

FUR6-02

# Crop Circles

A One-Round D&D LIVING GREYHAWK<sup>®</sup>

Furyondy Regional Adventure

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Times are tough and the King has many enemies. It is said that heroes are made and not born, and that it is how you react when called upon that shows what you are really made of. In this case, information has come into your possession and it needs to be acted on immediately. Will you wait to give it to those more capable than you or will you seize the day, act for those who cannot act for themselves and protect a nation? An investigative adventure for characters level 2 through 12 (APLs 4 through 10).

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [DRGNMSTR97@aol.com](mailto:DRGNMSTR97@aol.com); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately.

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

Animals with different CRs are determined separately

using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Furyondy. Characters native to Furyondy 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 adventure.

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

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

## Adventure Background

Furyondy is under siege. The capital city, Chendl, is under a dark shield that allows undead to walk the streets and the nation's defenses are stretched to the limit. The northern border continues to see the greatest amount of activity by those who would threaten the kingdom, however the King and Council must be kept constantly informed of the goings on in all the counties of Furyondy.

To aid in the gathering and distribution of information, the King has asked the Green Jerkins, a group dedicated to protecting the open lands and frontiers of Furyondy, to keep an eye on the outlying reaches of the kingdom and provide reports of any suspicious or noteworthy activities. Only by knowing all the facts can the King and Council make decisions that best serve the nation in these trying times.

One county of particular note is the Gold County. It is located in the southernmost portion of Furyondy and is ruled by Countess Kyaren Rhavelle from the capital city of Libernen. Libernen is a city of polar opposites, with some of Furyondy's wealthiest nobles and poorest commoners as its citizens. At the south end of the county, the Gleaming Glades serve as the ancient burial grounds for druids of Obad-Hai. While the druids who protect the Glades remain neutral with regard to Furyondy's political and military status, the King must still know that their activities are not in conflict with the goals and direction of Furyondy.

Even though the druids of Obad-Hai are focused on the protection of their earthen-mound tombs within the Glades, they are still aware of the world around them. Several months ago, a pair of elves arrived at the Glades to

pay homage to the history of the place and reconfirm their love for one another. The happy couple intended to stay in the Glades for a good while, but it was not to be. As a result of a gnoll raid, the male, Faule, was slain defending his bride, Naala. Feeling that she couldn't bear to live without him, Naala had Faule reincarnated so they could be together again. Unfortunately, Faule returned to this world as a bugbear and in a fit of uncontrollable rage, he struck Naala down. This only made matters worse and turned his previously undying love of nature into unending hatred. Thus he became a blighter and seeks the utter destruction of the land around him.

All the while, agents of evil do not sleep. Coming out of caves located in the northern portion of the Gnarlley Forest, a small band of derro have arrived to spread death and destruction. Deep in the dark caverns they call home, a new and dangerous poison has been discovered. Following the instructions of a cleric of Incabulos, a small squad was sent to determine how this new poison might be used to destroy the kingdom one sip at a time. Knowing the surface dwellers predilection for drink, it is all too easy to get them to imbibe the very thing that will bring about their downfall. By poisoning the simple folk of a small village first, they attempt to find just the right amount of poison to introduce so as to ensure weakness and illness without causing outright death, as that would most certainly attract the attention of the kingdom's religious leaders. If they can get the dosage just right... who knows?

Given the general state of unrest in the Kingdom of Furyondy, the King and Council have asked the Green Jerkins to keep an eye on the goings on of the Obad-Hai druids who hold sway over the Gleaming Glens. One member of the Green Jerkins, a Scout named Garn Burk, made a discovery that required him to immediately report the details to his commander within the Jerkins in Libernen. His discovery was that an evil blighter (Faule) had taken up residence in the Gold County and begun stripping the surrounding farmland of all life.

Meanwhile, unfortunately for the citizens of the county and unknown to Garn, the blighter is not the only evil force operating in the Gold County. A small squad of derro have come to the surface and begun testing their newest poison. To insure their presence remains a secret, the derro have captured and pressed into service a dwarf tradesman. Through threat of death to his family, they force him to poison the local citizenry only to 'cure' them as part of his charade. Of course the townsfolk have to tithe to the cleric to receive his blessing (and the antidote to the poison), thus allowing a nice income for the derro as well as a continuous source of peasants on whom to test the poison. This money is then handed over to the

derro who figure to make a little money while completing this important mission for their clan leader, a cleric of Incabulos. This small band is holding the dwarf's family hostage in exchange for this coin and the false cleric's cooperation. Unfortunately for Garn, the Scout stopped in for a quick drink before resuming his ride to Libernen and without the antidote, he will most certainly perish.

