

PAL4-09

Retribution

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Regional Adventure

Version 1.0

by Jef Parr

Triad Reviewer: Donovan Hicks

Idle days along the Yol River turn to alarm when rangers report coming across the paths of ogre bands moving fast through the Phostwood. The faithful of the Pale seek shelter in their homes, but malice travels on thundering drumbeats from across the river, deep within the ghostly forest. A Pale regional adventure for the noble and the savage of APLs 4-12.

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

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

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

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

	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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Theocracy of the Pale. Characters native to Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy

new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

For as long as the Theocracy of the Pale has been in existence, relations between the Pale and the elves of the Phostwood have been simple; stay out of the woods and there will be no problems. In return, the Sylvan tribes have allowed access through their territory via a single well-marked route (Treaty Road) that leads to the Tenh. While the Grugach (wild elf) tribes are loosely allied with the Sylvan elves, this courtesy does not apply to anyone or anything else that foolishly wanders into their portion of the central Phostwood. This balance has just been altered.

On day -6, a priest of the Ebongleam Heresy (Dimreian Pholtan) was adventuring in the eastern Phostwood with a large group of henchmen and followers. After fighting their way through one of the

dark magic pockets, they chanced upon an abandoned druidic grove. The priest found a small ivory and gem-encrusted statuette of a dancing satyr, which radiated heavy Abjuration and chaotic magics. He left his men to continue to search for artifacts and other things of value, travelling by magic to Coldriver to meet up with his friend, a Nyronder merchant, who he knew was travelling up to the Pale via the Yol River.

The presence of the statuette was the symbol of a bargain struck three millennia ago between the grugach of the Phostwood and the encroaching presence of the Unseelie fey court. When the grugach had almost shut these faeries out of the Oerthly realm, the lord of the Unseelie sent the tortured soul of an elder treant, named Sephron Dreamkiller, to distract the grugach. This treant did more than that; it destroyed two of the tribes before the grugach yielded to the wishes of the Unseelie court. Sephron has been dormant since then, but the lingering energy of his rampage is one of the causes of the Dark Plague, which is evident in the phosphorescence and the dark pockets of chaotic magic in the Phostwood.

Day -4, the remains of the Dimreian adventuring party are found by a band of the Carca Grugach. Most of the adventurers have been crushed into pulp, with a few survivors severely wounded and babbling in a semi-coherent trance. The removal of the statuette allowed this treant to take physical form again. All of the Dimreians were wearing holy symbols of Pholtus and the Grugach are easily able to get the last known location of their leader—Coldriver.

To deal with the released evil of Sephron Dreamkiller, tribal elders and witchdoctors (*brujos*) have decided the only way to fight the threat is with the Blooddance. This powerful ceremony instills the focus of a hunter with the blade-frenzy of a dervish. It is also a tool of retribution, using the blood of the guilty to correct their wrong. To finish the ceremony, blood from the guilty party (i.e. the Dimreian who removed the totem) is required. Knowing the Sylvan tribes might not be as understanding of the need for exacting punishment, the grugach plan on waiting until after their honor has been restored before seeking assistance in the upcoming campaign against the Dreamkiller.

The Blooddance Ritual requires the blood from the one who has brought woe upon the Grugach mixed with a large amount of blood from willing (participants) and at least one unwilling (sacrifice) member of the creature type to be hunted. The participants anoint themselves in blood, drawing designs and arcane symbols on themselves. They are also unable to rationally deal with anyone associated with the original guilty party.

The Dimreian priest, who brought back and sold the statuette, was attacked by the grugach scouts searching for him. Incidentally, several of the clergy of Pholtus in the village of Coldriver were also attacked in the same manner. After getting jumped in his sleep, he cast *word of*

recall and went back to Dimre. In all cases, the attacks were swift, surprising, and with minimal injury.

A note on the grugach: They are wild and feral in nature. Despite a loose alliance with the more organized sylvan tribes, the grugach can rarely communicate peacefully amongst themselves, much less with anyone else. Without extraordinary reasons, such as a missive from a Phostaldaron elder, the normal reaction of the grugach is to kill outsiders on sight.

PCs of less than third level that enter the Phostwood do so at their own risk. The DM should also read the current Phostaldaron document before running this scenario.

Adventure Summary

The PCs start in Coldriver. There are several events occurring for the PCs to discover all is not well in the region. The prime hook is a pair of sylvan elves arguing in the open streets. One is a Cemina ranger and the other is a Vorima (the title of a Tië Lassëaron, a Phostaldaron diplomat).

The Vorima tells the PCs there is a task they can do for her that will benefit both the Phostaldaron and the Pale. She would like the PCs to travel to the Mórë tribe in search of information about what is happening in the area. She knows the Grugach extremists are planning on attacking Coldriver but doesn't know why. In her mind this is a chance for the outsiders to protect themselves with minimal sylvan-elf involvement.

The PCs travel rapidly though the Phostwood, having a few minor encounters to set them on edge prior to a big one with Bloodcaps (half-fiend gnomes) just outside of Mórë territory. Bloodcaps are just one of the many creatures used as underlings by the Unseelie court to wreak havoc for their twisted amusement. [Note: these creatures are distinct from Redcaps, which appear in the *Monster Manual III*.]

The sylvan tribe of the Mórë is surprised to have outsiders dumped in their lap but is willing to listen to the indirect request of the Tië Lassëaron and allow the PCs a chance to prove themselves. The prime elder, Briak'Te, is a rumormonger for the region and has just gotten wind of the Grugach being put on edge.

After receiving information from Briak'Te, the PCs can make a choice: request ritual combat with the Grugach to satisfy their need for revenge on the 'Pholtans' or go to the depths of the Phostwood and engage whatever has the Grugach so frightened.

Preparation for Play

In order to add to the suspense of being in the Phostwood, the judge should have each player include the initiative bonus and Spot/Listen/Sense Motive

bonuses on initiative cards and have them submit ten d20 rolls.

Encounter 1: 15-30 min: The judge should find out which PCs speak (understand) Elven for the extra dialogue between the two elves in Coldriver. Be aware only those PCs get the flavor info and Phostaldaron PCs should know they shouldn't share it.

Encounter 2: 45 min: To add to the feel of the Phostwood, the judge should have the PCs roll Spot and Listen checks on a regular basis, to keep them on edge. Due to thick undergrowth and uneven ground, all of the Phostwood is considered difficult terrain.

Mile 5 - The Dying Ogre: Use pre-rolled Initiatives. The ogre appears 75 feet away on Initiative count 15 and double-moves toward the party. Each PC gets a hidden Sense Motive check (DC 20), to notice the creature is about to collapse on its own.

Mile 15 - The Bloodcaps: After the text introducing the gnomes, go straight into Initiative, asking each player in turn what they are doing that round.

Encounter 3: 60 min: The Mórë Elves: While concerned about the actions of the Grugach, the Mórë are not interested in dealing with the PCs. This is why they have the elder, Briak'Te, an incorrigible prankster, deal with them. However, if the PCs put up with Briak'Te, he can tell them some valuable information about the entire situation.

Encounter 4a: Confront the Grugach: The grugach want to fight. If requested, they listen to the PCs but are very ornery and irritable until the fight starts.

Encounter 4b: Investigating the Phostwood: The judge should keep PCs on edge as stated earlier. The first encounter should be well within the PCs' capability, especially since it has been staggered. If they stick around for the untiered encounter, have fun.

Divination school spells

Spells of the Divination school do not work properly within the Phostwood. This interference is due to the intrusion of other extraplanar realms in the Phostwood onto the Material Plane.

Divination

When rolling the failure chance for the spell *divination*, divide in half rounding down $((70\% + CL\%)/2 = X)$. If the roll is below that X, the spell functions normally. If it is between X and the spell failure chance $(70\% + CL\%)$, the PC gets two answers: the correct one from the respective agency and another one similar but containing contradictory or misleading information (be clear to the PC that they heard both at the same time). If the spell fails, they get the secondary information. For example, a 9th-level caster normally has a 79% chance for a right answer. In the Phostwood, a roll of 01-39 gives the right

answer, a roll of 40-79 gives double answers, and a roll of 80-100 gives the wrong answer.

Scrying:

Regardless of their location, PCs (or NPCs) trying to scry on objects within the Phostwood will find it to be a difficult task.

Questions regarding the creature the grugach are afraid of: (Sephron's Will save is +17) This is as per the normal rules for the scry spell. If the save is made, the party sees nothing; if it is failed, the party sees the following:

You see a small grove of dead trees around a massive twisted and blackened oak. Sleeping peacefully at the base of the tree is a single wolf. It snorts in its sleep and a ripple passes over the slumbering creature. The wolf shimmers a multi-hued color and several tentacles sprout out of its body and flail about for a split second.

- Knowledge (nature): DC 30 to recognize the tree as a dead treant.

Questions regarding the source of the Dark Plague or the Unseelie court:

The sensor yields a blurry image; you think you can make out a massive table laden with food and drink. At the edge of your vision is a multitude of figures aligned along both sides of the table...

At this point, determine who is watching the scrying and who is not. The PCs not participating can make a Spot check (DC 10), to see a small ring of mushrooms sprout around the scrying PC(s). Allow each PC who made the check a partial action.

If all PCs are removed from the mushroom circle, read the following after allowing the PCs some interaction.

A deep voice rumbles, "Hello. Hello? It is most inconsiderate to get my attention and then not be there for the conversation." You hear the voice yet only see your companions.

If any PC returns to investigate the scrying device, continue.

If the PC(s) remains within the mushroom circle for 1 full round, read the following.

With a touch of additional concentration, the image snaps clear. But before you can look around, the view zooms away as the sensor is wrenched from its point in space. A large yellow eye, akin to that of a cat or a goat, fills the view. It darts back and forth for a few seconds until it focuses directly on you.

"Good day to you, mortal. As you can see, I am amidst my repast, so thus I will chat"—the word emerges with disdain—"with you at a later date. Do not worry about coming to me; I shall find you."

With that, a massive hand closes over the sensor and with an audible pop the spell is cancelled.

Augury

The augury spell doesn't work at all, as the markers keep flipping and changing their answers until picked up.

Contact other Plane, Summon Planar Ally

In the Phostwood, these spells have a 50% chance (roll of 01-50) of only contacting creatures on the plane of Pandemonium or in the Far Realms (in both cases, the language is completely alien and unintelligible). Otherwise (a roll of 51-100), the spell works normally.

Introduction

You have been in the southwestern corner of the Theocracy of the Pale for most of the week. All was peaceful and quiet until two days ago, when you encountered a pair of Prelatal Army scouts on their way back to Castle Egremont from the Phostwood.

They were patrolling the Treaty Road when they encountered multiple signs of ogre troops. While they both agreed the beasts crossed the road at a good speed and were heading to the north and east, they disagreed on whether the group was an organized band or not. The younger man of the pair thought they were moving in an even more disorganized fashion than normal, while the other thought they were a typical raiding party.

Then yesterday you encountered some Rhennee docked along the river selling food. It was strange that they didn't try to steal anything or sell you any useless junk. Even more unsettling is the fact those blue and yellow barges with red trim looked really familiar—a lot like some Rhennee craft you saw travelling down the river when you were camped near the Egremont... but Rhennee never backtrack their route.

You arrive in Coldriver late in the evening. Everything is normal for a small village in the Theocracy of the Pale. Apparently, you have arrived in time for a local harvest festival. You can hear a single deep drum pounding a steady beat in the background once every few seconds. A group of nearby locals are talking about how the drumming began at noon today, coming from somewhere across the river. There is no festival, but something is obviously going on.

You awake this morning, refreshed if a bit stiff. The shutters of your room are open, letting in the crisp morning air.

As you stand there, you see a squad of town guard rush up the street toward the large stone building that is the Church of Pholtus. There is a second commotion down by the main gate. You can

barely make out a Tenha refugee yelling at one of the gate guards, gesturing toward a white-robed figure hanging limp between two of his companions. One of them is holding a bandage to the side of the robed figure's face.

Something must have happened during the night that may perhaps lead you to adventure once more. As you continue about your business, you notice there is now more than one drum pounding in the distance.

As the PCs leave the inn, they 'coincidentally' arrive at the exit at the same time unless they are already travelling together. There is a crowd gathering in the streets, making it difficult for the PCs to leave. Allow players a chance to introduce their characters to each other at this point as necessary.

Encounter One: Coldriver

Having met new and old companions, you are interrupted by a stable boy who tugs at (insert PC's name) sleeve.

"Sir! Sir! Did ya hear? The deacon was attacked last night. They say a demon appeared in his room while he slept and slashed at his cheek with a talon. Then the beast spat in the poor deacon's face and lapped up his blood before leaping out the window. The temple guards never saw a thing."

The boy, Elro, is really excited at the news and sprints off. He doesn't know anything more and is just repeating what he has heard from others. Each of these possible informational encounters should be really quick, a bit of information that they know and then shuffle the PCs along as quickly as possible.

A. Barkeep

Herld, the barkeep, is irritated. All this chaos has diverted his customers' attention from eating and drinking. He is short with any PC who tries to talk to him; however, he appreciates any PC who tries to restore order and tell the townspeople to go about their business. Give the party a +2 circumstance modifier to Gather Information checks with Herld if they do this. The few other customers still in the common room know nothing more than what the stable boy, Elro, told them.

- Gather Information DC10: *Problems sleeping with that racket? Got me some fine hand-made wax plugs for the ears, just a silver pair.*
- Gather Information DC 15: *Some Rhennee stopped by before splitting town. Looked all agitated. I got the hetman to talk a bit; said they were going back up to Spiral. I know they were up that direction before they showed up here.*
- Gather Information DC 20: *There was one of them woody-elves here last night just before I closed*

up; the fella looked mighty angry. Kept asking in his pidgin tongue about something called "Vorima".

- Gather Information DC 25: *There was a rather snotty Pholtan here a few days ago, talking with a Nyronder merchant. The merchant was buying drinks for everyone. Good for me but not the best of business sense. Why get everyone drunk, then not even try to sell them anything?*

B. Main gate

You make your way down to the town gate where the refugees are arguing with guards. Now that you are close enough, you can see that the youth in the white robes is a young acolyte of Pholtus. He has apparently recovered enough to be slumping in a chair with one of the guards examining the wound.

The guards are refusing to let the refugees get any farther inside without a pass. The refugees are trying to get permission to take the missionary who tends to them up to the temple to get his injury dressed. The veteran guards recognize the wound as a mere scalp slash, messy but harmless.

Gerih, male human, Com1/Clr1, AL LG.

- **Personality:** He is naive and easily shaken.
- **Description:** He is a young Oeridian man. He wears well-worn robes. His hair is dark brown and his eyes are hazel. He stands just a little over five feet and has a very small frame.

Gerih was up late over the night tending to a few refugees with minor diseases and infections, keeping them isolated from the general population. When he returned to the supply room for additional healing herbs, he was attacked. He was jumped from out of the shadows and pinned down. His attacker spoke to him in a vile tongue, spit in his face, and tried to tear his head off. He is shaken and is not able to recall any description.

If the PCs try to figure out the language that his attacker used, Gerih acknowledges it was Sylvan.

Skill checks: Note that any curative spell will have erased the injury.

- Heal DC 15: The wound has been made by a crude stone knife.
- Heal DC 20: The cut was specifically made, not the normal cut of an attack.

C. Church of Pholtus

Two squads of Coldriver's guardsmen stand outside the main entrance of the Temple of Pholtus. They have spread out around the small plaza and are fairly alert. One of the guards catches sight of your small group heading towards the temple.

"Hold, Citizens! Name and profession, if you please?"

Allow the PCs time to answer. The sergeant bows to any Pholtan clerics/paladins and says the following.

"Thank you, good sirs (and madams). May I presume you wish to talk to the deacon?"

The guards at the temple of Pholtus allow only clerics/paladins of Pholtus to see the deacon. However, if the party has a combined total of ten Favors of Pholtus, the guards recognize the PCs are loyal and heroic citizens of the Pale and allow a short audience, sans weapons. (Note: These favors will not be spent; they are simply to reflect the deeds done by the PCs for the region.)

The guards are willing to tell the party the official version of what happened last night.

- The deacon was attacked last night in his sleep. He got a wicked cut across the head but was able to chase off the fiend before it could cause any more trouble.

☛ **Deacon Kerit**, male human, Clr5, AL LG.

- **Personality:** The deacon is a devout Pholtan but not an original thinker.
- **Description:** He is a middle-aged Oeridian man who is very neat and tidy. His priestly robes are immaculate at all times and compliment his well-groomed black hair. His steely gaze forces all who meet him to notice his grey eyes. He is a man of average height and is just a little heavy for his height.

The deacon is angry. He was attacked in his sleep by what he believes to be a follower of the Old One. He recalls a stone knife and obscured facial features. It pinned him down in his bed, spit in his face, and then cut open his scalp. It didn't say anything, just jumped out the window.

He has already cured himself, erasing any sign of the injury. However, Diplomacy may permit a loyal Pholtan or companion into his bedroom to aid in a search.

Skill checks:

Diplomacy:

- DC 10: Permission to enter his bedchamber to search for clues if the requestor is Pholtan.
- DC 15: Permission to bring in other loyal Pholtans to perform a more thorough search.
- DC 20: Permission to bring in the unwashed (non-Pholtans) to aid in the search.

Search:

- DC 15: Humanoid-sized scuff marks on the windowsill. Checking the grounds outside reveal only tracks left by the guards walking their patrols.

- DC 20: Crumbled bits of ash and mud just inside the windowsill. If the ash/mud compound is found, Phostaldaron or bard PCs may make a Knowledge (local - Nyronnd and Her Environs) check (DC 20) to determine a face mask of mud and ash is a typical warrior's blessing by the grugach tribe of the Feanor.
- DC 25: A bit of feather by the bedpost.

Knowledge (nature):

- DC 15: The feather tuft is that of an eagle.
- DC 20: The feather tuft is specifically that of a giant eagle. If the feather is correctly identified as part of a giant eagle feather, a Phostaldaron or bard PC may make a Knowledge (local - Nyronnd and Her Environs) check (DC 15) to know the grugach tribe of Sorne uses giant eagles for fighting and scouting. Additionally a giant eagle feather also makes for a good trophy.

D. A pair of sylvan elves arguing on the street just past the Pholtan temple.

Cemina PCs will know Voseial on sight but not the Tië Lassëaron. Have PCs make a Spot check (DC 5) when they leave the temple.

