health, +1 Cloak of Resistance.

Notes: The effects of longstrider and barkskin are factored into Amodrel's stat block above. These effects will need to be eliminated if the spells are dispelled. The quickened owl's wisdom is not factored into his saving throw base DCs.

☛ **Dire Lion Animal Companion:** Large animal; HD 12d8+36; hp 88; Init +3; Spd 40 ft.; AC 25 (touch 12, flat-footed 22) [-1 size, +3 Dex, +13 Natural]; BAB/Grapple +9/+21; Atk +20 melee (1d6+11, claw); Full Atk +20 melee (1d6+11, 2 greater magic fang claws) and +15 melee (1d8+4, bite); Space/Reach 10ft/5ft; SA Improved Grab, Pounce, Rake 1d6+4; SQ Low-light vision, scent, link, share spells, evasion, devotion; AL N; SV Fort +11, Ref +11, Will +9; Str 27, Dex 17, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +11, Move Silently +5, Spot +7; Alertness, Multiattack, Run, Weapon Focus (bite), Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion chares, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14 melee, damage 1d6+4.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Notes: The effects of barkskin and greater magic fang on both its front claws are factored into the animal's stat block above. These effects will need to be eliminated if the spells are dispelled.

Encounter Seven - The Stranger

☛ **Barqual the Advanced Death Slaad:** CR 16; Medium outsider (Chaotic, Extraplanar); HD 21d8+126; hp 220; Init +10; Spd 30 ft.; AC 32 (touch 20, flat-footed 22) [+6 Dex, +12 natural, +4 Defl]; BAB/Grapple +21/+27; Atk +27 melee (3d6+6 plus stun, claw), Full Atk +27 melee (3d6+6 plus stun, 2 claws) and +25 melee (2d10+3, bite); Space/Reach 5ft/5ft; SA Stun, spell-like abilities, summon slaadi; SQ Change shape, damage reduction 10/lawful; darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft.; AL CE; SV Fort +17, Ref +17, Will +15; Str 22, Dex 23, Con 22, Int 18, Wis 18, Cha 20.

Skills and Feats: Climb +30, Concentration +22, Escape Artist +30, Hide +30, Intimidate +28, Jump +30, Knowledge (Planes) +28, Knowledge (Religion) +28, Listen +28, Move Silently +30, Search +28, Spot +28, Survival +12 (+14 following tracks), Use Rope +6 (+8 with bindings); Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball), Weapon Focus (longsword).

In Human Form: Spd 20 ft.; AC 35 (touch 15, flat-footed 34) [+1 Dex, +12 natural, +10 armor, +4 Defl]; Atk +31 melee (1d8+10 [+2d6 vs. humans], +3 human bane longsword); Full Atk +31/+26/+21/+16/+11 melee (1d8+10 [+2d6 vs. humans], +3 human bane longsword)

Equipment: +2 Plate Armor, +3 Human Bane Longsword, +2 Ring of Protection, +2 Cloak of Charisma, 300 gp.

Stun (Ex): Three times per day, a death slaad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 24 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Spell-like Abilities: At will—*animate objects*, *chaos hammer* (DC 19), *deeper darkness*, *detect magic*, *dispel law* (DC 20), *fear* (DC 19), *finger of death* (DC 22), *fireball* (DC 18), *fly*, *identify*, *invisibility*, *magic circle against law*, *see invisibility*, *shatter* (DC 17); 3/day—*circle of death* (DC 21), *cloak of chaos* (DC 23), *fireball (quickened)* (DC 18) *word of chaos* (DC 22); 1/day—*implosion* (DC 24), *power word blind*. Caster level 15th. The save DCs are Charisma-based.

Change Shape (Su): A death slaad can assume any humanoid form as a standard action. In humanoid form, a death slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a death slaad can attempt to summon 1-2 red or blue slaadi with a 60% chance of success, or 1-2 green slaad with a 40% chance of success. This ability is the equivalent of a 6th level spell.

Appendix E – New Rules

From the MANUAL OF THE PLANES:

Anarchic Creatures

Anarchic creatures dwell in planes of chaos, the realms of disorder. Although they may resemble creatures from the Material Plane, they appear less finished their features more rough and uneven, their fur or scales blotched and tattered, their appearance more ragged and horrific. They are also called the Unfinished, and some say they were first drafts, abandoned to the roiling planes of chaos by forgotten creators.