## Adventure Summary

The PCs are introduced to the adventure in the marketplace of Libernen when the Scout arrives and literally falls at their feet. They find the details of his recent travels in his journal (the name and location of the small farming community) and are asked to investigate. Upon doing so, they discover evidence of the blighter as well as gather details about what is afflicting the young Scout.

**Encounter One:** While shopping in the open-air market at Libernen, the PCs witness a horse and rider come barreling down the street. The rider is slumped over in the saddle and already unconscious. His traveling journal is in his saddle bag. The PCs learn that the man is apparently under some ill effect, but it's unclear exactly what.

**Encounter Two:** If the PCs attempt to gather information about the man from the Church of St. Cuthbert, the church takes the injured man in and ask the PCs to investigate more fully what may be wrong with him.

**Encounter Three:** If the PCs make contact with the Green Jerkins, they are given additional information about the young man and again asked to investigate further what may be wrong with him.

**Encounter Four:** While traveling from Libernen to the farming community, the party witnesses a small farm being attacked by (a) hunting owlbear(s).

**Encounter Five:** Upon arrival at the last hamlet visited by Garn, the PCs learn that the scout was here but only for a short while. He ate a meal, smoked a pipe and then was back on the road. If pressed further, the PCs also learn that many of the locals fell ill in a similar fashion, but they've since been 'cured' by a new cleric of St. Cuthbert. The townsfolk have no idea they're being poisoned through the food and drink served at the only local tavern. PCs also learn of recent problems with the farmland. Whole areas of healthy crops are dying off inexplicably.

## Introduction

For reasons determined by each PC, they find themselves at the open market in the city of Libernen in the Gold County of Furyondy. They have been in town a couple of days already. It is mid-morning and the sun is shining brightly.

*The open-air market in Libernen is everything its reputation promised and more. Lining the main thoroughfare are merchants and vendors of every conceivable ware and the bustle of activity seems to indicate that today is going to be a very good day to be a merchant.*

*There are hundreds of people filling the street market and overseeing it all is the City Watch. Furyondy is definitely a law-abiding nation and the large town of Libernen is no different. All visitors are asked to keep their weapons stored and any crimes of disrepute are met with heavy fines and possibly even banishment from the city.*

This market provides the PCs with the ability to purchase standard items (those available to any PC as per the LGCS) at typical cost up to 3,000 gp in value. Items valued at more than that limit are not available in Libernen.

## Encounter One: Meet the Scout

After the PCs have done a little shopping and been given ample time to look around the market, read or paraphrase the following:

*As you wander about the market, you hear shouts of surprise and fear from up ahead. Charging through the busy street and coming your way is a large black horse and rider. As the city watch attempts to calm the crowd, the horse bears down on you!*

At this point allow the PCs to inform you of their immediate actions. Each is allowed only a standard action as the horse is almost upon them and narrowly passes them by should they delay.

If any of the PCs attempt to capture the horse, allow a DC 15 Handle Animal check to rein in the horse before it charges past. A grapple check may also be attempted (+8 for the horse). Allow other creative means of stopping the horse, within reason, that the PCs may think of.

If no one attempts to stop the charging horse (or if they fail), continue with the following:

**Encounter Six:** Presuming the PCs wish to speak with the new cleric, they are told he stays in a small camp outside of town, close to the Gnarley Forest. He comes in one day a week to hold services during which he offers the Libation of the Saint for a small tithe. In truth, this is just water from a local stream that has had the antidote added just prior to the 'service'. Also, the PCs will likely discover the new cleric isn't a cleric at all; in actuality he is a tradesman who is being forced to impersonate a cleric to insure the safety of his wife and small child. If pressed, he admits everything and seeks the help of the PCs in dealing with the derro captors who hold his family hostage.

**Encounter Seven:** After the PCs befriend the tradesman turned cleric, he leads them to the meeting place of the derro. He does not know where they're camped, but is set to meet them at a designated location the same night the PCs arrive. The "cleric" is a non-combatant and seeks only to secure the safety of his family. At the appointed time, the PCs encounter the derro and combat ensues.