Exiting the Church of Pholtus, you notice a pair of sylvan elves arguing, one male and one female. The male, on the left, is dressed in muted greens and greys and appears to be well suited for travel through the Phostwood. His long auburn hair has been bound in a queue with broad, snowy-white feathers woven into it. Several handaxes are sheathed on his body, some appearing to be made of silver or cold iron. While clearly agitated, he is still extremely respectful to the female. She stands listening carefully to what he is saying. The elegant braids and knots of her hair and finer clothes show she cares for more than mere function. Her encompassing cloak appears to be embroidered with thousands of alder leaves. Only with a second look do you notice the cloak is actually made from leaves connected in an unknown manner.

- Listen check DC 15. Only PCs who make the check and can speak/understand Elven may understand the conversation, otherwise it comes across as gibberish.

"You must listen to me, Vorima. The sun priests will be angry and in their foolishness they will look to you. I have sent Zebic on swift wings to matron Ironcrown, who will..."

The male, Voseial (vo-SAY-all), notices the PCs watching and becomes silent, glaring warily at them. Let the PCs react if any understood. The female, Neesa (neh-AY-sah; her title is Vorima), downplays the entire situation, but before she addresses the party, she beckons forth any Phostaldaron PCs who are present, speaking to

them in Elven; otherwise skip to the speech text "For non-Phostaldaron PCs" after Neesa's stat block. Ironcrown is the name of the giant owl that directs the giant owl commune, located at the edge of the Cemina village. Zebic is a giant owl, a friend to Voseial. Ironcrown is the matriarch of the giant owls.

For Phostaldaron PCs only:

You have heard about the Tië Lassëaron, but this is the first time you have encountered one in your long life. She speaks to you, "Warrior, the Way of Leaves requires your service. Do you accept the duty?"

Allow the PC to answer, filling in any gaps the player doesn't know about the Tië Lassëaron. The PC should address her as Vorima. She will be shocked if the answer is no. If the answer is yes, read the following.

"You bring honor to your tribe and pride to Calion. I would be pleased if you would introduce me to your companions."

Neesa: Female elf Brd12 (Bluff +12, Diplomacy +20, Sense Motive +12).

- **Personality:** She is pleasant and charming. Neesa is very formal when dealing with anyone not of elven descent.
- **Description:** She is a very attractive sylvan elf woman with chestnut hair and hazel eyes. She is dressed in fine elven clothing and a leaf cloak.
- **Motivation:** As part of the Tië Lassëaron, she is looking to strengthen the relationship between the Phostaldaron and the Pale. She has just found out from Voseial that grugach extremists have banded together and are preparing for an attack on Coldriver. If they proceed with this, it will wreck all ties between the Pale and the Phostaldaron. However, the sylvan and grugach tribes have only a tenuous alliance and she needs to find out more before attempting to contact the renegades directly.

In the meantime, by informing the PCs that the Móre tribe (sylvan elves) may have additional knowledge about the situation, she hopes they can help the Palites prepare for the onslaught. She also trusts the fact that grugach do not work well together, and it will take several days before they attack.

The Tië Lassëaron is an elite group within the Phostaldaron of bards, rogues, and clerics, who seek to aid the combined tribes through diplomatic actions. They know that due to the humanoid wars the Phostaldaron has been depleted in numbers to the point that their survival has been endangered. The Tië Lassëaron is devoted to pursuing diplomatic means to ensure the survival of their people.

For non-Phostaldaron PCs:

Vorima Neesa has Voseial stand back as she approaches the party.

The cloaked female gestures for the male to stay behind as she approaches. A pleasant feeling washes over you as she nears and bows, speaking Common slowly and in very formal tones. "Greetings, Sunpeople. I am Vorima of the Phostaldaron. We are friends and you may address me by my name, Neësa."

Allow the PCs a chance to respond and introduce themselves.

"I am happy to meet all. I have heard of things happening in town. Can you explain these to me?"

Allow the PCs a chance to respond.

"Interesting; perhaps I can offer help. The tribe of Mórë is but five leagues' journey away. They are close with the shadows and whispers of the night. The elder, Briak'Te, may have answers to what is happening. Voseial will be most happy to show you the way."

- **Sense Motive DC 10:** Voseial most certainly isn't happy to act as guide.

If asked why she is assisting the PCs, she repeats she is a friend to the Sunpeople (Pholtans) and friends help friends. Some PCs may insist on knowing more before agreeing. She will repeat she doesn't know much herself and the PCs could be great heroes to both the Phostaldaron and the Pale if they can figure out what is happening. She offers great rewards to PCs who refuse to help otherwise.

Let the players have five minutes to buy items before the PCs leave town. It is important to press home that they are in a hurry and should get to the ferry crossing as soon as possible.

Encounter Two: The Phostwood Marathon

Once across the Yol River, Voseial hops off the ferry and whistles a series of warbling notes, pauses a second, and then repeats it. He turns to the party, speaking in unrefined Common.

"Mórë are long run to west. I move very fast. Do best to keep up. This route will come near Riaswa, but it is quickest way. Spending the night out in the Blight, not a good idea."

Voseial: Male elf Rgr10.

- **Personality:** He is serious and focused, not used to speaking Common. He will refer to other Phostaldaron PCs as "younger cousin" or "older cousin", but calls Cemina PCs "brother" or "sister".

- **Description:** He is a sylvan elf of the Cemina (KEM-in-ah) tribe and wields numerous throwing axes. There are giant Owl feathers woven into his hair.
- **Motivation:** He is a typical loner and only speaks when spoken to. His major task for the Phostaldaron is the monitoring of denizens infected by the Dark Plague. He answers some questions but is clearly impatient. He says nothing about the grugach planning on attacking Coldriver.

Voseial, who typically travels alone or with other Phostaldaron, wants to reach the Mórë, 16 miles away, by nightfall. If the party can match Speed 40 ft. (his with longstrider) and is also unhindered by the undergrowth (he has Trackless Step), they can cover the 16 miles by hustling (at 8 miles per hour) for two hours. PCs with a Speed of 20 ft. or lower annoy him, but he grudgingly slows to whatever speed the party requires, asking them to alternate hustling and walking if needed. (Walking Speed 20 ft. through the forest covers only one mile per hour.)

- The birdcall was to let the Istari watchers know he was skirting their territory and crossing as fast as possible.
- Riaswa, one of the dark magic pockets found in the Phostwood. "Very dangerous places."
- The PCs are currently in Istari territory. The first four miles (one hour as he hustles through the difficult terrain) will be safe since that is still within their territory.
- There are dangerous creatures out in the blighted areas. Voseial will be up ahead and should be able to warn in case of an attack. Other extra-quick and scout-type PCs could act as flankers while travelling through the Phost.
- If PCs ask about weapons, he will recommend having silver and cold iron ready. He assumes that anyone entering the Phostwood possesses magic weapons.
- His friend Zebic, a giant owl, left earlier, heading back to the Cemina village to bring word of what he has found out.

Nodding, he picks up some dirt and rubs it on his leg while murmuring a spell. With that, he beckons you to follow him and leaps into the undergrowth with nary a sound, charging off into the darkness.

Overland Travel: There are 16 miles to cover. Voseial would merely hustle for 2 hours, but PCs are likely to be slower and hindered by the terrain. Movement can be found in the *Player's Handbook* on pages 163-164.

Effects of hustling:

- Hour two: 1 point nonlethal dmg, -2 to Str and Dex
- Hour three: 2 points nonlethal dmg, -2 to Str and Dex
- Hour four: 4 points nonlethal dmg, -2 to Str and Dex
- Hour five: 8 points nonlethal dmg, -2 to Str and Dex

This must be travelled by foot, as the undergrowth is too thick for horses, though riding dogs won't have much of a problem. Magical travel will likely bypass the minor events at the mile markers. If this method is used, Voseial recommends setting down just outside Móre territory as a sign of respect; go straight to Mile 16.

Spotting: Nothing can be spotted beyond seventy-five feet, due to the excessive foliage and phosphorescence of the blight on the trees.

Mile 5

Travel has been fairly easy, although the faintly glowing lights in the distance constantly seem to indicate someone may be following you. Background animal noises will randomly stop then start again.

The PCs are taking a short breather; resolve any subdual damage and penalties. Have the PCs make Spot and Listen checks just to get them on edge and to set a pattern; i.e. the few natural sounds of the forest have stopped again. Voseial is about fifty feet ahead.

Bursting out of the obscuring foliage is a massive ogre, twice the normal size. Bits of froth dribble down its jaw as it charges towards the party. Meaty fists swing at its side, bound with bands of iron and studded with wicked obsidian shards. A large icon of a grinning skull bounces against its bare chest.

Begin initiative (as stated in the prep section) On initiative count 15 (Init modifier +1), a single ogre breaks through the cover at seventy-five feet and charges (double move due to underbrush) towards the party with no weapons in hand. PCs who make a Sense Motive check (DC 20) notice the creature is on the verge of collapse. Most attacks have no visible effects as it is about to die anyway. On its next turn, it keels over, dead from rage expiration. Its back has several dozen crudely fletched arrows imbedded in it.

If any PCs search the body, Voseial backtracks far enough to yell at the PCs. Phostaldaron PCs also recognize the same danger.

With the brief commotion, your guide has backtracked a little. Glancing at the body, Voseial's eyes grow wide, "Flee you fools, don't steal the kill!" he bellows before turning and running at full speed to the northwest.

The PCs may search the body. Any non-Phostaldaron who sticks around longer than 5 rounds is attacked by a

force of grugach identical to those from Encounter 4, with no chance of negotiation or ritual combat. **This takes the place of the Bloodcap encounter later.** Make sure the PCs understand the possible danger they are in here.

These grugach will refuse any attempt of communication by a Phostaldaron PC. Normally, Voseial and other Phostaldaron PCs would be able to parlay with the grugach, but the introduction of outsiders to very aggressive grugach is too risky in Voseial's mind. By fleeing, he hopes the PCs will take the hint and flee as well.

- Search DC 10: Some coins.
- Search DC 15: Maximized potion of cure light wounds (13hp).
- Search DC 20: Scroll of mass cure light wounds (1d8+11hp).

All APLs: Loot – 0 gp, Coin – 10 gp, Magic – potion of cure light wounds, maximized (117gp), scroll of mass cure light wounds (93gp).

Note to judge: The ogre was feeble-minded, which is why it ran from the grugach and didn't use the curative potion. There is almost no way for the PCs to know this, aside from powerful magic like *arcane sight*.

Mile 9

Travel through the woods has still been fairly easy, although the faintly glowing lights in the distance always keep you alert and paranoid. Background animal noises are still present, fading in and out in volume.

The PCs may take a short breather. Resolve the subdual damage and penalties. Have PCs make Spot and Listen checks just to get them on edge and to set a pattern; the few natural sounds of the forest have stopped again. Voseial is about fifty feet ahead.

Perched on a nearby branch is a pair of forest jays chirping and chattering away. Suddenly, one of the birds shifts into an amorphous ball and slams into the other, absorbing it immediately. The undulating mass slowly resumes the shape of a jay and continues its raspy song.

This is a pseudonatural creature that has been released into the Material Plane. Allow the PCs to do whatever they want with it.

Mile 15

Travel has been getting rougher while the glowing lights of the Phost trees have been growing more intense. Background noises, no longer discernable as to their sources, still randomly stop and start after a few seconds.

Again, resolve the subdual damage and penalties.

It is getting dark, and though you find it hard to believe, the Phost is getting spookier. All day you've had the feeling something has been pacing you, and even Voseial looks unsettled as he approaches the party from his position in point.

Take the time to answer a few questions as necessary.

- A grugach war band attacked the ogre, and, with the PCs in tow, Voseial had no intention of waiting around for them to arrive.
- He admits the Grugach are way out of their territory.
- Diplomacy DC 15: Voseial is quite sure of his abilities, yet he only has an uneasy feeling but no evidence the group has been followed. He hasn't said anything since he doesn't want to upset the PCs without a good reason.

After answering what he can, Voseial speaks. "We did not go as far as I like, but we are almost there. When the moon drops another finger's width on the horizon we should be there. I move ahead and talk with Mórë. I will not bring outsiders to their village without permission. This I do for your lives. I should be back soon. Be wary of the darkness."

If there is a Phostaldaron PC, no doubt they will want to join him. Voseial points out it may be best if they babysit the other PCs. If there is a Mórë elf, they know they should wait until the posted scout returns with permission to allow outsiders into the village.

If the entire party is Phostaldaron, they can continue. Additionally, all Phostaldaron know it is impolite to simply appear in the village via magical travel; there is a meeting stone a mile away that is the common destination for such travel.

In either case, they encounter the bloodcaps while on the move.

Ask what spells are still up and how much time is left on them. There is a large band of bloodcaps out to cause mischief somewhere behind the PCs. The boss of the band is a sorcerer of high level (two over the APL). The PCs never see this sorcerer, but he is the reason the bloodcaps go after the party and not the NPCs. He charms a few monsters, then uses Rary's telepathic bond to communicate that they should go hunting with a few of his minions. He assigns at least 4 of his followers to rob the PCs and then take the rest of the band off to bother one of the elf tribes.

Bloodcaps (half-fiend gnomes) are vicious, bloodthirsty creatures and are used as thugs by the unseelie court. Similar in appearance and physiology to mundane gnomes, they have the habit of soaking their headgear in the blood of their victims, hence their name. They have no allegiance to anything other than themselves or their master once they pledge an oath.

Important: Unlike other half-fiends, the corruption of the members of the unseelie court does not physically manifest; i.e. they have no wings and the altered creature is nearly indistinguishable from the original. This holds true with the seelie court as well (half-celestials). Allow a Knowledge (the planes) check with a DC of 15+hit dice (rather than 10+) to identify them as half-fiends. Also, these half-fiends cannot use their spell-like abilities or smite good ability until they have been on the Material Plane for a full 24 hours. These have been removed from the stat blocks in Appendix One.

They attack the party simply for the joy of slaying and possible loot. They know Voseial as a ranger dedicated to slaying chaotic outsiders, and they fear his cold iron *outsider bane* handaxes so they wait until he leaves the PCs.

Tactics: The two lead bloodcaps, Ferris and Quintin, are posing as being critically injured; they try to infiltrate and ambush the PCs while they are defending against an invisible monster(s). Both have taken *potions of nondetection* and the speaker, Ferris, has also taken a *potion of glibness* that was brewed and given to him from one of the other bloodcaps (Brd7) of the pack: Bluff +30, lies can bypass magical detection.

Twenty minutes after Voseial has left, have the PCs on lookout hear something running toward the party from the trail they came down.

A pair of gnomes emerges out of the brush heading towards the party. One is supporting the other and both are dressed in dark and somber clothing; only their dull red caps and the swathes of blood covering them let them stand out from the shadows.

Both have short swords on their hips and short bows over their shoulders. The healthier one has what looks like a studded wardog's collar looped haphazardly around the hilt of his sword. He catches a glimpse of your group and begins to drag his companion towards you.

PCs only have a few seconds to decide whether to help them.

If the PCs decide to let them near:

"Thank you, masters. There are some unseen beasts following us. They killed both of our mounts and savaged poor Quintin here. I managed one while protecting..." His speech is interrupted by a horrible noise coming from the trail.

The bloodcaps are now in a good position to ambush the PCs. Round 1 begins.

If the PCs attack or refuse to let them come any closer, read the following:

The hopeful smile turns to a scowl. "Curse you then! May whatever deity you follow know of your callous and selfish heart on judgement day!" He drops his

companion against a tree and draws his short sword, preparing to face his attackers. Terrible noises rapidly approach.

Round 1 begins.

Tactics: Allow round 1 to occur normally, with the gnomes attempting to move closer to the PCs if invited in for 'safety' and study PCs for use of the Chink in the Armor feat (APL6+). During round one, the invisible monster(s) arrives at 65 ft away from the PCs and screams its challenge. On round two have the invisible creature go after the closest PC. Have Ferris 'assist' one of the PCs by moving adjacent and offering a magic potion (flavored water). This is actually a feint for his sneak attack, so roll for the victim using their Sense Motive.

The bloodcap playing possum, Quintin, is waiting for one of the PCs to check on his injuries. When one does, he blows a concealed tube of *insanity mist* into that PC's face. They have other bloodcaps sneaking up on the PC's position, starting at about 90 ft away. These will wait until the monster screams. Remember to apply -1 to Spot checks per 10' and -5 to checks for distraction due to combat. If it is apparent that the PCs will slaughter the monster(s) before the extra bloodcaps get a chance to ambush, those bloodcaps flee.

APL 4 (EL 6)

🦉 **Ferris and Quintin:** Male half-fiend gnome Rog2 (2); hp 12, 12; see Appendix One – Encounter Two.

🦉 **Worg, Pseudonatural:** hp 36; see Appendix One – Encounter Two.

APL 6 (EL 9)

🦉 **Ferris and Quintin:** Male half-fiend gnome Rog4 (2); hp 24, 24; see Appendix One – Encounter Two.

🦉 **Worgs, Pseudonatural (2):** hp 36, 36; see Appendix One – Encounter Two.

🦉 **Bloodcap soldiers (2):** Male half-fiend gnome ex-Mnk1/Ftr1; hp 16, 16; see Appendix One – Encounter Two.

APL 8 (EL 10)

🦉 **Ferris and Quintin:** Male half-fiend gnome Rog6 (2); hp 36, 36; see Appendix One – Encounter Two.

🦉 **Owlbear, Pseudonatural (1):** hp 46; see Appendix One – Encounter Two.

🦉 **Bloodcap soldiers (2):** Male half-fiend gnome ex-Mnk2/Ftr1; hp 24, 24; see Appendix One – Encounter Two.

APL 10 (EL 12)

🦉 **Ferris and Quintin:** Male half-fiend gnome Rog8 (2); hp 48, 48; see Appendix One – Encounter Two.

🦉 **Owlbear, Pseudonatural (2):** hp 46, 46; see Appendix One – Encounter Two.

🦉 **Bloodcap soldiers (3):** Male half-fiend gnome ex-Mnk2/Ftr2; hp 33, 33, 33; see Appendix One – Encounter Two.

APL 12 (EL 14)

🦉 **Ferris and Quintin:** Male half-fiend gnome Rog10 (2); hp 60, 60; see Appendix One – Encounter Two.

🦉 **Grey Render (1):** hp 127; see Appendix One – Encounter Two.