Creating an Anarchic Creature

“Anarchic” is a template that can be added to any corporeal creature of chaotic or neutral alignment that is native to the Material Plane. Animals with this template become magical beasts, but otherwise the creature type is unchanged. The template uses all the base creature’s statistics and special abilities except as noted here.

Special Attacks: An anarchic creature retains all the special attacks of the base creature and also gains the following.

Smite Law (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a lawful opponent.

Special Qualities: An anarchic creature retains all the special qualities of the base creature and also gains the following ones:

- Darkvision with a range of 60 feet.
- Acid, cold, electricity, fire, and sonic resistance 5
- Immune to polymorphing and petrification
- Fast healing 5 for creatures of 12 HD or more
- Damage reduction of 5/magic for creatures of 12 HD or more

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature.

Abilities: Same as the base creature, but Intelligence is at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, same as the base creature.

3 HD to 7 HD, same as the base creature +1.

8+ HD, same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always chaotic (any).

Advancement: Same as the base creature.

From COMPLETE WARRIOR:

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

DM Aid #A

Bestien's Towers

From THE MARKLANDS section entitled “*Bestien's Towers*” which presents the status of that location as of 585 CY:

This twin towered castle keep stands watch over the southern Nutherwood. The 150 heavy infantry and 300 light infantry garrisoned here patrol the southern forest margins, watchful for any remaining Stonefist men. The Nutherwood is technically part of the Pale, but the Pale's soldiers allow Nyrond troops to hunt Fists within the wood. This castle is a base for the 800 militia who, at any time, patrol the eastern border with the Pale. The troops of both nations have little love for each other, and exchanges between patrols tend to be short and to the point.

For more information on the Stonefist men, see the “Stonehold” entry in Chapter 4 of the LIVING GREYHAWK GAZETTEER.

DM Aid #B

Random Names for Undocumented NPCs

Alestor Hyndran
Byran Geloog
Calana Germend
Dyrk Morgna
Elestria Bulgg
Ferd
Galondael Berivia
Hidera Yaruth
Isten Footfollower
Jopnor Vernon
Kalas Vellend
Luter Nicson
Mergl the Bull
Nalacia Oneria
Ostel Regalla
Permef Starwinder
Quelton of Woodwych
Ryndia Permecia
Stapp of the Talls
Tyrus Rann
Ubla the Ugly
Vawren Yelrenda
Walkon Fairskin
Xirilia Pantor
Yestar Cloakshadow
Zyrin Selentia

DM Aid #C

Information about Kelanen

From the article “Blood of Heroes” by Sean K. Reynolds, Fred Weining, and Erik Mona in LIVING GREYHAWK JOURNAL No. 3.:

Kelanen (the Prince of Swords), N hero-god of Swords, Sword Skills and Balance

Of unknown race and origin, Kelanen (KEL-a-nen) is probably the best-known and most popular hero-deity in the Flanaess. He can appear in any humanoid form, although he is traditionally shown as a fair-skinned man with a silvery scar on the right side of his face. Quiet and determined, Kelanen is obsessed with swords of all types and with preserving the balance between good, evil, chaos, and law. He has been known to work on the side of any of these alignments in order to push the balance back toward the middle. His myths say that he discovered the resting place of three of the magical swords known as the *Pillars of Heaven*, and that he wrested the now-lost blade *Fragarach the Answerer* from an alien god. He created the legendary “final word” swords, from which his holy symbol (nine swords in a star shape, points outward) is derived. His cult is popular in the Hold of the Sea Princes, and among the humans of the now Pomarj-controlled Wild Coast and neighboring lands.

Mastery of the sword is the path to mastery of the self. Relentlessly practice your skills with all kinds of blades until you are competent with them all. Eschew all extremes, for only when you are in the center are you truly balanced and at your best. Bring down those in power who carry too strongly the taint of the Four Dooms: Chaos, Evil, Good, and Law, for Balance is the true ideal.

Kelanen's clerics spend much of their time practicing with at least one kind of sword, and many study at martial academies all over the Flanaess in order to master all styles of combat with their favorite blade. They adventure as a means of acquiring more wealth to get more powerful and perfect weapons, and to restore the Balance. Few of his clerics are of alignments other than neutral, for such paths are seen as intentional disregard for the teachings of Kelanen. It is a violation of the faith's code of conduct to use any sort of weapon other than the sword or crossbow.

Domains Travel, War;

Weapons any martial sword (m).