Faule watches the combat from a safe distance and begins preparing for the PC's demise. He has been aware of the derro and their actions since their arrival, and has only recently uneasy struck a truce with them. He watches the derro in their dealings with the false cleric and comes to know of the PCs as a result.

**Encounter Eight:** PCs search the derro camp and collect the remaining poison and antidote. They may discover a newly-formed path leading deeper into the forest. Faule waits to see if the PCs leave thinking they have solved the mystery behind the poisonings. If the party follows the trail left by the derro toward the blighter's demesne, he waits for the most opportune time to strike and does so without remorse.

**Conclusion:** Upon defeating the derro and the blighter, the PCs may share the good news with the local farming community as well as the Church of St. Cuthbert and the Green Jerkins in Libernen.

## Preparation for Play

Both the Church of St Cuthbert and the Green Jerkins meta-orgs play a prominent role in this adventure. Prior to beginning play, determine if any members to these groups are at the table and if so, make a note of it. During the adventure, there will be some information that is available only to members of these groups.

During Encounter Four, DC 20 Listen checks are called for to hear the owlbear(s) attacking the farmstead. These should be obtained in advance as well as the PC's initiative for that combat.

*It is now obvious that the rider is clearly not in control of his mount. As the horse charges past, narrowly missing a vendor's cart, the rider falls from the saddle landing at your feet. He is a young human male with dark brown hair dressed in tan leather pants and wearing a brown shirt and a heavy green cloak with an unusual clasp. He appears to be injured or under some ill effect as he did not even attempt to break his fall.*

If the PCs manage to capture or somehow stop the out of control beast, read or paraphrase the following:

*As you gain control of the frightened animal, it is now obvious that the rider was clearly not in control of his mount. As the horse comes to a stop, the rider falls from the saddle, landing at your feet. He is a young human male with dark brown hair dressed in tan leather pants and wearing a brown shirt and a heavy green cloak with an unusual clasp. He appears to be injured or under some ill effect as he is not responding to anything going on around him.*

The young man is Garn Burk, a Scout in the Green Jerkins organization. He is suffering the secondary effects of an ingested poison and requires immediate attention.

Should the PCs inspect the body quickly, they learn the following:

- He has no visible wounds on his person.
- He is not responding to any external stimulation. He is staring straight ahead and grey foam is coming from his mouth. A DC 18 Heal check suggests he is suffering from a poisoning of some sort.
- He has his weapons properly stowed and a few wheatsheafs on his person. On his left hand is a steel signet ring bearing the initials "GB".
- PCs that make a DC 15 Knowledge (local [Iuz Border States]) check recognizes the unusual clasp as a token of Green Jerkin membership.
- PCs that make a DC 12 Gather Information check learn that the unusual clasp is one worn by "ranger-folk" (i.e. members of the Green Jerkins). The clasp is leaf-shaped and made of a brown-tinted metal.

Should the PCs cast any spells in an attempt to aid Garn, please see below:

- *detect poison* – Confirms that Garn is under the effects of poison.
- *cure light wounds (etc.)* – All the cure (light/moderate/serious/critical) wounds spells

function normally; however, Garn's condition does not improve.

- *delay poison* – Functions normally. Throughout the spells duration, Garn's condition improves, however he remains in a deep, restful sleep. Upon the spell's expiration, Garn again lapses into unconsciousness.
- *restoration, lesser* – No effect as Garn is not suffering from ability score damage.
- *dispel magic* – No effect as the poison is not magical in nature.
- *remove disease* – No effect as Garn is not diseased.
- *neutralize poison* – Cures Garn completely, however he remains in a deep, restful sleep. The remainder of this encounter plays out as described.
- *heal* – Cures Garn completely (see *neutralize poison* above).

If any PCs are members of the Green Jerkins, they immediately recognize the cloak clasp as a badge worn by Green Jerkin Scouts. They would already be aware of the Golden Sea tavern as it is common meeting place for Jerkin members in Libernen. While they don't have much to go on at this point, the strange events of this morning would call for a full report to Jerkin leadership here in Libernen.

After the PCs have been given a few moments to react, the City Watch takes control of the situation.