🦉 **Bloodcap soldiers (4):** Male half-fiend gnome ex-Mnk2/Ftr4; hp 51, 51, 51, 51; see Appendix One – Encounter Two.

Voseial and the Móre arrive about 5 minutes after the fight is finished. They spread about the party, keeping alert for a second attack. The Móre are dressed in encompassing cloaks and wear cowls, which obscure their faces.

Voseial leans down and takes a closer look at one of the downed gnomes. Voseial's normally impassive face tightens with anger, "Bloodcaps!" he barks, and slams his handaxe into its skull. "I must go. The Móre have agreed to meet with you. Do not offend them by speaking while in the woods. Their elder will be able to answer your questions."

He takes a deep breath and calls out in a pair of deep throaty hoots. A giant gray owl slips from the upper canopy and lands without a sound next to the ranger, who climbs onto its back. Together they take off, flying along your back trail.

The Móre consider conversation while in the Phostwood foolish in the extreme and make their displeasure known to any PC who repeatedly violates this silent 'suggestion'.

One of the Móre waves his hand in front of his face, getting your attention. He points two fingers at his eyes while locking gaze with each of you in turn. Then firmly cups his hand over his mouth. After this, he points to the west where the four other Móre are melding into the shadows in a flanking formation to the group. The elf hunches over and scurries forward, quickly blending into the vegetation.

Make the players sit quiet for a few minutes, while you manipulate their figures on the table, keeping them basically in order. Anytime they say anything aloud, one of the Móre comes up and points at them while glaring.

Treasure:

APL 4: Loot – 19gp, Coin – 50 gp, Magic – horn of fog (167gp each).

APL 6-12: Loot – 94 gp, Coin – 50 gp, Magic – horn of fog (167gp each).

Encounter Three: The Mórë

Your silent escorts flit silently in and out of the darkness, only pausing to manipulate hidden objects in bushes and fallen logs. More than once, you are led in an obvious detour away from the game trail that presumably leads to their village.

The trail dips slightly, leading toward what looks like a gully. The vegetation now looks healthy, like that of the deep heart of a normal forest rather than the depths of the infamous Phostwood.

As the PCs get close to the village, they can see some signs of battle, a few broken spots on the palisade and scorch marks on the surrounding plant life.

Once inside the village walls, your escorts remove their headgear and chat between themselves in a succinct manner, using gestures rather than descriptive words. The village itself appears to be a collection of several small buildings melded into the trees and terrain, surrounding a central meeting hall. Each is decorated with a motif of a prowling cat, a perched owl, a sleeping fox, a housed turtle, and a leaping squirrel.

Several sylvan elves have begun to cluster around the party, observing quietly. You notice the Mórë village lacks the general background noise of most villages; in fact, you have hardly heard more than a dozen words from the sylvan elves. A younger female in a tan cloak beckons the party to follow her to the largest building in the village.

Mórë: sylvan elves (Siahaneine in Elven)

- **Personality:** The Mórë sylvan elves are quiet and subtle. Misdirection is a common theme in the tribe.
- **Description:** The clothing of these elves involves a lot of tans and subdued greens, with faint blue blotches dabbled sparingly. Everyone has a hood or a cowl to be pulled over the head at any given time.
- **Motivation:** The Mórë is a primarily sylvan tribe noted for their nocturnal habits and skills. Most of the tribe is completely uninterested in interacting with the PCs, content to simply observe them. The Mórë will often attempt to pilfer/return small items from each other as a way of greeting and establishing social ranking within the tribe. The proper response to a borrowing attempt is to feign it didn't happen and discourage the attempt without bringing attention to it, or simply try to take it back in the same manner. The drawing of weapons or vocal accusations is frowned upon.

The PCs' guide, Nialia, only speaks Elven and isn't interested in talking with the PCs unless they are Phostaldaron and then only to learn of her older brother Nialo whom she has not heard from for sometime.

Mórë role-playing scenes:

A few yards away, you notice two young Mórë pass each other, nearly brushing one another. The first stumbles and falls to his knees. The girl promptly turns around and assists the fallen boy up. In doing so, you see her place a small item into his pocket.

Allow the PCs a chance to react to this. Phostaldaron PCs know about this custom of secretly passing along minor trinkets. If the PCs ask their guide, she gives a puzzled look, pretending that nothing happened, even though it was readily apparent to everyone.

A Mórë child moves into view, stopping in the middle of your path. Wearing only a vest and short-pants, he looks over your group for a few seconds, before offering a spindly pale green plant with lavender flowers.

Knowledge (nature) (DC 10): This is a stinging nettle. It may be held, sans gloves, via a Dexterity check (DC 12) without being stuck by the nettles. If the Dexterity check fails, the character must make a Fort save (DC 10) against the plant toxin or suffer 0 primary/-1 Dex secondary damage.

The surrounding elves simply watch without reaction.

Your small group reaches the steps to the great hall. Waiting outside, sitting on the log steps is a visibly elder sylvan elf observing the party's approach. He has an ornate staff at his side, carved in the likeness of a whole tree. At the top of the staff, nestled in its branches, is a small owl, apparently peering down at a climbing squirrel. Midway along the staff is a fox chasing its tail. Near the bottom is a puma attempting to turn over a turtle, which forms the base of the staff.

The elf stands and bows to your group, then speaks the first words of Common you have heard from one of the Mórë.

"Welcome, outsiders. What is it you wish of the Mórë?"

Allow the PCs a chance to respond.

"Perhaps, perhaps, But first you must show me you are worthy of Mórë assistance. A few minor tasks, no?"

✦ **Elder Briak'Te:** Male elf, Rog7/Shd5.

- **Personality:** Briak'Te is slightly suspicious of outsider PCs, yet very talkative for a Mórë. He is the most extroverted of the entire tribe and will enjoy making the PCs look foolish. This is why he agreed to be the one to meet with the PCs. PCs should quickly note he is unlike any of the other Mórë elves.

- **Description:** He is an ancient sylvan elf (600 years old), skinny and wiry. His hair actually has a touch of grey in it, but his eyes are still bright green and follow everything happening around him. Briak'Te stands just under five feet in height.
- **Motivation:** He was a rogue/scout of infamy in his youth and now is content to dispense advice to the young. He does have a weakness for gossip and spying, anything that happens in the Phostwood he probably knows about. He is fond of hearing of human presumption, especially that of the Pholtans. A few ribald or embarrassing anecdotes about Palites will always improve his mood.

Briak'Te has acquired some rumors about the grugach. What he has heard has made him reluctant to share it with outsiders. If the PCs can prove they are worthy of the tribe's assistance he will sell the information to them. Each success by the PCs will reduce the amount he will charge them. He will not answer any questions at this time.

The Trials:

Only one PC may participate in each task at a time. Once the trial has been passed, or all PCs have given up, that task is no longer available to be done. Mórë clerics are more than willing to provide healing for a modest fee.

#1 – Path of the Puma (stalking) – Acquire your subject without getting killed

The elderly elf leads your party to a large pen between two trees. The enclosure is filled with brush. Somewhere inside you can hear rustling and snorting.

"This is a minor game meant to keep our babes occupied while we work. There is a blue wooden ball inside there that I want you to get, a toy for Tusker. He is an irritable sort, so if he sees you, he will probably try and gore you. But we do love him dearly, so please do not hurt him. If he notices you, you should simply jump over the fence."

The pen is sixty-feet square and filled with brush and debris. A wild boar is in one corner. Briak'Te wants a single PC to go in and bring out the ball (hidden in one of the center squares) in less than a minute without alerting Tusker (the boar) to his presence. The PC must enter the pen using Hide and Move Silently against the boar's Spot and Listen checks, find the ball (Search check, DC 20), and then exit using Hide and Move Silently.

There is a sap looped around one of the fence posts that could be used as a weapon against the boar without causing it permanent injury if a PC looks or asks about this. If a PC does end up hurting or killing the pig, the Mórë elder will make a big deal out of it, just to make the PCs feel bad.

APL 4-6-8 (EL 2)

🐾 **Wild Boar (1):** hp 25; see Monster Manual, page 270.

APL10, APL12 (EL 4)

🐾 **Dire Boar (1):** hp 52; see Monster Manual, page 63.

#2 – Path of the Owl (alertness) – Use Spot/Listen to find targets and score ten points

"Good, now follow me." Briak'Te leads the party over to a group of five Mórë children, who are juggling in a circle. You watch for a few minutes, noticing that every time one of the juggling balls is passed, one of the children softly whistles.

"This is a fun little game that we use to practice our vigilance. Let me see." He pauses, then speaks as he points to each of the passed juggling balls, "Two, One, Foul, Two, Three, Foul, Two. Not bad for an old elf; who is next?"

Prior to a pass, one of the children will drop the pitch of the whistling, which indicates the number of stripes on the ball. A successful Listen DC 15 results in a +2 circumstance bonus to the Spot check.

Rules: Each ball has a number of stripes on it. The PC must accurately call the number of stripes on the tossed juggling ball to earn that many points. If they say nothing or guess the incorrect number (via a Spot check that didn't achieve the listed DC as indicated by the d10, but did meet the DC for one of the lesser scores), it counts as a foul. Three fouls is a Strike.

If the PC calls a foul on a ball with an incomplete line (a Spot check of 5 higher than the DC to notice the line is incomplete), they can reduce their foul count by one. If they call a number on a ball with an incomplete line, that is a Strike. The character loses if he gets three strikes. By allowing PCs to roll their own Spot check, they can determine how well they think they saw the ball. The judge may have spectating elves lay side bets while this is going on.

The judge should have the PC roll for Listen and Spot, while you roll a hidden d10 to indicate which ball was actually passed each round.

- 1-2: One Stripe. Spot DC 10
- 3-4: Two Stripes. Spot DC 15
- 5: Three Stripes. Spot DC 20
- 6-7: One Stripe (incomplete). Spot DC 10
- 8-9: Two Stripes (one line incomplete). Spot DC 15
- 10: Three Stripes (one line incomplete). Spot DC 20

#3 – Path of the Squirrel (agility) – Climb to acquire a mixed bag of nuts and berries from caches set high in a tree

Briak'Te nods his approval at your progress so far. "Not bad for outsiders. Anyway, my eldest trains squirrels to collect nuts from the trees. I can see some of their caches up in that tree. If you would not mind, I would like a nice mixture of some acorns, junipers, and pinecones to munch on. Oh, and to make it a challenge, please do not let any get dirty, it simply ruins the taste."

If the PCs cast a spell to make such a task easier, have Briak'Te mock and shame them into physically going up and retrieving the food.

- The PC must climb without aid (Climb DC 10) up to a branch set at APL x 10 feet up. Once on the branch, the PC must make a Balance check (DC 14) for each round he spends away from the trunk. Failure means he cannot move. Failing by 5 or more means he falls.
- To find each of the three squirrel caches (located five feet, ten feet, and fifteen feet away from the trunk of the tree) the PC must make a Search check (DC 10).
- Once the cache has been found, the PC can retrieve a handful of stored food items. A Dexterity check (DC 10) is required to transfer the nuts into a pouch. If the Dexterity check is failed, a nut or berry slips free. A Reflex save (DC 15) is needed to catch the loose item before it falls to the ground.

The PC has three minutes to bring back the snacks before Briak'Te asks another PC to do it for him. A PC can keep attempting this until they run out of time.

#4 – Path of the Turtle (safety) – Open the Puzzle Box

Briak'Te points you to a stone shaped like a turtle on a log. On the back rests a wooden box. "Bring me what you find inside the puzzle box. I want it intact, but be careful how you handle the box."

- If the box loses contact with the turtle pedestal, a magical trap will activate.
- **✦ Bestow Curse Trap:** CR 4; magical; movement trigger; auto reset in 2 rounds; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates; -4 to attack rolls, saving throws, ability checks, and skill checks); Search DC 28; Disable Device DC 28.
- The top of the cube is a false lid. It takes a Search DC 20 to discover the false nature of the lid and to find the real one on the bottom of the cube.
- The real lid has a series of gears that press up against the hinges. An Intelligence check (DC 15) allows the PC to rotate them in the correct manner so they do not interfere with the hinges.

- The real lid has a needle trap, which is triggered when attempting to open it.

✦ **Poisoned Needle Trap:** CR 2; mechanical; touch trigger; manual reset; Atk +12 melee (1 plus poison, needle); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device (DC 15).

- An Open Locks check (DC 25) is needed to open the box and to extract the egg that is inside.

#5 – Path of the Fox (wits)

This one is not offered unless the PCs ask for it. PCs should know the importance of cleverness for a rogue culture. The presence of the five animal motifs, but that only four of the animal related challenges have been offered, should give players a hint. PCs may ask if there is another task, but Briak'Te will not acknowledge there is another one until the PCs ask for one regarding intelligence, wits, or cleverness.

Briak'Te laughs, "Clever, clever. Now let us see what you think of this." He pulls out a piece of paper with some writing on it and hands it to the party. "Simply solve three of the five."

Give the players Player Handout #1. The answers to the riddles on the handout are as follows:

Riddle 1: A key

Riddle 2: A stage

Riddle 3: Stove, fire, and smoke

Riddle 4: A well

Riddle 5: A bow and arrow

After the trials, Briak'Te offers answers based on the PCs' performances. He asks for 500gp (less 100gp for each success). The relevant information Briak'Te shares is as follows:

- A few days ago something occurred off to the far west that has put sand into the grugach loincloths. The grugach blame the Sunpeople (Pholtans).
- His sources say several bands of hot-headed grugach have taken it upon themselves to restore their honor from the Sunpeople. They are poised to strike at Coldriver. They are acting without the sanction of their leaders.
- In his memory (as an old elf) he doesn't recall any incident that brought members from two tribes of grugach together for a common goal, much less members from multiple tribes of them. This unnerving fact prevents the Móre from directly intervening. He supposes this will hold true for all the Sylvan tribes.

- Briak'Te doesn't know the details but does know the general location of where it occurred deep in the western Phostwood where even minions of Old Wicked fear to tread. This is a path of misery and horror, where only the mighty should tread (Encounter 4B). He will not give directions to this area at APLs 4 or 6.
- Grugach, while wild, revere ritual combat.

In the interest of promoting peace between the Sunpeople and the Phostaldaron, Briak'Te will suggest if the PCs wish to offer themselves in ritual combat as an apology for the actions of the Pholtans, the grugach will take it very favorably. (Give out Player Handout #2.) He can also arrange it so PCs can meet with the grugach unimpeded. Also, if the PCs take it upon themselves to go scout out the released creature, Briak'Te is sure that performing this act will be a sufficient apology to the grugach as well.

If all 5 tasks are completed (not necessarily by the same PC), as a bonus, Briak'Te will make available to the PCs that participated in the trials a special set of *Boots and Cloaks of Elvenkind*, called a Ghillie (with a hard "g" sound) Suit.

Treasure: Mórë Ghillie Suit

All APLs: Loot – 0 gp, Coin – 0 gp, Magic – Mórë Ghillie Suit (Boots) (2 TU and 9,250 gp or 4,625 gp), Mórë Ghillie Suit (Cloak) (2 TU and 11,550 gp or 7,675 gp), plus a silk shirt as tough as leather and leather pants.

Encounter Four A: It's Clobbering Time!

You awake at dawn and are invited to a small breakfast with Briak'Te. "I have followed your desires and sent word to the grugach. I believe they will accept your offer. When you encounter them, yell 'viddite' [vid-DEE-teh], if you wish to fight for the honor of the sun priests. Yell 'sovua' [so-VOO-ah] if you wish to parley first, but do not speak overly long.

"There is small clearing a short distance away from our village that lies in unclaimed territory. I told them you would meet them there. Let me remind you, the grugach are quite chaotic but honorable. Please do not violate their rules; we will not intervene if you do so."

Leaving the Mórë village, you follow the path Briak'Te pointed out. It is only a short while before you find the clearing. On the far side you can see a few dozen figures standing at the edge of visibility, making no attempts at hiding. Dressed in skins and adorned with crude tattoos and multiple piercings, the grugach are clearly keeping a close eye on your party.

Allow the PCs a chance to respond. If they do not announce they are coming for the pipe or honor-debt, the chosen grugach will simply attack.

If the PCs choose the pipe (sovua) the grugach become hostile, since they didn't make the journey just for a chat. They will not attack immediately, but their attitude will change. Read the following:

You can see some of the wild elves in the front row muttering among themselves, frowning and making obscene gestures. A minute after your announcement, three stately grugach with ornate headdresses and an escort of twelve warriors push through the masses and close half the distance to stop in the center of the clearing.

These grugach warchiefs are only willing to listen to the PCs because Briak'Te told them the Sunpeople were here to offer combat to clean their debt of honor. In their mind, any discussion is simply a precursor to fighting. They only speak Elven. The Grugach warchiefs have had *protection from evil* cast upon them before dealing with the PCs; their warriors act as a barrier between them and the PCs. Any attempts to charm or use similar mind-affecting spells mean immediate retaliation as per a break in the honor duel. One of the chiefs is a Sor14 and he *dimension doors* the other two out of the way while the grugach champions attack.

A single PC may try to reason with them. Multiple characters may try to do so, but only one at a time. The grugach do not appreciate multiple people talking at once to them. Unless the PCs can shift the grugach's mood to Friendly (DC 35), they still want to fight. (See page 72 of the *Player's Handbook*.) If the PCs are able to talk the grugach out of the combat, the grugach will not turn over any of the Dimreian equipment.

Bonuses to the Diplomacy check:

- +5 if the PCs brought one of the dead bloodcaps with them and give it to the grugach. +2 if they only have evidence of the creatures.
- +5 if the talking PC is wearing the Amulet of the Phost (This item comes from PAL1-05 *Alliance Reborn*). +2 if someone else is wearing it.
- +2 if three or more of the party are elven.
- +2 if any of those elves are part of the Phostaldaron.

Penalties to the Diplomacy check:

- -2 if the PC who talks uses more than ten words at a time. Grugach are succinct.
- -5 if the speaker is not an elf.
- -2 for each PC displaying a symbol of Pholtus. The presence of these PCs is a reminder to the grugach of what has happened and makes it harder to dissuade them from craving satisfaction.

If the PCs announce viddite (“honor”), the grugach become Indifferent in attitude and respond as follows:

The crowd of grugach responds, “viddite!” and lets loose a mighty roar that causes the trees to tremble slightly. Even though you can only see about thirty wild elves, you begin to suspect there are far more than that just beyond the tree line.