*After a few moments, a red-bearded, heavily tattooed member of the City Watch approaches, "Well that was something, now wasn't it? I need you folks to help us out for a bit. This young man looks like he's in a bad way and needs help quick. While we settle things down here, why don't you all take this feller to the church of the cudgels just a short ways away?" With that, the burly dwarf points a thick, calloused hand in the direction of a large, stone building just a few blocks from your present location.*

*"Make sure you leave them your names and where I can find ye and I'll check back as soon as I may." He then turns away to attend to an angry merchant demanding compensation for his broken pottery and cart. Over his shoulder, he yells to you, "Oh yeah, grab that mad horse too! Can't have that smelly beast wandering about eating all the fruit and leaving a mess in the streets."*

**Sergeant Traft:** Male dwarf Ftr3.

Should the PCs search the young man's horse, they discover all sorts of things typical to an overland traveler

and woodsman, but of particular import is a well-worn journal (see Player Handout #1).

**Development:** If the PCs made the Gather Information check referred to above and heard about these “ranger folk”, a local commoner tells them those kinds of folk tend to frequent the Golden Sea tavern located in the common quarter of Libernen and can provide directions to that establishment.

If the PCs head to the church, proceed to Encounter Two. If they instead head to the Golden Sea Tavern, proceed to Encounter Three.

## Encounter Two: Church of St. Cuthbert

Should the PCs proceed to the Church of St Cuthbert, read or paraphrase the following:

*Finding the church is not difficult. It seems to be newer than the other buildings in this area, but still fits in well. Sitting on the steps of the church, enjoying the bright sunlight and reading a book, is a young human woman. She hasn't noticed you yet, and is sitting comfortably with the book upon her knees and a cup of something sitting next to her, sipping it occasionally.*

The young lady's name is Minda and she is an adept at the Church of St Cuthbert.

**Minda:** Female human Clr1.

She immediately rises and offers help as soon as the PCs make their presence known. She asks that Garn be brought into the church and placed in an otherwise empty sick room. From Minda, the PCs may learn the following:

- The local church is led by Whillom Stronbillet, a powerful man and strong leader.
- Whillom is out at the moment but is expected back later.
- She will tend to this young man but urges the PCs to find out as much as possible about him and where he's been. It may help in his treatment.
- The church has limited doses of antitoxin and *potions of neutralize poison*. She agrees to see these are administered as soon as possible. [After treatment, refer to Encounter One above for the effect on Garn. Until then, the PCs should continue their investigation. *Note: The*

*antitoxin will have no effect as Garn has already failed both is Fortitude saves]*

- If Garn was cured by the PCs (in Encounter One), Minda agrees to watch over the young man until Whillom returns.
- If asked, she doesn't know where the Golden Sea tavern is located, but suggests that some of the local townsfolk might.
- If given the PCs names and inn locations, she agrees to pass along word of the man's condition.

If any of the PCs are clergy within the Church of St Cuthbert (not just members), Minda recognizes them (or at least their name) and thanks them for their assistance. She is honored by their trust of her and promises to inform Whillom of their involvement on the church's behalf. They are also offered lodgings here at the church if they have not already indicated they are staying there.

**Development:** If the PCs ask, a local commoner tells them the general location of the Golden Sea Tavern.

## Encounter Three: Ranger Haven

Should the PCs go in search of the Golden Sea tavern, read or paraphrase the following:

*The Golden Sea tavern can be found with little difficulty. It is basically a two-story structure with a double-door entranceway and a window on each side of the door.*

*Leaning against the door is an elven male with short blonde hair smoking a long thin pipe. Dark grey smoke is rising from the bowl and as he lowers the pipe to blow interlocking smoke rings, you notice the clasp of his heavy, green cloak. It is similar to the one worn by the sick young man from the market, however this one is made of a greenish-tinted metal.*

*He seems to be watching closely as common folk pass him by and don't even take notice of him.*

The elf's name is Sorinn and he is a ranger in the Green Jerkins organization.

**Sorinn:** Male elf Rgr6.

Sorinn is enjoying a quiet smoke after a big breakfast and generally a helpful, well-intentioned fellow. If the PCs engage Sorinn in conversation, they may learn the following:

- His cloak's clasp is a badge representing his position in an exclusive organization (he is a Green Jerkin Ranger). Those made of brown metal are given to scouts while the green clasps are given to rangers.
- The Jerkins' goal is to protect the open lands and frontiers of Furyondy.
- The only local member he can think of with the initials "GB" is Garn Burk, a young human male only recently accepted as a Scout in the Jerkins.
- Garn was known to be close friends with Baden Carem, another member of the scouts who just happens to be inside the tavern.
- If pressed, he shares some of the details referred to under the "Important Note" below. He wants to help the young man; however, the Jerkins are under the direction of the crown and don't freely offer the details of their missions with outsiders.
- If persuaded to provide any detailed information, he asks the PCs to travel to Cooridin and see what, if anything, the locals can offer that might explain the young man's condition.