A pair of grugach step forward into the clearing; they are both wearing loincloths and some sort of chain vest. The male has several small trophies attached to his mohawk and steps out first. He raises matching machetes to either side, then points them to your group. “Viddian am I. Who falls first?” A female dressed in much the same way steps to his side and begins swaying side-to-side, listening to the thundering drums in the background.

Both appear to be covered liberally with fresh blood. The rest of the grugach crowd begins to chant in unison to their graceful movement.

A third, wearing a mask of a hawk and wielding a bow, steps forward. Another, dressed in a simple cloak with an antler crown, quickly joins him; he gestures for a wolf to sit with the rest of the crowd. Lastly, a female dressed in heavy hide armor joins them. All five kneel as a tall grugach, partially obscured by a translucent nimbus and wearing a beaked mask, steps forward and lays a blessing upon the archer first, then the other four.

All of the grugach combatants will be under the effects of protection from evil from a priest of the Sorne (Aerdrie Faenya CL15). Indicate to the PCs that this is the time for prepping.

The first two grugach have participated in the blood-dance. They will only fight one-on-one, unless two PCs attack the same grugach. During the honor duel, all of the grugach will attack for non-lethal damage with their weapons (at the standard penalty to hit). Spells that cause lethal damage will not be used by the grugach unless the dictates of the honor duel have been violated. Because of this, all encounters have been reduced by 3 in EL.

Once finished with their preparations, the four grugach approach to within sixty feet of you and announce themselves. The shaman in the heavy hide armor follows a short distance behind. She casts a few more spells on the combatants, then draws a line in the ground between her and the warriors, then thrusts her hand out, holds it in the air, and closes it to make a fist.

They wait for one of the PC spellcasters to do the same before combat begins. Purposefully delaying the combat will only irritate the grugach.

🔥 **Viddian of the Carca**, blood-dancer, fights defensively as he moves up.

🔥 **Gruald of the Carca**, blood-dancer, fights defensively as she moves up.

🔥 **Vamm of the Sorne**, ranger, archer.

🔥 **Exxic of the Fearn**, a druid, enters the field to heal injuries. He summons fire elementals to fight creatures summoned by PCs or if more than 3 PCs enter the combat.

If the PCs break the rules, he directs his animal companion to attack one of the spellcasters while he starts summoning more fire elementals.

🔥 **Sube of the Fearn**, a priest of Obad-Hai, remains behind the line with healing and prepares the warriors; she can also attempt to turn/rebuke any elementals or subtype creatures summoned by PCs. She does not target PCs with spells unless they break the rules.

APL 4 (EL 9, reduced to EL 6 for tactics)

🔥 **Viddian**: Male grugach Ftr2/Rgr2/Bbn1; hp 44, see Appendix One – Encounter Four A.

🔥 **Gruald**: Female grugach Rgr2/Ftr2; hp 33, see Appendix One – Encounter Four A.

🔥 **Vamm**: Male grugach Rgr4; hp 31, see Appendix One – Encounter Four A.

🔥 **Exxic**: Male grugach Drd5; hp 38, see Appendix One – Encounter Four A.

🔥 **Sube**: Female grugach Clr5; hp 38, see Appendix One – Encounter Four A.

APL 6 (EL 11, reduced to EL 8 for tactics)

🔥 **Viddian**: Male grugach Ftr2/Rgr2/Bbn1/ Dervish2; hp 62, see Appendix One – Encounter Four A.

🔥 **Gruald**: Female grugach Rgr2/Ftr2/Bbn1/ Dervish1; hp 53, see Appendix One – Encounter Four A.

🔥 **Vamm**: Male grugach Rgr6; hp 45, see Appendix One – Encounter Four A.

🔥 **Exxic**: Male grugach Drd7; hp 52, see Appendix One.

🔥 **Sube**: Female grugach Clr7; hp52, see Appendix One – Encounter Four A.

APL 8 (EL 13, reduced to EL 10 for tactics)

🔥 **Viddian**: Male grugach Ftr2/Rgr2/Bbn1/ Dervish4; hp 80, see Appendix One – Encounter Four A.

Gruald: Female grugach Rgr2/Ftr2/Bbn1/ Dervish3; hp 71, see Appendix One – Encounter Four A.

🔥 **Vamm**: Male grugach Rgr8; hp 59, see Appendix One – Encounter Four A.

☛ **Exxic:** Male grugach Drd9; hp 66, see Appendix One.

☛ **Sube:** Female grugach Clr9; hp66, see Appendix One – Encounter Four A.

APL 10 (EL 15, reduced to EL 12 for tactics)

☛ **Viddian:** Male grugach Ftr2/Rgr2/Bbn1/ Dervish6; hp 98, see Appendix One.

☛ **Gruald:** Female grugach Rgr2/Ftr2/Bbn1/ Dervish5; hp 89, see Appendix One – Encounter Four A.

☛ **Vamm:** Male grugach Rgr8/OBI2; hp 73, see Appendix One – Encounter Four A.

Exxic: Male grugach Drd11; hp 80, see Appendix One – Encounter Four A.

☛ **Sube:** Female grugach Clr11; hp80, see Appendix One – Encounter Four A.

APL 12 (EL 17, reduced to EL 14 for tactics)

☛ **Viddian:** Male grugach Ftr2/Rgr2/Bbn1/ Dervish8; hp 115, see Appendix One – Encounter Four A.

☛ **Gruald:** Female grugach Rgr2/Ftr2/Bbn1/ Dervish7; hp 107, see Appendix One – Encounter Four A.

☛ **Vamm:** Male grugach Rgr9/OBI4; hp 97, see Appendix One – Encounter Four A.

☛ **Exxic:** Male grugach Drd13; hp 115, see Appendix One – Encounter Four A.

☛ **Sube:** Female grugach Clr13; hp 115, see Appendix One – Encounter Four A.

The healing of fallen comrades is acceptable and is not interfered with, though if they stand again they are considered to have rejoined the combat.

If the PCs lose or surrender while maintaining the rules, the honor of the Grugach is satisfied and the party will be ransomed at 100 gp per APL total. If a player doesn't have the available money, they will be turned into slaves. It will take 1 TU per APL for the Tië Lassëaron to arrange for their freedom.

If at any point the grugach feel the rules of the honor-duel have been violated, the grugach fighters actively try to kill PCs, focusing on one until they die. Exxic starts summoning multiple elementals. Sube casts offensive spells. If the PCs lose, they are killed and their bodies and goods are turned over to the Tië Lassëaron. PCs can then be raised per the rules in the *Player's Handbook*, *Dungeon Master's Guide*, and the latest version of the LGCS.

If the PCs fight the duel honorably and win, then as a show of respect to the PCs' victory, the Sorne Priest will

accept a *tongues* spell from one of his arcanist assistants to communicate with the PCs.

The battle is over and the fallen have been tended to. The solemn grugach surrounded by the wispy cloud returns to the field and bows in turn to each of you. "The apology of the Sunpeople is accepted." A blanket full of gifts is brought forward and offered. Lying on top of the adventuring gear and other trinkets are several medallions. "These are the possessions of those who have released the scourge."

- Knowledge (religion) DC 5: The medallions are holy symbols of Pholtus.
- Knowledge (religion) DC 10: The medallions are holy symbols of Pholtus with several minor differences.
- Knowledge (religion) DC 15: The medallions are actually unholy symbols of the Dimreian Heresy.

He points off to the northwest, "The Dreamkiller has awoken. It will not stop until our campaign succeeds."

"Its touch will destroy your sleep and leave you in a waking nightmare. It controls the trees of its domain and its hide is proof against arrows and spears. Tell the sun priests to renew arms against the vermin of the Old One, before the Dreamkiller can spread its influence amongst them."

He points off to the east, "You have restored your honor. We will have peace until you leave the Phostwood. But return to our lands and you die." He ends the conversation by turning and walking away.

Treasure:

APL 4: Loot – 78 (578) gp, Coin – 50 gp, Magic – +1 scimitar (193 gp each).

APL 6: Loot – 119 (697) gp, Coin – 50 gp, Magic – +1 scimitar (193 gp each), +1 chain shirt (104 gp each).

APL 8-12: Loot – 17 (517) gp, Coin – 50 gp, Magic – +1 adamantite scimitar (418 gp each), +1 scimitar (193 gp each), +1 chain shirt (104 gp), +1 mighty composite longbow (+2 Str bonus) (217 gp).

If the PCs fight honorably, the grugach give them the gear and equipment of the Dimreians. Include access to *unguent of timelessness*, the *robe of useful items*, the *cloak of arachnida*, the *broom of flying*, and the *iron bands of Bilarro*.

All APLs: Loot – 500 gp, Coin – 0 gp, Magic – 0gp

Encounter Four B: The Forest for the Trees

It has been almost a week since you left the Móre grotto, and you have seen firsthand why the deep portions of the Phostwood are to be shunned. The

day before, you found a shriveled hill giant lying across a murky stream, its eyes gouged out and several dozen darts imbedded into its legs. The lips and gums were an oily black, obvious signs of a virulent poison. Prior to that, it was a pair of Iuzian overseers found buried up to their necks in the soil, surrounded by a ring of multi-colored toadstools and no evidence of their troops.

Over the past few days it has been difficult to determine the difference between day and night. Several times you have caught your own shadow performing actions differing from your own. Sleep has been difficult; everyone who stands watch constantly hears voices out in the distance.

This morning you have moved into an area clear of the phosphorescent blight. Travelling through the blight was merely disturbing; this portion stinks of death. After an hour of travelling through the massive twisted and blackened trees, most men would wish for the comforting creepiness of the glowing lights.

PCs have spent a few days searching through the Phostwood, attempting to follow Briak'Te's directions. When the PCs close to about two hundred twenty feet from Sephron's grove, they attract the attention of the guardian nimblewrights.

- Spot DC 10: a pair of (or four, at APL 12) cloaked and cowed figures at seventy-five feet from the party (or advance scout). Each of the figures bears a badge with an oak tree on a purple field.
- Spot DC 15: they all appear to be high elves.
- Knowledge (nobility & royalty) DC 10: All are wearing variant emblems of Celene (Knights of Luna). This is an elvish organization from Celene. See *Living Greyhawk Gazetteer*, p. 159.

They are not trying to hide, simply using cover when the PCs notice them. They are completely cloaked and have no visible weapons. They will speak Elven first, then Common.

Tactics: These constructs try to establish peaceful contact with the PCs while activating their spell-like abilities before attacking the PCs. They are about 150 ft. away from Sephron's grove, and want the PCs to approach to within 30 ft., to be in range of animated trees. They communicate with hands visible and empty to show peaceful intent, yet use trees and foliage for some cover. In the initial exchange of dialogue, they activate *cat's grace*. (Note: This is a spell-like ability with no verbal or somatic component and *cat's grace* has no visible effect per se; it can therefore not be Spellcrafted per the rules of Spellcraft in the *Player's Handbook* p. 82. It does require concentration, though, so usually one speaks to draw the PCs' attention while another activates its ability. The PCs may get a Spot or Sense Motive check to notice the action, at your discretion.)

"Greetings, noble lords, I would not wish to mention any such crass greetings or insinuations, but perhaps it would be for the best if you announce yourselves and your intentions."

Allow the PCs a chance to respond.

"Well met. We are Knights of Luna, come to investigate the desecration of these woods by the Old One. Would you care to come to our camp and speak with our leader, Prince Brightflame?"

They will ask more questions only giving vague information and half-truths, trying to lure the PCs in closer while talking and preparing themselves for a spring-attack. A Knowledge (nobility & royalty) check or Bardic knowledge check (DC 20) recalls Melf Brightflame as an elven hero in the west.

Tactics: When one of the nimblewrights is destroyed, Sephron is alerted to intruders and animates some trees to soften up the party. It continues to do so until the PCs get the hint and leave. The animated tree(s) grapple their victims, trying to keep them out of combat until Sephron shows up.

APL 8 (EL 10)

➤ **Nimblewrights (2):** hp 75, 75; see Appendix One – Encounter Four B.

➤ **Animated Tree, (Treant) (1):** hp 66; see Appendix One – Encounter Four B.

APL 10 (EL 12)

➤ **Nimblewrights, Ftr2 (2):** hp 87, 87; see Appendix One – Encounter Four B.

➤ **Animated Tree, (Treant) (2):** hp 66 each; see Appendix One – Encounter Four B.

APL 12 (EL 14)

➤ **Nimblewrights, Ftr2 (4):** hp 87, 87, 87, 87; see Appendix One – Encounter Four B.

➤ **Animated Tree, (Treant) (3):** hp 66, 66, 66; see Appendix One – Encounter Four B. He is granted the ability to animate the third tree by the Unseelie Court's power.

PCs are successful when they defeat the nimblewrights and the initial number of animated trees. The nimblewrights are a gift from the unseelie to the creature, to act as sentries for the creature and as spies for the court. Smart players should realize the animated trees are without end.

You have defeated the mannequins and several of the animated trees, yet two more are lumbering toward you. As you prepare for the next round of combat, you notice off in the distance a massive swirl of dark fog rapidly approaching. Thundering footsteps signal something massive coming closer.

One of the destroyed mannequins props itself up with great difficulty and speaks, "The great master applauds the scene. He grants you a single question to be answered."

Only the first question spoken aloud is considered. However if the PCs take the time to do so, they see the animated trees moving to flank the party and to hinder escape.

The answer, if called such, is snappy and insulting, and depending on the question asked, may not even be answered at all. This is yet another joke played on the PCs.

During this time Sephron keeps making his best attempt to quickly close the gap, but he is not speedy. He takes five rounds to approach the party after the PCs have successfully finished the requirements of the prior fight.

Deep within the swirling mists, you spot yet another huge tree, trudging toward you, pushing smaller ones out of its way.

This is a chance for the PCs to see Sephron, but most attempts to fight him will end in death for the party. Any offensive spells cast draw the attention of the animated trees, which try to grapple the caster.

Treasure:

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – +1 rapier (193 gp each), +1 vest of resistance (83 gp each), ring of minor fire resistance (1,000gp each)

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – +1 rapier (193 gp each), +1 vest of resistance (83 gp each), ring of minor fire resistance (1,000gp each)

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – +1 rapier (193 gp each), +2 vest of resistance (333 gp each), ring of minor fire resistance (1,000gp each)

Optional Encounter:

If the PCs participate in the Optional Encounter, this scenario costs them 1 TU more than the normal cost.

If the PCs insist on engaging Sephron, have fun.

Breaking through the mists, the creature stands tall and speaks with a deep rumbling, "Most excellent... new toys for my amusement." Unlike the other trees of this blighted grove, this one has been completely blackened by flame and has a mighty toothed maw in the middle of the trunk. The mere sight of it sends shivers down your back, easily besting any of the nightmares of your youth.

Untiered Encounter (EL 20)

➤ **Sephron Dreamkiller:** hp 215; see Appendix One – Optional Encounter.

➤ **Animated Tree (2 maximum at any given time):** hp 68 each; see Appendix One – Encounter 4 B

Tactics: Order of spells (cast then move each round) as he goes to investigate the intrusion: *resist energy* (fire 30), *stoneskin* (DR 10/adamantine, 220 hp), *bear's endurance* (+4 Con, +44 hp), *displacement*. Sephron lets opponents suffer from the *symbol of pain* he has inscribed on his own trunk (trigger: any non-Plant creature sees the rune). He enjoys casting *enervation* on opposing spellcasters. **Sephron Dreamkiller:**

- **Personality:** Sephron is arrogant, twisted, and thoroughly evil. He plays cat-and-mouse with the PCs, hoping to capture a few. If he takes more than seventy-five points of damage, he gets serious about killing the party. His own survival is of low priority. In order to grow and regain the strength of an elder treant, he has to spend time on the Material Plane. Losing a physical body is a mere annoyance. His spirit will simply find another suitable tree and inhabit it. When he does communicate, it is only through innuendo and riddles.
- **Description:** Sephron is a massive oak, barren of leaves, covered instead by a pale enveloping vine. His bark is twisted and blackened from fire.
- **Motivation:** Sephron was brought to the Material Plane by the Lord of Under-the-Hill (Unseelie court) to wreak havoc amongst the grugach. After having been napping for a few millennia, he is ready to find a few new playmates for amusement. He appreciates abject terror, flattery, and obsequiousness; this makes him more talkative. He is particularly interested in hearing about Iuz's activities of late, as well as any mention of the Rex Aartuk.

Conclusion

If the PCs go to the deep woods (Encounter 4b), Briak'Te informs the grugach war party of the party's actions. They are impressed at the apparent sacrifice of the Sunpeople to right their wrong and release the magic items of the Dimreians as burial items for the PCs (access).

Successful resolution of the crisis will result in a favor from the Tië Lassëaron.

If any PC dies as a result of either confronting the grugach or in looking for the Dreamkiller, the Tië Lassëaron are willing to absorb half of the cost of the material component for *raise dead*, but only if they perform the spell (this will reduce the cost of the spell by 2,500 gp). Being raised in this way will also spend the favor, if earned. Another PC may make the request, thus spending their favor instead.

If any PC deals more than 25 points of damage in a single action (physical attack or spell) to Sephron, and his physical incarnation survives the day, Sephron will

remember the offending PC and target them with the occasional *nightmare* spell.

Your party stumbles out of the Phostwood, one by one, into the chilly lands of the Pale. There is still much to be learned about the mystery behind the ever-present phosphorescence brought on by the Dark Plague.

It is now also obvious to you that the loose union of elves called the Phostaldaron represents several very different cultures. They can be potential allies if treated correctly or tricky adversaries if antagonized.

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 role-playing) to each character.

Encounter Two

Defeat the bloodcaps

APL4: 180 xp

APL6: 270 xp

APL8: 300 xp

APL10: 360 xp

APL12: 420 xp

Encounter Three

Subdue the wild pig

APL 4: 60 xp

APL 6: 60 xp

APL 8: 60 xp

APL 10: 120 xp

APL 12: 120 xp

Defeat the Bestow Curse trap

all APLs: 120 xp

Defeat the poison needle trap

all APLs: 60 xp

Answer at least three of the riddles

all APLs: 150 xp

Encounter Four A

Defeat the Grugach

APL4: 180 xp

APL6: 240 xp

APL8: 300 xp

APL10: 360 xp

APL12: 420 xp

Encounter Four B

Defeat the Nimblewrights. Note: PCs can only get experience for either Encounter Four A or Encounter Four B, not both.

APL8: 300 xp

APL10: 360 xp

APL12: 420 xp

Optional Encounter:

PCs survive combat with Sephron (EL 20). This can only happen at APLs 8, 10, and 12.

APLs 8-10-12: 540 xp

Story Award

Objective A met: Satisfied the need of the Grugach for retribution against the Pholtans.

OR

Objective B met: Communicated with Sephron Dreamkiller

APL4 70 xp

APL6 90 xp

APL8 115 xp

APL10 135 xp

APL12 160 xp

Discretionary role-playing award

APL4 65 xp

APL6 90 xp

APL8 110 xp

APL10 135 xp

APL12 155 xp

Total possible experience/With Optional Encounter:

APL4 675 xp

APL6 900 xp

APL8 1125 xp/1665 xp

APL10 1350 xp/1890 xp

APL12 1545 xp/2085 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

Encounter One:

APL4: L: 0 gp; C: 100 gp; M: 0 gp

APL6: L: 0 gp; C: 100 gp; M: 0 gp

APL8: L: 0 gp; C: 100 gp; M: 0 gp

APL10: L: 0 gp; C: 100 gp; M: 0 gp

APL12: L: 0 gp; C: 100 gp; M: 0 gp

Encounter Two:

APL 4: Loot – 19gp, Coin – 60 gp, Magic – *horn of fog* (167 gp each), *potion of cure light wounds, maximized* (117 gp), *scroll of mass cure light wounds* (93 gp).

APL 6: Loot – 94 gp, Coin – 50 gp, Magic – *horn of fog* (167 gp each), *potion of cure light wounds, maximized* (117 gp), *scroll of mass cure light wounds* (93 gp).

APL 8: Loot – 94 gp, Coin – 50 gp, Magic – *horn of fog* (167 gp each), *potion of cure light wounds, maximized* (117 gp), *scroll of mass cure light wounds* (93 gp).

APL 10: Loot – 94 gp, Coin – 50 gp, Magic – *horn of fog* (167 gp each), *potion of cure light wounds, maximized* (117 gp), *scroll of mass cure light wounds* (93 gp).

APL 12: Loot – 94 gp, Coin – 50 gp, Magic – *horn of fog* (167 gp each), *potion of cure light wounds, maximized* (117 gp), *scroll of mass cure light wounds* (93 gp).

Encounter Four: The Móre

All APLs: Loot – 0 gp, Coin – 0 gp, Magic – *Móre Ghillie suit* (see AR).

Encounter Four A:

APL 4: Loot – 578 gp, Coin – 50 gp, Magic – +1 *scimitar* (193 gp each).

APL 6: Loot – 619 gp, Coin – 50 gp, Magic – +1 *scimitar* (193 gp each), +1 *chain shirt* (104 gp each).

APL 8: Loot – 517 gp, Coin – 50 gp, Magic – +1 *adamantine scimitar* (418 gp each), +1 *scimitar* (193 gp each), +1 *chain shirt* (104 gp), +1 *composite longbow* (+2 Str bonus) (217 gp).

APL 10: Loot – 517 gp, Coin – 50 gp, Magic – +1 *adamantine scimitar* (418 gp each), +1 *scimitar* (193 gp each), +1 *chain shirt* (104 gp), +1 *composite longbow* (+2 Str bonus) (217 gp).

APL 12: Loot – 517 gp, Coin – 50 gp, Magic – +1 *adamantine scimitar* (418 gp each), +1 *scimitar* (193 gp each), +1 *chain shirt* (104 gp), +1 *composite longbow* (+2 Str bonus) (217 gp).

Encounter Four B:

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – +1 *rapier* (193 gp each), *vest of resistance +1* (83 gp each), *ring of minor fire resistance* (1,000 gp each)

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – +1 *rapier* (193 gp each), *vest of resistance +2* (333 gp each), *ring of minor fire resistance* (1,000 gp each)

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – +1 *rapier* (193 gp each), *vest of resistance +2* (333 gp each), *ring of minor fire resistance* (1,000 gp each).

Total Possible Treasure: Depending on Encounter 4a/b

APL 4: L: 597 gp; C: 210 gp; M: 570 gp - Total: 1,377 gp (cap 650 gp)

APL 6: L: 713 gp; C: 210 gp; M: 584 gp - Total: 1,407 gp (cap 900 gp)

APL 8 A/B: L: 611/94 gp; C: 210/160 gp; M: 1,263/3,179gp - Total: 2,084/3,433 gp (cap 1,300 gp)

APL 10 A/B: L: 611/94 gp; C: 210/160 gp; M: 1,309/2,929 gp - Total: 2,130/3,183 gp (cap 2,300 gp)

APL 12 A/B: L: 611/94 gp; C: 210/150 gp; M: 1,309/4,955 gp - Total: 2,130/5,199 gp (cap 3,300 gp)

Items for the Adventure Record

Favor of the Tië Lassëaron:

For keeping the grugach from attacking the village of Coldriver, the Tië Lassëaron have agreed to make a special set of cloak and boots for any PC who wishes to wait for the item and pay the cost for its creation.

Mórë Ghillie suit: Being tailor-made, these *Boots and Cloak of Elvenkind* are usable only by the named PC. The Mórë craft each item, but the PC must remain at the village during the crafting period for correct sizing.

- **Mórë Boots:** Base functions as *boots of striding and springing*; additionally as *boots of elvenkind* (+5 competence bonus to Move Silently).
- **Mórë Cloak:** Base function as a *cloak of resistance +2*; additionally as a *cloak of elvenkind* (+5 competence bonus to Hide). This cloak is also crafted as per a Green dragonhide mantle, Resist Acid 5 (Ex). The cloak may be advanced as per a basic *cloak of resistance*, but any bonus over the +2 is lost unless both items are worn together.

Nightmares from the Dreamkiller: You have irritated the Dreamkiller. Each night that you go to sleep, you must roll a d10. A 1 indicates that Sephron remembers your social call and desires to revisit upon you the injuries that you inflicted upon it. The DM decides at what time of night the spell is cast. Make a DC 19 Will save or suffer the effects of a *nightmare* spell.

Item Access

APL 4:

- *Horn of Fog* (Adventure; DMG; 2,000 gp)
- *Green Dragonhide Half-Plate* (Adventure; DMG; 1,500 gp)
- *Mórë Boots* (Regional; AR; 2 TU and 9,250 gp or 4,625 gp)

- *Mórë Cloak* (Regional; AR; 2 TU and 11,550 gp or 7,675 gp)

- *Green Dragonhide Light Shield* (Adventure; DMG; 318 gp)

APL 6 (all of APL 4 plus the following):

- *Unguent of Timelessness* (Adventure; DMG; 150 gp)
- *Robe of Useful Items* (Adventure; DMG; 7,000 gp)

APL 8 (all of APLs 4-6 plus the following):

- *Vest of Resistance +1* (Adventure; Complete Arcane; 1,000 gp)
- *Adamantine Scimitar* (Adventure; DMG; 3,015 gp)
- *Ring of Minor Fire Resistance* (Adventure; DMG; 12,000 gp)

- *+1 Green Dragonhide Half-Plate* (Adventure; DMG; 2,500 gp)

APL 10 (all of APLs 4-8 plus the following):

- *Vest of Resistance +2* (Adventure; Complete Arcane; 4,000 gp)
- *Cloak of Arachnida* (Adventure; DMG; 14,000 gp)
- *+1 Green Dragonhide Light Shield* (Adventure; DMG; 1,318 gp)

APL 12 (all of APLs 4-10 plus the following):

- *Broom of Flying* (Adventure; DMG; 17,000 gp)
- *Iron Bands of Bilarro* (Adventure; DMG; 26,000 gp)
- *+2 Green Dragonhide Half-Plate* (Adventure; DMG; 5,500 gp)

Appendix One – Encounter Two

APL 4

Ferris and Quintin: Male half-fiend gnome Rog2; CR 3; Small outsider (augmented humanoid); HD 2d6+6; hp 14; Init +5; Spd 20 ft.; AC 21, touch 16, flat-footed 15; Base Atk/Grp +1/+1; Atk +6 melee (1d4+4/19-20, Small shortsword); Full Atk +6 melee (1d4+4/19-20, Small shortsword); SA Sneak attack +1d6; SQ Spell-like abilities as per gnomes, evasion, trapfinding, darkvision 60', low-light vision, immunity to poison, resist (10) acid, cold, electricity, fire, SR 12, DR 5/magic; AL CE; SV Fort +3, Ref +8, Will +0; Str 18, Dex 20, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Hide +14, Listen +7, Move Silently +10, Sense Motive +5, Spot +5, Tumble +10, Use Magic Device +5; Combat Expertise.

Possessions: Small chain shirt, Small shortsword, tube of Insanity Mist (Quintin), *horn of fog*.

- **Insanity Mist:** Fort DC 15, 1d4 Wis/2d6 Wis.

Worg, Pseudonatural (2): CR 3; Medium magical beast; HD 4d10+8; hp 36; Init +2; Spd 50 ft.; AC 18, touch 12, flat-footed 16; Base Atk/Grp +4/+7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA trip; SQ darkvision 60', low-light vision, scent, resist (10) acid & electricity, DR 5/magic, alternate form, true strike, *mage armor* & *invisibility* CL 6th; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2 (+6 tracking by scent); Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Alternate Form (Su): A pseudonatural creature has the ability to change forms (standard) to that of a grotesque squirming mass. All foes take a –1 morale penalty to hit such a creature.

True Strike (Su): Once per day, Pseudonatural creatures are capable of taking a +20 insight modifier on a single attack roll.

APL 6

Ferris and Quintin: Male half-fiend gnome Rog4; CR 3; Small outsider (augmented humanoid); HD 4d6+12; hp 27; Init +5; Spd 20 ft.; AC 21, touch 16, flat-footed 16; Base Atk/Grp +3/+3; Atk +8 melee (1d4+4/19-20, shortsword); Full Atk +8 melee (1d4+4/19-20, shortsword); SA Sneak attack +2d6; SQ Spell-like

abilities as per gnomes, evasion, uncanny dodge, trapfinding, trap sense +1, darkvision 60', low-light vision, immunity to poison, resist (10) acid, cold, electricity, fire, DR 5/magic, SR 14; AL CE; SV Fort +4, Ref +9, Will +1; Str 18, Dex 20, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Hide +16, Listen +9, Move Silently +12, Sense Motive +7, Spot +7, Tumble +12, Use Magic Device +6; Chink in the Armor (see below), Combat Expertise.

– **Chink in the Armor (Feat, Song & Silence):** If you take a standard action to study an opponent, you can ignore half of their actual armor bonus (including natural) rounding down.

Possessions: Small chain shirt, Small shortsword, tube of Insanity Mist (Quintin), *horn of fog*.

Insanity Mist: Fort DC 15, 1d4 Wis/2d6 Wis.

Worgs, Pseudonatural (2): CR 3; Medium magical beast; HD 4d10+8; hp 36; Init +2; Spd 50 ft.; AC 18, touch 12, flat-footed 16; Base Atk/Grp +4/+7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA trip; SQ darkvision 60', low-light vision, scent, resist(10) acid & electricity, DR 5/magic, alternate form, true strike, *mage armor* and *invisibility* CL 6th; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2 (+6 when tracking by scent); Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Alternate Form (Su): A pseudonatural creature has the ability to change forms (standard) to that of a grotesque squirming mass. All foes take a –1 morale penalty to hit such creature.

True Strike (Su): Once per day, Pseudonatural creatures are capable of taking a +20 insight modifier on a single attack roll.

Bloodcap soldiers (2): Male half-fiend gnome ex-Mnk1/Ftr1; CR 3; Small outsider (augmented humanoid); HD 1d8+1d10+6; hp 18; Init +5; Spd 20 ft.; AC 18, touch 16, flat-footed 13; Base Atk/Grp +1/+5; Atk +6 melee (1d4+4, unarmed strike) or +8 ranged (2, +1 *shuriken*); Full Atk +6 or +4/+4 melee (1d4+4, unarmed strike) or +8 or +6/+6 ranged (2, +1 *shuriken*); SA flurry of blows; SQ spell-like abilities as per gnomes, immune to poison, darkvision 60', low-light vision, resist(10) acid, cold, fire, electricity, SR 12; AL

NE; SV Fort +6, Ref +5, Will +3; Str 18, Dex 20, Con 16, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +13, Move Silently +9, Spot +2, Tumble +9; Improved Grapple (B), Point Blank Shot, Precise Shot.

Possessions: 50 +1 shurikens (greater magic weapon, CL 6th).

APL 8

Ferris and Quintin: Male half-fiend gnome Rog6; CR 8; Small outsider (augmented humanoid); HD 6d6+18; hp 41; Init +5; Spd 20 ft.; AC 21, touch 16, flat-footed 16; Base Atk/Grp +4/+4; Atk +9 melee (1d4+4/19-20, masterwork shortsword); Full Atk +9 melee (1d4+4/19-20, masterwork shortsword); SA sneak attack +3d6; SQ spell-like abilities as per gnomes, evasion, uncanny dodge, trapfinding, trap sense +2, immunity to poison, darkvision 60', low-light vision, resist (10) acid, cold, electricity, fire, DR 5/magic, SR 16; AL CE; SV Fort +5, Ref +10, Will +2; Str 18, Dex 20, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Hide +18, Listen +11, Move Silently +14, Sense Motive +9, Spot +9, Tumble +14, Use Magic Device +9; Chink in the Armor (see below), Combat Expertise, Dodge.

Chink in the Armor (Feat, Song & Silence): If you take a standard action to study an opponent, you can ignore half of their actual armor bonus (including natural) rounding down.

Possessions: Small chain shirt, small masterwork shortsword, tube of Insanity Mist (Quintin), Horn of Fog.

- **Insanity Mist:** Fort DC15, 1d4 Wis/2d6 Wis.

Owlbear, Pseudonatural (1): CR 5; Large Magical Beast; HD 5d10+12; hp 46; Init +1; Spd 30 ft.; AC 19, touch 10, flat-footed 18; Base Atk/Grp +5/+14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA improved grab; SQ darkvision 60', low-light vision, scent, resist (10) acid & electricity, DR 5/magic, alternate form, true strike, *mage armor* & *invisibility* CL 7th; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 3, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Alternate Form (Su): A pseudonatural creature has the ability to change forms (standard) to that of a grotesque squirming mass. All foes take a -1 morale penalty to hit such creature.

True Strike (Su): Once per day, Pseudonatural creatures are capable of taking a +20 insight modifier on a single attack roll.

Bloodcap soldiers (2): Male half-fiend gnome ex-Mnk2/Ftr1; CR 4; Small outsider (augmented humanoid); HD 2d8+1d10+9; hp 26; Init +5; Spd 20 ft.; AC 18, touch 17, flat-footed 13; Base Atk/Grp +2/+6; Atk +7 melee (1d4+4, unarmed strike) or +9 ranged (2+1d6 fire, +1 flaming shuriken); Full Atk +7 or +5/+5 melee (1d4+4, unarmed strike) or +9 or +7/+7 or +5/+5/+5 ranged (2+1d6 fire, +1 flaming shuriken); SA flurry of blows; SQ spell-like abilities as per gnomes, immunity to poison, darkvision 60', low-light vision, resist(10) acid, cold, fire, electricity, DR 5/magic, SR 13; AL NE; SV Fort +9, Ref +8, Will +4; Str 18, Dex 20, Con 16, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +14, Move Silently +10, Spot +3, Tumble +10; Improved Grapple (B); Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: 50 +1 flaming shurikens (greater magic weapon and flame arrow, CL 7th).

APL 10

Ferris and Quintin (2): Male half-fiend gnome Rog8; CR 10; Small outsider (augmented humanoid); HD 8d6+24; hp 54; Init +5; Spd 20 ft.; AC 21, touch 16, flat-footed 16; Base Atk/Grp +6/+4; Atk +12 melee (1d4+2/19-20, masterwork shortsword); Full Atk +12/+7 (1d4+2/19-20, masterwork shortsword); SA sneak attack +4d6; SQ spell-like abilities as per gnomes, trapfinding, evasion, uncanny dodge, improved uncanny dodge, trap sense +2, immunity to poison, darkvision 60', low-light vision, resist (10) acid, cold, electricity, fire, DR 5/magic, SR 18; AL CE; SV Fort +5, Ref +11, Will +2; Str 18, Dex 20, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +10, Hide +20, Listen +13, Move Silently +16, Sense Motive +11, Spot +11, Tumble +16, Use Magic Device +11; Chink in the Armor (see below), Combat Expertise, Dodge.

Chink in the Armor (Feat, Song & Silence): If you take a standard action to study an opponent, you can ignore half of their actual armor bonus (including natural) rounding down.

Possessions: Small chain shirt, small masterwork shortsword, Tube of Insanity Mist (Quintin), horn of fog.

- **Insanity Mist:** Fort DC15, 1d4 Wis/2d6 Wis.

Owlbear, Pseudonatural (2): CR 5; Large Magical Beast; HD 5d10+12; hp 46; Init +1; Spd 30 ft.; AC 19, touch 10, flat-footed 18; Base Atk/Grp +5/+14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach: 10 ft./5 ft.; SA improved grab; SQ darkvision 60', low-light vision,

scent, resist (10) acid & electricity, DR 5/magic, alternate form, true strike, *mage armor* & *greater invisibility* CL 10th; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 3, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Alternate Form (Su): A pseudonatural creature has the ability to change forms (standard) to that of a grotesque squirming mass. All foes take a –1 morale penalty to hit such creature.

True Strike (Su): Once per day, Pseudonatural creatures are capable of taking a +20 insight modifier on a single attack roll.

Bloodcap soldiers (3): Male half-fiend gnome ex-Mnk2/Ftr2; CR 6; Small outsider (augmented humanoid); HD 2d8+2d10+12; hp 36; Init +5; Spd 20 ft; AC 22, touch 17, flat-footed 17; Base Atk/Grp +3/+7; Atk +8 melee (1d4+4, unarmed strike) or +10 ranged (2+1d6 fire, +2 *flaming shuriken*); Full Atk +8 or +6/+6 melee (1d4+4, unarmed strike) or +10 or +8/+8 or +6/+6/+6 ranged (3 + 1d6 fire, +2 *flaming shuriken*); SA flurry of blows; SQ spell-like abilities as per gnomes, immunity to poison, darkvision 60', low-light vision, resist(10) acid, cold, fire, electricity, DR 5/magic, SR 14, *mage armor* CL 10th; AL NE; SV Fort +9, Ref +8, Will +4; Str 18, Dex 20, Con 16, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +14, Move Silently +10, Spot +3, Tumble +10; Combat Reflexes (B), Improved Grapple (B), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot.

Possessions: 50 +2 *flaming shurikens* (*greater magic weapon* and *flame arrow* CL 10th).

APL 12

Ferris and Quintin (2): Male half-fiend gnome Rog10; CR 12; Small outsider (augmented humanoid); HD 10d6+30; hp 68; Init +5; Spd 20 ft.; AC 21, touch 16, flat-footed 16; Base Atk/Grp +7/+7; Atk +13 melee (1d4+4/19-20, masterwork shortsword); Full Atk +11/+6 melee (1d4+2/19-20, masterwork shortsword); SA sneak attack +5d6; SQ spell-like abilities as per gnomes, trapfinding, evasion, uncanny dodge, improved uncanny dodge, trap sense +3, opportunist, immunity to poison, darkvision 60', low-light vision, resist (10) acid, cold, electricity, fire, DR 5/magic, SR 20; AL CE; SV Fort +6, Ref +12, Will +3; Str 18, Dex 20, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +13, Hide +22, Listen +15, Move Silently +18, Sense Motive +13, Spot +13, Tumble +18, Use Magic Device +13; Chink in the

Armor (see below), Dodge, Elusive Target (see below), Mobility.

Chink in the Armor (Feat, Song & Silence): If you take a standard action to study an opponent, you can ignore half of their actual armor bonus (including natural) rounding down on your next attack.

Opportunist (Ex): Can make an AoO on another character that has been struck for damage in combat.

Elusive Target (Feat, Complete Warrior): *Negate Power Attack*, if the Foe designated by the Dodge feat uses Power Attack against you, they retain the penalty but deal no extra damage. *Diverting Defense*, If flanked, designate one of the flankers with Dodge, the first attack by that flanker automatically misses you and is rolled against the other flanker who is now flat-footed. *Cause Overreach*, provoke an AoO by moving out of a threatened square. If they miss, you may make a free trip attempt as per the Improved Trip feat.

Possessions: Small chain shirt, small masterwork shortsword, Tube of Insanity Mist (Quintin), *Horn of Fog*.

- **Insanity Mist:** Fort DC15, 1d4 Wis/2d6 Wis.

Gray Render, improved invisible (1): CR 8; Large Magical Beast; HD 10d10+70; hp 127; Init +0; Spd 30 ft.; AC 23, touch 9, flat-footed 23; Base Atk/Grp +10/+20; Atk +15 melee (2d6+6, bite); Full Atk +15 melee (2d6+6, bite) and +10 melee (1d6+3, 2 claws) Space/Reach 10 ft./10 ft.; SA improved grab; SQ darkvision 60', low-light vision, scent, *extended greater invisibility* and *mage armor* CL 12th; AL N; SV Fort +14, Ref +7, Will +4; Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8.

Skills and Feats: Hide +2, Spot +10, Survival +3; Cleave, Power Attack, Improved Bull Rush, Track.

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

Rend (Ex): After winning the grapple check after a successful bite, a gray render deals an additional 2d6+9 points of damage to the target.

Bloodcap soldiers (4): Male half-fiend gnome ex-Mnk2/Ftr4; CR 8; Small outsider (augmented humanoid); HD 2d8+4d10+18; hp 56; Init +5; Spd 20 ft.; AC 22, touch 17, flat-footed 17; Base Atk/Grp +5/+9; Atk +10 melee (1d4+4, unarmed strike) or +14 ranged (4+1d6 fire, +3 *flaming shuriken*); Full Atk +10 or +8/+8 melee (1d4+4, unarmed strike) or +14 or +12/+12 or +10/+10/+10 ranged (4+1d6 fire, +3 *flaming shuriken*); SA flurry of blows; SQ spell-like abilities as per gnomes, immunity to poison, darkvision 60', low-light vision, resist(10) acid, cold, fire, electricity, DR 5/magic, SR 16, *mage armor* CL12th; AL NE; SV Fort

+10, Ref +9, Will +5; Str 18, Dex 20, Con 16, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +14, Move Silently +10, Spot +5, Tumble +10; Combat Reflexes (B), Far Shot, Improved Grapple (B), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot.

Possessions: 50 +3 flaming shurikens (greater magic weapon and flame arrow, 10 hrs left, CL 12th).

Appendix One – Encounter Four A

APL 4

Viddian of the Carca: Male elf (grugach) Rgr2/Ftr2/Bbn1; CR 5; Medium humanoid (elf); HD 2d8+2d10+1d12+10; hp 44; Init +3; Spd 40 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +5/+7; Atk +9 melee (1d6+3/18-20, +1 scimitar); Full Atk +7 melee (1d6+3/18-20, +1 scimitar) and +7 melee (1d6+2/18-20, +1 scimitar); SA —; SQ favored enemy humans +2, rage 1/day, wild empathy +1; AL CN; SV Fort +9, Ref +6, Will +0; Str 15, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +13 (+11 in armor), Jump +16 (+14 in armor), Perform (dance) +7, Survival +8, Tumble +13 (+11 in armor); Combat Expertise, Dodge, Mobility, Two-Weapon Fighting (B), Weapon Focus (scimitar).

Possessions: Chain shirt, 2 +1 scimitars.

Gruald of the Carca: Female elf (grugach) Rgr2/Ftr2; CR 4; Medium humanoid (elf); HD 2d8+2d10+8; hp 33; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +4/+6; Atk +7 melee (1d6+2/18-20, scimitar); Full Atk +5 melee (1d6+2/18-20, scimitar) and +5 melee (1d6+1/18-20, scimitar); SA —; SQ favored enemy humans +2, wild empathy +1; AL CN; SV Fort +7, Ref +6, Will +0; Str 15, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +12 (+10 in armor), Jump +15 (+13 in armor), Perform (dance) +7, Survival +7, Tumble +12 (+10 in armor); Combat Expertise, Dodge, Mobility, Two-Weapon Fighting (B), Weapon Focus (scimitar).

Possessions: Chain shirt, 2 scimitars.

Vamm of the Sorne: Male elf (grugach) Rgr4; CR 4; Medium humanoid (elf); HD 4d8+8; hp 31; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +4/+6; Atk +8 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +8 or +6/+6 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); SA —; SQ favored enemy humans +2, wild empathy +3; AL CN; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +10 (+8 in armor), Listen +8, Move Silently +10 (+8 in armor), Spot +8, Survival +8; Endurance (B), Point Blank Shot, Precise Shot, Rapid Shot (B).

Ranger Spells Prepared (1; save DC 12): 1st—resist energy.

Possessions: Chain shirt, masterwork composite longbow (+2 Str bonus), dagger.

Exxic of the Fearnno: Male elf (grugach) Drd5; CR 5; Medium humanoid (elf); HD 5d8+10; hp 37; Init +3;

Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +3/+4; Atk +4 melee (1d6+1, quarterstaff); Full Atk +4 melee (1d6+1, quarterstaff); SA —; SQ wild shape 1/day, woodland stride, trackless step, resist nature's lure, wild empathy +4; AL CN; SV Fort +6, Ref +4, Will +6; Str 12, Dex 16, Con 14, Int 8, Wis 14, Cha 8

Skills and Feats: Concentration +10, Handle Animal +10, Spellcraft +3, Survival +6; Augment Summoning, Spell Focus (Conjuration).

Languages: Common, Druidic, Elven, Ignan.

Druid Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—cure minor wounds (3), resistance, guidance; 1st—cure light wounds (3), entangle; 2nd—barkskin (2), chill metal; 3rd—spikes.

Possessions: Rut (Animal companion, Wolf as per the *Monster Manual* and *Animal Companions* in the *Player's Handbook*), quarterstaff, hide armor, dagger, spell component pouch.

Sube of the Fearnno: Female elf (grugach) Clr5 - Obad-hai; CR 5; Medium humanoid (elf); HD 5d8+10; hp 37; Init +3; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk/Grp +3/+3; Atk +3 melee (touch spell); Full Atk +3 melee (touch spell); SA —; SQ rebuke undead 9/day; AL CN; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 8, Wis 16, Cha 14.

Skills and Feats: Concentration +10; Extra Turning, Improved Turning.

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—cure minor wounds (3), resistance, guidance; 1st—burning hands*, cure light wounds (2), bless, shield of faith; 2nd—produce flame*, spiritual weapon, cure moderate wounds, hold person; 3rd—resist energy*, cure serious wounds, prayer.

*Domain spell. Deity: Obad-Hai. Domains: **Fire** (Turn/Destroy water creatures as a good cleric turns undead. Rebuke/Command/Bolster fire creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.) **Earth** (Turn/Destroy air creatures as a good cleric turns undead. Rebuke/Command/Bolster earth creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.)

Possessions: Green dragonhide half-plate, green dragonhide light shield, dagger, wooden holy symbol, spell component pouch.

APL 6

Viddian of the Carca: Male elf (grugach) Rgr2/Ftr2/Bbn1/Dervish2; CR 7; Medium humanoid (elf); HD 2d8+2d10+1d12+2d10+14; hp 62; Init +3; Spd 45 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp +7/+9; Atk +11 melee (1d6+3/18-20, +1 scimitar); Full

Atk +11/+6 melee (1d6+3/18-20, +1 scimitar) or +9/+4 melee (1d6+3/18-20, +1 scimitar) and +9 melee (1d6+2/18-20, +1 scimitar); SA favored enemy humans +2, dervish dance 1/day, slashing blades; SQ AC bonus, movement mastery, rage 1/day, wild empathy +1; AL CN; SV Fort +9, Ref +9, Will +3; Str 15, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +15 (+14 in armor), Jump +20 (+19 in armor), Perform (dance) +9, Survival +8, Tumble +15 (+14 in armor); Close-Quarters Fighting (see below), Combat Expertise, Dodge, Mobility, Two-Weapon Fighting (B), Weapon Focus (scimitar).

AC Bonus (Ex): +1, already included above.

Dervish Dance (Ex): 1/day for 5 rounds, not while raging. +1 to hit and damage when wielding a slashing weapon. While in the dance, you can take a full attack action and still move up to your base speed. You must move at least 5 feet between each attack and cannot return to the square you just exited. You are subject to AoO while dancing, but can tumble normally. Dervish becomes fatigued at the end of the dance.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance), and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Close-Quarters Fighting (Feat, Complete Warrior): You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Possessions: +1 chain shirt, 2 +1 scimitars.

Gruald of the Carca: Female elf (grugach) Rgr2/Ftr2/Bbn1/Dervish1; CR 6; Medium humanoid (elf); HD 2d8+2d10+1d12+1d10+12; hp 53; Init +3; Spd 40 ft.; AC 18, touch 14, flat-footed 15; Base Atk/Grp +6/+8; Atk +10 melee (1d6+2/18-20, masterwork scimitar); Full Atk +10/+5 melee (1d6+2/18-20, masterwork scimitar) or +8/+3 melee (1d6+2/18-20, masterwork scimitar) and +8 melee (1d6+1/18-20, masterwork scimitar); SA favored enemy humans +2, dervish dance 1/day, slashing blades; SQ AC bonus, movement mastery; AL CN; SV Fort +7, Ref +8, Will +2; Str 15, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +14 (+12 in armor), Jump +17 (+15 in armor), Perform (dance) +8, Survival +8, Tumble +14 (+12 in armor); Combat Expertise, Dodge, Mobility, Two-Weapon Defense, Two-Weapon Fighting (B), Weapon Focus (scimitar).

AC Bonus (Ex): +1, already included above.

Dervish Dance (Ex): 1/day for 4 rounds. +1 to hit and damage. Otherwise, see above under Viddian's stats.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance), and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Possessions: Chain shirt, 2 masterwork scimitars.

Vamm of the Sorne: male elf (grugach) Rgr6; CR 6; Medium humanoid (elf); HD 6d8+12; hp 45; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +6/+8; Atk +11 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); Full Atk +11/+6 or +9/+9/+4 ranged (1d8+2, masterwork composite longbow [+2 Str bonus]); SA —; SQ favored enemy humans +4, favored enemy giants +2, wild empathy +5; AL CN; SV Fort +7, Ref +8, Will +3; Str 14, Dex 17, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +12 (+10 in armor), Listen +10, Move Silently +12 (+10 in armor), Spot +10, Survival +10; Endurance (B), Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Weapon Focus (longbow).

Ranger Spells Prepared (2; save DC 12): 1st—resist energy (2).

Possessions: Chain shirt, masterwork composite longbow (+2 Str bonus), dagger.

Exxic of the Fearnor: Male elf (grugach) Drd7; CR 7; Medium humanoid (elf); HD 7d8+14; hp 52; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +5/+6; Atk +6 melee (1d6+1, quarterstaff); Full Atk +6 melee (1d6+1, quarterstaff); SA —; SQ woodland stride, trackless step, resist nature's lure, wild shape 3/day, wild empathy +6; AL CN; SV Fort +7, Ref +5, Will +7; Str 12, Dex 16, Con 14, Int 8, Wis 15, Cha 8.

Skills and Feats: Concentration +12, Handle Animal +12, Spellcraft +2, Survival +7; Augment Summoning, Natural Spell, Spell Focus (Conjuration)

Languages: Common, Elven, Druidic, Ignan.

Druid Spells Prepared (6/5/4/2/1; base DC = 12 + spell level): 0—cure minor wounds (4), resistance, guidance; 1st—cure light wounds (4), entangle; 2nd—barkskin (2), bull's strength, chill metal; 3rd—cure moderate wounds, spikes; 4th—flame strike.

Possessions: Rut (Animal companion, Wolf as per the *Monster Manual* and Animal Companions in the *Player's Handbook*), quarterstaff, hide armor, dagger, spell component pouch.

Sube of the Fearnor: Female elf (grugach) Clr7 - Obadhai; CR 7; Medium humanoid (elf); HD 7d8+14; hp 52; Init +3; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk/Grp +5/+5; Atk +5 melee (touch spell); SA —; SQ rebuke undead 9/day; AL CN; SV Fort +7, Ref +2, Will +8; Str 10, Dex 10, Con 14, Int 8, Wis 17, Cha 14.

Skills and Feats: Concentration +10, Knowledge (nature) +1; Elemental Healing (see below), Extra Turning, Improved Turning.

Elemental Healing (Feat, Complete Divine): Sube may expend a Rebuke attempt to cure 3d8 hp on Fire and Earth elemental subtype creatures within 60 ft.

Cleric Spells Prepared: (5/5+1/4+1/3+1/ 1+1; base DC = 13 + spell level): 0—cure minor wounds (3), guidance, resistance; 1st—bless, burning hands*, cure light wounds (2), shield of faith (2); 2nd—cure moderate wounds* (2), hold person, produce flame*, spiritual weapon; 3rd—cure serious wounds (2), prayer, resist energy*; 4th—cure critical wounds, wall of fire*.

*Domain spell. Deity: Obad-Hai. Domains: **Fire** (Turn/Destroy water creatures as a good cleric turns undead. Rebuke/Command/Bolster fire creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.) **Earth** (Turn/Destroy air creatures as a good cleric turns undead. Rebuke/Command/Bolster earth creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.)

Possessions: Green dragonhide half-plate, green dragonhide light shield, dagger, wooden holy symbol, spell component pouch.

APL 8

Viddian of the Carca: Male elf (grugach) Rgr2/Ftr2/Bbn1/Dervish4; CR 9; Medium humanoid (elf); HD 2d8+2d10+1d12+4d10+18; hp 80; Init +3; Spd 45 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp +9/+12; Atk +14 melee (1d6+4/18-20, +1 adamantite scimitar); Full Atk +14/+9 melee (1d6+4/18-20, +1 adamantite scimitar) or +12/+7 melee (1d6+4/18-20, +1 adamantite scimitar) and +12 melee (1d6+2/18-20, +1 adamantite scimitar); SA favored enemy humans +2, dervish dance 2/day, slashing blades, dance of death; SQ AC bonus, movement mastery, rage 1/day, wild empathy +1; AL CN; SV Fort +10, Ref +10, Will +4; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +17 (+16 in armor), Jump +23 (+22 in armor), Perform (dance) +11, Survival +8, Tumble +17 (+16 in armor); Close-Quarters Fighting (see below), Combat Expertise, Dodge, Mobility,

Spring Attack (B), Two-Weapon Defense, Two-Weapon Fighting (B), Weapon Focus (scimitar).

AC Bonus (Ex): +1, already included above.

Dervish Dance (Ex): 2/day for 6 rounds, not while raging. +2 to hit and damage when wielding a slashing weapon. While in the dance, you can take a full attack action and still move up to your base speed. You must move at least 5 feet between each attack and cannot return to the square you just exited. You are subject to AoO while dancing, but can tumble normally. Dervish becomes fatigued at the end of the dance.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance), and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Dance of Death: At 4th level, a dervish gains the Cleave feat while in the Dervish dance.

Close-Quarters Fighting (Feat, Complete Warrior): You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Possessions: +1 chain shirt, 2 +1 adamantite scimitars.

Gruald of the Carca: Female elf (grugach) Rgr2/Ftr2/Bbn1/Dervish3; CR 8; Medium humanoid (elf); HD 2d8+2d10+1d12+3d10+16; hp 71; Init +5; Spd 45 ft.; AC 18, touch 14, flat-footed 15; Base Atk/Grp +8/+11; Atk +13 melee (1d6+4/18-20, +1 scimitar); Full Atk +13/+8 melee (1d6+4/18-20, +1 scimitar) or +11/+6 melee (1d6+4/18-20, +1 scimitar) and +11 melee (1d6+2/18-20, +1 scimitar); SA favored enemy humans +2, dervish dance 2/day, slashing blades; SQ AC bonus, movement mastery, rage 1/day, wild empathy +1; AL CN; SV Fort +8, Ref +8, Will +2; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +16 (+14 in armor), Jump +22 (+20 in armor), Perform (dance) +10, Survival +8, Tumble +16 (+14 in armor); Combat Expertise, Dodge, Mobility, Spring Attack (B), Two-Weapon Defense, Two-Weapon Fighting (B), Weapon Focus (scimitar).

AC Bonus (Ex): +1, already included above.

Dervish Dance (Ex): 2/day for 5 rounds. +2 to hit and damage while in dance. Otherwise, see above under Viddian's stats.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance), and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Possessions: Chain shirt, 2 +1 scimitars.

Vamm of the Sorne: Male elf (grugach) Rgr8; CR 8; Medium humanoid (elf); HD 8d8+16; hp 60; Init +3; Spd 30 ft.; AC 17, Touch 13, Flat-footed 14; Base Atk/Grp +8/+10; Atk +13 ranged (1d8+3, +1 composite longbow [+2 Str bonus]); Full Atk +13/+8 or +11/+11/+6 ranged (1d8+3, +1 composite longbow [+2 Str bonus]); SA —; SQ favored enemy humans +4, favored enemy giants +2, wild empathy +7, woodland stride; AL CN; SV Fort +8, Ref +9, Will +3; Str 14, Dex 17, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Craft (bowmaking) +4, Hide +13 (+11 in armor), Knowledge (religion) +1; Listen +10, Move Silently +12 (+10 in armor), Spot +10, Survival +10; Endurance (B), Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Weapon Focus (longbow).

Ranger Spells Prepared (2; save DC 12): 1st—resist energy (2).

Possessions: Chain shirt, +1 composite longbow (+2 Str bonus), dagger.

Exxic of the Fearn: Male elf (grugach) Drd9; CR 9; Medium humanoid (elf); HD 9d8+18; hp 85; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +6/+7; Atk +7 melee (1d6+1, quarterstaff); Full Atk +7/+2 melee (1d6+1, quarterstaff); SA —; SQ wild shape 3/day (Large), woodland stride, trackless step, resist nature's lure, venom immunity, wild empathy +8; AL CN; SV Fort +8, Ref +6, Will +8. Str 12, Dex 16, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Handle Animal +14, Spellcraft +3; Survival +8; Augment Summoning, Elephant's Hide (see below), Natural Spell, Spell Focus (Conjuration).

Languages: Common, Elven, Druidic, Ignan.

Elephant's Hide (Feat, Complete Divine): Exxic may spend one wild shape to give himself a natural armor bonus of 7 for 10 min.

Druid Spells Prepared (6/5/5/4/2/1; base DC = 13 + level): 0—cure minor wounds (4), guidance, resistance; 1st—cure light wounds (4), entangle; 2nd—barkskin (2), bull's strength, chill metal, resist energy; 3rd—cure moderate wounds (2), poison, spikes; 4th—cure serious wounds, flame strike; 5th—wall of thorns.

Possessions: Rut (Animal companion, Wolf as per the *Monster Manual* and *Animal Companions* in the *Player's Handbook*), quarterstaff, hide armor, dagger, spell component pouch.

Sube of the Fearn: Female elf (grugach) Clr9 - Obad-hai; CR 9; Medium humanoid (elf); HD 9d8+18; hp 66; Init +3; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk/Grp +6/+6; Atk +6 melee (touch spell); Full Atk +6 melee (touch spell); SA —; SQ rebuke undead 13/day; AL CN; SV Fort +8, Ref +3, Will +10; Str 10, Dex 10, Con 14, Int 8, Wis 18, Cha 14.

Skills and Feats: Concentration +11, Knowledge (nature) +1; Elemental Healing (see below), Extra Turning (2), Improved Turning.

Elemental Healing (Feat, Complete Divine): Sube may expend a Rebuke attempt to cure 4d8 hp on Fire and Earth elemental subtype creatures within 60 ft.

Cleric Spells Prepared (5/5+1/5+1/4+1/3+1/ 1+1; base DC = 14 + level): 0—cure minor wounds (3), guidance, resistance; 1st—bless, burning hands*, cure light wounds (2), shield of faith (2); 2nd—cure moderate wounds (2), hold person (2), produce flame*, spiritual weapon; 3rd—cure serious wounds (2), magic vestment, prayer, resist energy*; 4th—cure critical wounds (2), summon monster IV, wall of fire*; 5th—fire shield*, mass cure light wounds

*Domain spell. **Deity:** Obad-Hai. **Domains:** **Fire** (Turn/Destroy water creatures as a good cleric turns undead. Rebuke/Command/Bolster fire creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.) **Earth** (Turn/Destroy air creatures as a good cleric turns undead. Rebuke/Command/Bolster earth creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.)

Possessions: +1 green dragonhide half-plate, green dragonhide light shield, dagger, wooden holy symbol, spell component pouch.

APL 10

Viddian of the Carca: Male elf (grugach) Rgr2/Ftr2/Bbn1/Dervish6; CR 11; Medium humanoid (elf); HD 2d8+2d10+1d12+6d10+22; hp 98; Init +5; Spd 50 ft.; AC 20, touch 15, flat-footed 17; Base Atk/Grp +11/+14; Atk +16 melee (1d6+4/18-20, +1 adamantite scimitar); Full Atk +16/+11/+6 melee (1d6+4/18-20, +1 adamantite scimitar) or +14/+9/+4 melee (1d6+4/18-20, +1 adamantite scimitar) and +14 melee (1d6+2/18-20, +1 adamantite scimitar); SA favored enemy humans +2, dervish dance 3/day, slashing blades, dance of death; SQ AC bonus, movement mastery, improved reaction, rage 1/day, wild empathy +1; AL CN; SV Fort +11, Ref +11, Will +5; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +19 (+18 in armor), Jump +27 (+26 in armor), Perform (dance) +13, Survival +8,

Tumble +19 (+17 in armor); Close-Quarters Fighting (see below), Combat Expertise, Dodge, Mobility, Spring Attack (B), Two-Weapon Defense, Two-Weapon Fighting (B), Weapon Focus (scimitar).

AC Bonus (Ex): +2, already included above.

Dervish Dance (Ex): 3/day for 7 rounds, not while raging. +3 to hit and damage when wielding a slashing weapon. While in the dance, you can take a full attack action and still move up to your base speed. You must move at least 5 feet between each attack and cannot return to the square you just exited. You are subject to AoO while dancing, but can tumble normally. Dervish becomes fatigued at the end of the dance.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance), and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Dance of Death: At 4th level, a dervish gains the Cleave feat while in the Dervish dance.

Improved Reaction (Ex): At 6th level, a dervish gains a +2 bonus on Init rolls.

Close-Quarters Fighting (Feat, Complete Warrior): You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Possessions: +1 chain shirt, 2 +1 adamantite scimitars.

Gruald of the Carca: Female elf (grugach) Rgr2/Ftr2/Bbn1/Dervish5; CR 10; Medium humanoid (elf); HD 2d8+2d10+1d12+5d10+20; hp 89; Init +5; Spd 50 ft; AC 19, touch 15, flat-footed 16; Base Atk/Grp +10/+12; Atk +15 melee (1d6+4/15-20, +1 scimitar); Full Atk +13/+8 melee (1d6+4/15-20, +1 scimitar) or +11/+6 melee (1d6+4/15-20, +1 scimitar) and +11 melee (1d6+2/15-20, +1 scimitar); SA favored enemy humans +2, dervish dance 3/day, slashing blades, dance of death; SQ movement mastery, improved reaction, rage 1/day, wild empathy +1; AL CN; SV Fort +8, Ref +9, Will +3. Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +18 (+16 in armor), Jump +26 (+24 in armor), Perform (dance) +12, Survival +8, Tumble +18 (+16 in armor); Combat Expertise, Dodge, Mobility, Power Critical (scimitar) (see below), Spring

Attack (B), Two-Weapon Defense, Two-Weapon Fighting (B), Weapon Focus (scimitar).

AC Bonus (Ex): +2, already included above.

Dervish Dance (Ex): 3/day for 6 rounds. +3 to hit and damage while in dance. Otherwise, see above under Viddian's stats.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance), and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Dance of Death: At 4th level, a dervish gains the Cleave feat while in the Dervish dance.

Improved Reaction (Ex): At 6th level, a dervish gains a +2 bonus on Init rolls.

Power Critical (Feat, Complete Warrior): +4 bonus to confirm a threat with the chosen weapon.

Possessions: Chain shirt, 2 +1 scimitars.

Vamm of the Sorne: Male elf (grugach) Rgr8/Order of the Bow Initiate2; CR 10; Medium humanoid (elf); HD 10d8+20; hp 75; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +10/+12; Atk +15 ranged (1d8+3, +1 composite longbow [+2 Str bonus]); Full Atk +15/+10 or +13/+13/+8 ranged (1d8+3, +1 composite longbow [+2 Str bonus]); SA ranged precision +1d8; SQ favored enemy humans +4, favored enemy giants +2, swift tracker, wild empathy +7, woodland stride; AL CN; SV Fort +8, Ref +12, Will +6; Str 14, Dex 17, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Craft (bowmaking) +4, Hide +13 (+11 in armor), Knowledge (religion) +1, Listen +11, Move Silently +13 (+11 in armor), Spot +11, Survival +10; Dodge, Endurance (B), Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Weapon Focus (longbow).

Ranged Precision (Ex): As a standard action, deal +1d8 points of damage with a longbow when within 30 ft. of target. Target must be susceptible to critical hits.

Close Combat Shot (Ex): Attack with a ranged weapon with no attack of opportunity.

Ranger Spells Prepared: (2; save DC 12): 1st—resist energy (2).

Possession: Chain shirt, +1 composite longbow (+2 Str bonus), dagger.

Exxic of the Fearn: male elf (grugach) Drd11; CR 11; Medium humanoid (elf); HD 11d8+22; hp 100; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +8/+9; Atk +9 melee (1d6+1, quarterstaff); Full Atk +9/+4 melee (1d6+1, quarterstaff); SA —; SQ: wild shape 4/day (Tiny or Large), woodland stride, trackless step, resist nature's lure, venom immunity, wild

empathy +10; AL CN; SV Fort +9, Ref +6, Will +10; Str 12, Dex 16, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +16, Handle Animal +16, Spellcraft +5, Survival +8; Augment Summoning, Elephant's Hide, Natural Spell, Spell Focus (Conjuration).

Languages: Common, Elven, Druidic, Ignan.

Elephant's Hide (Feat, Complete Divine): Exxix may spend one wild shape to give himself a natural armor bonus of 7 for 10 min.

Druid Spells Prepared (6/6/5/5/3/2/1; base DC = 13 + level): 0—cure minor wounds (4), guidance, resistance; 1st—cure light wounds (5), entangle; 2nd—barkskin (2), bull's strength, chill metal (2), resist energy; 3rd—cure moderate wounds (3), poison, spikes; 4th—cure serious wounds (2), flame strike; 5th—cure critical wounds, wall of thorns; 6th—antilife shell.

Possessions: Rut (Animal companion, Wolf as per the *Monster Manual* and Animal Companions in the *Player's Handbook*), quarterstaff, hide armor, dagger, spell component pouch.

Sube of the Fearn: Female elf (grugach) Clr11 - Obad-Hai; CR 11; Medium humanoid (elf); HD 11d8+22; hp 82; Init +3; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk/Grp +8/+8; Atk +8 melee (touch spell); Full Atk +8 melee (touch spell); SA —; SQ rebuke undead 13/day; AL CN; SV Fort +9, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 8, Wis 18, Cha 14.

Skills and Feats: Concentration +13, Knowledge (nature) +2; Extra Turning (2), Elemental Healing (see below), Improved Turning.

Elemental Healing (Feat, Complete Divine): Sube may expend a Rebuke attempt to cure 5d8 hp on Fire and Earth elemental subtype creatures within 60 ft.

Cleric Spells Prepared: (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + level): 0—cure minor wounds (3), guidance, resistance; 1st—bless, burning hands*, cure light wounds (3), shield of faith (2); 2nd—cure moderate wounds (2), hold person (2), produce flame*, spiritual weapon; 3rd—cure serious wounds (2), dispel magic, magic vestment, prayer, resist energy*; 4th—cure critical wounds (3), summon monster IV, wall of fire*; 5th—fire shield*, flame strike, mass cure light wounds; 6th—heal, stoneskin*.

*Domain spell. Deity: Obad-Hai. Domains: **Fire** (Turn/Destroy water creatures as a good cleric turns undead. Rebuke/Command/Bolster fire creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.) **Earth** (Turn/Destroy air creatures as a good cleric turns undead. Rebuke/Command/Bolster earth creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.)

Possessions: +1 green dragonhide half-plate, +1 green dragonhide light shield, dagger, wooden holy symbol, spell component pouch.

APL 12

Viddian of the Carca: Male elf (grugach) Ftr2/Rgr2/Bbn1/Dervish8; CR 13; Medium humanoid (elf); HD 2d8+2d10+1d12+8d10+26; hp 115; Init +5; Spd 55 ft; AC 20, touch 15, flat-footed 17; Base Atk/Grp +12/+15; Atk +17 melee (1d6+4/18-20, +1 adamantite scimitar); Full Atk +17/+12/+7 melee (1d6+4/18-20, +1 adamantite scimitar) or +15/+10/+5 melee (1d6+4/18-20, +1 adamantite scimitar) and +15 melee (1d6+2/18-20, +1 adamantite scimitar); SA favored enemy humans +2, dervish dance 4/day, slashing blades, dance of death; SQ AC bonus, movement mastery, improved reaction, elaborate parry, rage 1/day, wild empathy +1; AL CN; SV Fort +8, Ref +10, Will +7; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +21 (+20 in armor), Jump +31 (+30 in armor), Perform (dance) +14, Tumble +21 (+20 in armor); Two-Weapon Fighting (B), Close-Quarters Fighting (see below), Combat Expertise, Dodge, Mobility, Power Critical (scimitar) (see below), Spring Attack (B), Two-Weapon Defense, Weapon Focus (scimitar).

AC Bonus (Ex): +2, already included above.

Dervish Dance (Ex): 4/day for 7 rounds, not while raging. +4 to hit and damage when wielding a slashing weapon. While in the dance, you can take a full attack action and still move up to your base speed. You must move at least 5 feet between each attack and cannot return to the square you just exited. You are subject to AoO while dancing, but can tumble normally. Dervish becomes fatigued at the end of the dance.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance) and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Dance of Death: At 4th level, a dervish gains the Cleave feat while in the Dervish dance.

Improved Reaction (Ex): At 6th level, +2 to Init rolls.

Elaborate Parry (Ex): At 7th level, an extra +4 AC when fighting defensively or using total defense.

Close-Quarters Fighting (Feat, Complete Warrior): You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you

may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Power Critical (Feat, Complete Warrior): +4 bonus to confirm a threat with the chosen weapon.

Possessions: +1 chain shirt, 2 +1 adamantite scimitars.

Gruald of the Carca: Female elf (grugach) Rgr2/Ftr2/Bbn1/Dervish7; CR 12; Medium humanoid (elf); HD 2d8+2d10+1d12+7d10+24; hp 107; Init +5; Spd 40ft; AC 21, touch 16, flat-footed 17; Base Atk/Grp +12/+15; Atk +17 melee (1d6+4/15-20, +1 scimitar); Full Atk +17/+12/+7 melee (1d6+4/15-20, +1 scimitar) or +15/+10/+5 melee (1d6+4/15-20, +1 scimitar) and +15 melee (1d6+2/15-20, +1 scimitar); SA favored enemy humans +2, dervish dance 4/day, slashing blades, dance of death; SQ AC bonus, movement mastery, improved reaction, elaborate parry; AL CN; SV Fort +9, Ref +10, Will+4; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +20 (+19 in armor), Jump +30 (+29 in armor), Perform (dance) +14, Survival +8, Tumble +20 (+19 in armor); Close-Quarters Fighting (see below), Combat Expertise, Dodge, Mobility, Power Critical (scimitar) (see below), Spring Attack (B), Two-Weapon Defense, Two-Weapon Fighting (B), Weapon Focus (scimitar).

AC Bonus (Ex): +2, already included above.

Dervish Dance (Ex): 4/day for 7 rounds. +4 to hit and damage. Otherwise, see above under Viddian's stats.

Movement Mastery (Ex): May Take 10 on Jump, Perform (dance), and Tumble checks.

Slashing Blades: Scimitars are treated as a light weapon.

Dance of Death: At 4th level, a dervish gains the Cleave feat while in the Dervish dance.

Improved Reaction (Ex): At 6th level, +2 to Init rolls.

Elaborate Parry (Ex): At 7th level, an extra +4 AC when fighting defensively or using total defense.

Close-Quarters Fighting (Feat, Complete Warrior): See above under Viddian's stats.

Power Critical (Feat, Complete Warrior): +4 bonus to confirm a threat with the chosen weapon.

Possessions: +1 chain shirt, 2 +1 scimitars.

Vamm of the Sorne: Male elf (grugach) Rgr8/Order of the Bow Initiates; CR 13; Medium humanoid (elf); HD 13d8+20; hp 97; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +13/+15; Atk +20 ranged

(1d8+3, +1 composite longbow (+2 Str bonus)); Full Atk +20/+15/+10 or +18/+18/+13/+8 ranged (1d8+3, +1 composite longbow (+2 Str bonus)); SA ranged precision +3d8; SQ favored enemy humans +4, favored enemy giants +2, swift tracker, wild empathy +7, woodland stride; AL CN; SV Fort +9, Ref +14, Will +7; Str 14, Dex 18, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Craft (bowmaking) +4, Hide +15 (+13 in armor), Knowledge (religion) +1, Listen +12, Move Silently +15 (+13 in armor), Spot +12, Survival +10; Dodge, Endurance (B), Greater Weapon Focus (longbow) (B), Improved Precise Shot, Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Weapon Focus (longbow).

Ranged Precision (Ex): As a standard action, deal +3d8 points of damage with a longbow when within 30 ft. of target. Target must be susceptible to critical hits.

Close Combat Shot (Ex): Attack with a ranged weapon with no AoO.

Ranger Spells Prepared: (2; save DC 12): 1st—resist energy (2).

Possessions: Chain shirt, +1 composite longbow (+2 Str bonus), dagger.

Exxic of the Fearn: Male elf (grugach) Drd13; CR 13; Medium humanoid (elf); HD 13d8+26; hp 115; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp +9/+10; Atk +10 (1d6+1, quarterstaff); Full Atk +10/+5 (1d6+1, quarterstaff); SA —; SQ wild shape 4/day (Tiny, Large, plant), woodland stride, trackless step, resist nature's lure, a thousand faces, venom immunity, wild empathy +12; AL CN; SV Fort +10, Ref +7, Will +11; Str 12, Dex 16, Con 14, Int 8, Wis 17, Cha 8.

Skills and Feats: Concentration +18, Handle Animal +16, Spellcraft +5, Survival +8; Augment Summoning, Elephant's Hide (see below), Natural Spell, Spell Focus (Conjuration).

Languages: Common, Druidic, Elven, Ignan.

Elephant's Hide (Feat, Complete Divine): Exxic may spend one wild shape to give himself a natural armor bonus of 7 for 10 min.

Druid Spells Prepared (6/6/6/5/4/3/2/1; base DC = 13 + level): 0—cure minor wounds (4), guidance, resistance; 1st—cure light wounds (5), entangle; 2nd—barkskin (2), bull's strength, chill metal (2), resist energy; 3rd—cure moderate wounds (3), poison, spikes; 4th—cure serious wounds (2), flame strike; 5th—cure critical wounds (2), wall of thorns; 6th—antilife shell, mass cure light wounds; 7th—heal.

Possessions: Rut (Animal companion, Wolf as per the *Monster Manual* and *Animal Companions* in the *Player's Handbook*), quarterstaff, hide armor, dagger, spell component pouch.

Sube of the Fearn: Female elf (grugach) Clr13 - Obad-Hai; CR 13; Medium humanoid (elf); HD 13d8+26; hp 96; Init +3; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk/Grp +9/+9; Atk +9 melee (touch spell); Full Atk +9 melee (touch spell); SA —; SQ rebuke undead 13/day; AL CN; SV Fort +10, Ref +4, Will +12; Str 10, Dex 10, Con 14, Int 8, Wis 18, Cha 14.

Skills and Feats: Concentration +14 (+18 defensively), Knowledge (nature) +3; Combat Casting, Extra Turning (2), Elemental Healing (see below), Improved Turning.

Elemental Healing (Feat, Complete Divine):

Sube may expend a Rebuke attempt to cure 5d8 hp on Fire and Earth elemental subtype creatures within 60 ft.

Cleric Spells Prepared: (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + level): 0—cure minor wounds (3), guidance, resistance (2); 1st—bless, burning hands*, cure light wounds (3), shield of faith (2); 2nd—cure moderate wounds (2), hold person (3), produce flame*, spiritual weapon; 3rd—cure serious wounds (2), dispel magic, magic vestment, prayer, resist energy*; 4th—cure critical wounds (3), summon monster IV (2), wall of fire*; 5th—fire shield*, flame strike, mass cure light wounds (2); 6th—greater dispel magic, heal, stoneskin*, 7th—fire storm*, regenerate.

*Domain spell. Deity: Obad-Hai. Domains: **Fire** (Turn/Destroy water creatures as a good cleric turns undead. Rebuke/Command/Bolster fire creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.) **Earth** (Turn/Destroy air creatures as a good cleric turns undead. Rebuke/Command/Bolster earth creatures as an evil cleric rebukes undead. Usage per day is 3+Cha modifier.)

Possessions: +2 green dragonhide half-plate, +1 green dragonhide light shield, dagger, wooden holy symbol, spell component pouch.

Appendix One – Encounter Four B

APL 8

Nimblewrights (2): CR 7; Medium Construct; HD 10d10+20; hp 80; Init +7; Spd 40 ft.; AC 24, touch 17, flat-footed 17; Base Atk/Grp +7/+11; Atk +12 melee (2d6+5/15-20, +1 rapier-hand); Full Atk +12 melee (2d6+5/15-20, 2 +1 rapier-hands); SA spell-like abilities, tripping thrust; SQ augmented critical, construct traits, SR 27, vulnerabilities; AL N; SV Fort +4, Ref +11, Will +7; Str 19, Dex 24, Con –, Int 10, Wis 17, Cha 19.

Skills and Feats: Balance +9, Jump +19, Tumble +22; Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack.

Spell-Like Abilities: At will—alter self, cat's grace, entropic shield, feather fall, haste. CL 10th, DC 14+ spell level.

Augmented Critical (Ex): Nimblewrights threaten on a natural attack roll of 15-20.

Tripping Thrust (Ex): The rapier hand attacks are powerful enough to push over creatures equal or smaller in size to the Nimblewright. An opponent that was the target of a successful critical hit must succeed in a Reflex save (DC 19) or be knocked prone as if tripped.

Construct Traits: Immunity to mind-affecting affects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any Fort saves (unless it works on objects). Not subject to critical hits, subdual damage, or ability damage.

Vulnerabilities: Any cold damage slows a nimblewright for 3 rounds and any fire damage stuns it for 1 round.

Possessions: Ring of minor fire resistance, +1 rapier-hands (2), vest of resistance +1.

Animated Tree (as Treant): CR 8; Huge Plant; HD 7d8+35; hp 68; Init -1; Spd 30ft; AC 20, touch 7, flat footed 20; Base Atk/Grp +5/+22; Atk +12 melee (2d6+9, slam); Full Atk +12 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA trample 2d6+13; SQ DR 10/slashing, low-light vision, plant traits, vulnerability to fire; AL N; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int –, Wis –, Cha –.

Skills and Feats: Improved Sunder, Iron Will, Power Attack.

APL 10

Nimblewrights, Ftr2 (2): CR 9; Medium Construct; HD 2d10+10d10+20; hp 105; Init +7; Spd 40 ft.; AC 28, touch 17, flat-footed 21; Base Atk/Grp +9/+13; Atk +17

melee (2d6+5/15-20, +1 rapier-hand); Full Atk +17 melee (2d6+5/15-20, 2 +1 rapier-hands); SA spell-like abilities, tripping thrust; SQ augmented critical, construct traits, SR 27, vulnerabilities; AL N; SV Fort +8, Ref +12, Will +8; Str 19, Dex 24, Con –, Int 10, Wis 17, Cha 19.

Skills and Feats: Balance +9, Jump +19, Tumble +26; Combat Reflexes, Combat Expertise, Dodge, Improved Disarm, Karmic Strike (see below), Mobility, Spring Attack, Weapon Finesse.

Spell-Like Abilities: At will—alter self, cat's grace, entropic shield, feather fall, haste. CL 10th, DC 14+ spell level.

Augmented Critical (Ex): Nimblewrights threaten on a natural attack roll of 15-20.

Tripping Thrust (Ex): The rapier hand attacks are powerful enough to push over creatures equal or smaller in size to the Nimblewright. An opponent that was the target of a successful critical hit must succeed in a Reflex save (DC 19) or be knocked prone as if tripped.

Construct Traits: Immunity to mind-affecting affects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any Fort saves (unless it works on objects). Not subject to critical hits, subdual damage, or ability damage.

Karmic Strike (Feat, Complete Warrior): You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a –4 penalty to your AC in exchange for the ability to make an AoO against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more AoOs than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your AC and your ability to make these special AoOs last until your next turn.

Vulnerabilities: Any cold damage slows a nimblewright for 3 rounds and any fire damage stuns it for 1 round.

Possessions: Ring of minor fire resistance, +1 rapier-hands (2), vest of resistance +2.

Animated Tree (as Treant) (2): CR 8; Huge Plant; HD 7d8+35; hp 68; Init -1; Spd 30ft; AC 20, touch 7, flat footed 20; Base Atk/Grp +5/+22; Atk +12 melee (2d6+9, slam); Full Atk +12 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA trample 2d6+13; SQ DR 10/slashing, low-light vision, plant traits, vulnerability

to fire; AL N; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int -, Wis -, Cha -.

Skills and Feats: Improved Sunder, Iron Will, Power Attack.

APL 12

Nimblewrights, Ftr2 (4): CR 9; Medium Construct; HD 2d10+10d10+20; hp 105; Init +7; Spd 40 ft.; AC 28, touch 17, flat-footed 21; Base Atk/Grp +9/+13; Atk +17 melee (2d6+5/15-20, +1 rapier-hand); Full Atk +17 melee (2d6+5/15-20, 2 +1 rapier-hands); SA spell-like abilities, tripping thrust; SQ augmented critical, construct traits, SR 27, vulnerabilities; AL N; SV Fort +8, Ref +12, Will +8; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Balance +9, Jump +19, Tumble +26; Combat Reflexes, Combat Expertise, Dodge, Improved Disarm, Karmic Strike (see below), Mobility, Spring Attack, Weapon Finesse.

Spell-Like Abilities: At will—*alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. CL 10th, DC 14+ spell level.

Augmented Critical (Ex): Nimblewrights threaten on a natural attack roll of 15-20.

Tripping Thrust (Ex): The rapier hand attacks are powerful enough to push over creatures equal or smaller in size to the Nimblewright. An opponent that was the target of a successful critical hit must succeed in a Reflex save (DC 19) or be knocked prone as if tripped.

Construct Traits: Immunity to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any Fort saves (unless it works on objects). Not subject to critical hits, subdual damage, or ability damage.

Karmic Strike (Feat, Complete Warrior): You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your AC in exchange for the ability to make an AoO against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more AoOs than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your AC and your ability to make these special AoOs last until your next turn.

Vulnerabilities: Any cold damage slows a nimblewright for 3 rounds and any fire damage stuns it for 1 round.

Possessions: Ring of minor fire resistance, +1 rapier-hands (2), vest of resistance +2.

Animated Tree (as Treant) (2): CR 8; Huge Plant; HD 7d8+35; hp 68; Init -1; Spd 30ft; AC 20, touch 7, flat footed 20; Base Atk/Grp +5/+22; Atk +12 melee (2d6+9, slam); Full Atk +12 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA trample 2d6+13; SQ DR 10/slashing, low-light vision, plant traits, vulnerability to fire; AL N; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int -, Wis -, Cha -.

Skills and Feats: Improved Sunder, Iron Will, Power Attack.

Optional Encounter

Sephron Dreamkiller, Treant, Nec3/Clr3/Geomancer9: CR 20; Huge Plant; HD 7d8+3d4+3d8+9d6+132; hp 215; Init -1; Spd 35 ft.; AC 24 (-2 size, -1 Dex, +13 natural, +4 mage armor), touch 7, flat-footed 24; Base Atk/Grp +14/+31; Atk +21 melee (2d6+9 piercing, slam); Full Atk +21 melee (2d6+9 piercing, 2 slams); Space/Reach 15 ft./15 ft.; SA trample 2d6+13, improved grab; SQ DR 10/slashing, low-light vision, plant traits, vulnerability to fire, adaptive hide, improved grab, prohibited schools (Enchantment and Evocation), rebuke undead 4/day, spin webs, thorns; AL CE; SV Fort +21, Ref +6, Will +17; Str 29, Dex 8, Con 22, Int 18, Wis 12, Cha 12.

Skills and Feats: Concentration +20, Diplomacy +2, Hide -2 (+13 in forested areas), Intimidate +8, Knowledge (arcana) +14, Knowledge (nature) +7, Knowledge (religion) +8, Listen +15, Sense Motive +15, Spellcraft +14, Spot +15, Survival +8 (+10 aboveground); Greater Spell Focus (Necromancy), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Practiced Spellcaster (Nec) (2) (see below), Scribe Scroll (B), Spell Focus (Necromancy).

Cleric Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0—*detect magic*, *guidance* (2), *virtue*; 1st—*protection from law**, *shield of faith*, *protection from good*, *obscuring mist*; 2nd—*shatter**, *bear's endurance*.

*Domain spell. Domains: **Trickery**, add Bluff, Disguise and Hide to class skills; **Chaos**, all chaos spells are cast at +1 CL.

Wizard Spells Prepared (4/5+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 (16 Necromancy) + spell level) 0—*detect magic* (2), *mage hand*, *daze* (2); 1st—*mage armor* (2), *ray of enfeeblement* (2), *shield*, *ventriloquism*; 2nd—*blindness*, *mirror image* (2), *resist energy* (2), *see invisibility*; 3rd—*dispel magic*, *displacement*, *slow* (2), *stinking cloud*, *vampiric touch*; 4th—*enervation* (3), *fear*, *globe of invulnerability*, *stoneskin*; 5th—*baleful polymorph*, *cloudkill*, *symbol of pain*, *teleport*; 6th—*eyebite*, *flesh to stone*, *antimagic field*. Precast spells: *mage armor*, *symbol of pain*. Sephron gains spells per day as a Nec12; with his Practiced Spellcaster feats, he has a caster level of 20 normally, but his Ley Lines special ability gives him a caster level of 22 in forested areas.

Possessions: Spellbook (Sephron has his spells scribed into the stones surrounding his grove). He has the components for his spells (including valuable ones) attached to his branches.

Geomancer SQ: Spell versatility 6; Ley Lines: Forest x2 (caster level is 2 higher when in the chosen region); Drift (see below).

Drift (1/1/2/2/3/3/4): Upper branches infested with kudzu; touch causes flowers to wilt; swift as an elk; bark now adapts to surrounding area; can spin webs like a monstrous spider; thorns grow on body (Piercing dmg with slams, unarmed attacker takes 1d6 piercing damage); can grab like a bear.

Improved Grab (Ex): To use this ability, Sephron must hit with a slam attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes one full round for the animated trees to uproot itself, or it can attack anything within reach. Thereafter it has a speed of 10 ft. and fights as a treant in all respects. The animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (CL 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample: Medium and smaller creatures can be trampled for 2d6+13. Ref save (DC 22) for half damage.

Practiced Spellcaster (Feat, Complete Divine): Add 4 to caster level of chosen spellcasting class, but no higher than your total HD. Sephron has taken this feat twice.

Special Rules

Prestige classes

Geomancer (Complete Divine)

Dervish (Complete Warrior)

Order of the Bow Initiate (Complete Warrior)

Feats

Close-Quarters Fighting (CW): *Benefit:* You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Chink in the Armor (S&S): *Benefit:* If you take a standard action to study an opponent, you can ignore half of their actual armor bonus (including natural) rounding down.

Elemental Healing (CD): *Benefit:* You can spend a rebuke attempt as a standard action to send a burst of healing energy in a 60-foot burst. This affects all creatures with an elemental subtype that you could normally rebuke; such creatures are healed of 1d8 points of damage per two cleric levels. For example, a cleric with the Fire domain could use this feat to heal a fire elemental or any other creature with the fire subtype. *Special:* You may only activate this feat by spending a rebuke attempt that would normally be used to rebuke creatures with a specific elemental subtype.

Elephant's Hide (CD): *Benefit:* You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently possess. The effect lasts for 10 minutes.

Evasive Target (CW): *Negate Power Attack*, if the Foe designated by the Dodge feat uses Power Attack against you, they retain the penalty but deal no extra damage. *Diverting Defense*, If flanked, designate one of the flankers with Dodge, the first attack by that flanker automatically misses you and is rolled against the other flanker who is now flat-footed. *Cause Overreach*, provoke an AoO by moving out of a threatened square. If they miss, you may make a free trip attempt as per the Improved Trip feat.

Karmic Strike (CW): *Benefit:* You can make an attack of opportunity against an opponent that hits you in melee. On your actions, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity lasts until your next turn.

Power Critical (CW): *Benefit:* When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Practiced Spellcaster (CD): *Benefit:* Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus. A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the effect. This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Templates

Pseudonatural (Manual of the Planes)

New Creatures

Nimblewright (from Monster Manual II, pg 162): CR 7; Medium Construct; HD 10d10+20; hp 80; Init +7; Spd 40 ft.; AC 24, touch 17, flat-footed 17; Base Atk/Grp +7/+11; Atk +11 melee (2d6+4/15-20, rapier-hand); Full Atk +11 melee (2d6+4/15-20, 2 rapier-hands); SA spell-like abilities, tripping thrust; SQ augmented critical, construct traits, SR 27, vulnerabilities; AL N; SV Fort +4, Ref +11, Will +7; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Balance +9, Jump +19, Tumble +22; Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack.

Spell-Like Abilities: At will—alter self, cat's grace, entropic shield, feather fall, haste. CL 10th, DC 14+ spell level.

Augmented Critical (Ex): Nimblewrights threaten on a natural attack roll of 15-20.

Tripping Thrust (Ex): The rapier hand attacks are powerful enough to push over creatures equal or smaller in size to the Nimblewright. An opponent that was the target of a successful critical hit must succeed in a Reflex save (DC 19) or be knocked prone as if tripped.

Construct Traits: Immunity to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any Fort saves (unless it works on objects). Not subject to critical hits, subdual damage, or ability damage.

Vulnerabilities: Any cold damage slows a nimblewright for 3 rounds and any fire damage stuns it for 1 round.

Note: the rapiers are actually built into the hand and cannot be dropped.

Player Handout #1

Briak'Te's Riddles

Riddle 1:

I've little strength, but mighty powers;
I guard small hovels and great towers,
But if perchance my master leaves,
He must ensure he safeguards me.

Riddle 2:

What has wings, But can not fly.
Is enclosed, But can outside lie.
Can open itself up, Or close itself away.
Is the place of kings and queens, And doggerel of every means.
What is it upon which I stand? Which can lead us to different lands.

Riddle 3:

I give you a group of three.
One is sitting down, and never will get up.
The second eats as much as is given him,
Yet is always hungry.
The third goes away and never returns.

Riddle 4:

Tall she is, and round as a cup,
Yet all the king's horses
Can't draw her up.

Riddle 5:

Pull with all your might, only a whistle you'll gain
But almost out of sight, someone may shrink in pain.

Player Handout #2

Briak'Te's notes on the grugach

Honor by Combat:

During the preparation time, any may offer a personal challenge to the lead champion by crossing the expanse and smacking him on the chest. The champion is usually the first one to come forward and speak. The fight will continue normally, except this pair will now engage in single hand-to-hand combat. Until one falls, they are to be left alone.

The healing of fallen comrades is acceptable and will not be interfered with, though if they stand again they will be considered to have rejoined the combat. Executing a coup-de-grace is considered poor form during the honor combat. If the rules are violated, expect beheadings.

The warriors separate from the spellcasters by drawing a line in the ground. Spellcasters participate by preparing the warriors. PC spellcasters will not be engaged or attacked unless they cross the line into the field. If they wish to enter the honor duel, a spellcaster can cross the line, summon and direct a single monster, or change shape to join in the fight.

Any damaging or offensive spell casting (those that specifically target opponents) will violate the honor combat. Expect an attack in force and no chance for quarter if this is done.

(Scrawled beneath this line is a note in shaky handwriting.)

You may be able to get away with stilled spells that have no visible effect. Using spells with no visible effect that are stilled, silent, and use no components are likely to work without suspicion. *Prayer*, *dispel magic*, and counterspells are considered honorable.

If the PCs fall or surrender while maintaining the rules, the honor of the grugach is satisfied and the party will be ransomed off for appropriate gifts.

If at any point the grugach feel the rules of the honor combat have been violated, the grugach will do their best to slaughter all of the offenders. Their bodies and goods will be turned over to the Tie Lassëaron.