**Important note:** If any of the PCs are members of the Jerkins, Sorinn recognizes them (or at least their name) and thanks them for their assistance. He offers to buy them a meal and discuss further what has happened today. He knows Garn was asked to oversee the roads south of Libernen including the druid lands known as the Gleaming Glades. He also knows Garn was not due back to Libernen until at least another week had passed and if he was returning early, there must have been a good reason.

If the PCs enter the tavern, read or paraphrase the following:

*Upon entering the tavern, the smell of freshly baked biscuits greets you. Inside the Golden Sea tavern are a dozen or so folks, most wearing the same dark, green cloak as the fellow outside. Just about everyone is engaged in light conversation while enjoying their plates of fried meats, eggs and the platters of biscuits with honey.*

*At each table is a tall, thin vase holding one long-stemmed Dresadoe. The flower's bright yellow color and sweet smell only add to the wonderful aroma within. Just to your right is an unoccupied table with*

*a fresh pot of what smells like tea and a covered plate that surely has a few biscuits left upon it.*

If the PCs ask around, they find Baden at a table not far away having breakfast with a couple of other Green Jerkin Rangers.

**Baden:** Male human (Flan) Rgr2.

He is a human male, in his early twenties with a thin beard and mustache of the same color brown hair that covers his head. Baden is cocky by nature but not offensive. Once he learns of Garn's condition, he becomes serious and offers the following:

- He and Garn are both from the farmland surrounding Gorsend in the Viscounty of the March.
- They grew up together and posted for positions in the Jerkins at the same time. The both recently completed their four week training period. There's always been a friendly competition between the two.
- Although not allowed to divulge the details of their missions, Baden got the idea that Garn was headed south for his last mission and wasn't due back for another week or so.
- If shown the signet ring, he confirms it belongs to Garn. The general description of the young man from the market also matches Garn's.
- He asks where Garn is being kept as he'd like to check up on him. They do compete, but underneath it all, they are each other's best friend.
- The highest ranking member of the Jerkins in Libernen is Sorinn (the elf outside). The Jerkin's main base of operations is located in Stalmaer to the southwest of Libernen.

**Development:** After reviewing the journal or visiting with Jerkins in the Golden Sea tavern, the PCs should have the idea they need to begin their investigation by heading in the direction of the hamlet of Cooridin several hours south of Libernen.

If the PCs don't figure this out, or choose not to investigate and instead leave it to others, the young man from the market eventually perishes and the adventure is over (unless the PCs managed to cure him through magical means).

## Encounter Four: Getting There is Easy

As the PCs travel to Cooridin, the day's journey is a simple one. After only a few hours on the road from Libernen to Walthain, the PCs must break off and head due south. This takes them through the rolling hills that are found throughout the Gold County and the many fields of golden Dresadoes. During their travels, they pass several small farmsteads off in the distance and it is near evening when they are passing one such homestead when you should read the following:

*During your travels thus far, the road has been pleasant enough. The trip has been an easy one and if it were not for the weight of your cause, you might find the surrounding landscape worthy of spending some time in. The gently rolling hills and copses of trees keep the horizon interesting and a cold drink and warm meal are not too far ahead.*

For those that made the DC 20 Listen checks:

*Off in the distance, you hear loud banging. Before you can investigate...*

For everyone:

*Just then, a young boy crests the hill in front of you and shouts "Help! Monsters are tearing down our house and my mom and sister are inside. You've got to help!" At this point, the boy drops to his knees and clasps his hands together begging for your aid.*

The boy's name is Noss and he is frightened out of his wits. If the PCs attempt to take him back towards the farmstead, he sobs uncontrollably and attempts to escape. He knows his family needs help, but he's only nine summers old and terrified of what might happen to him if he goes back.

If the PCs go to investigate, they find a small wooden house nestled amongst some trees under attack (see Map #1).

### APL 4 (EL 5)

Owlbear, Advanced (1): hp 94; see Appendix One.

### APL 6 (EL 6)

Owlbears (2): hp 52 each; see *Monster Manual* page 206.

### APL 8 (EL 8)

Owlbears, Advanced (3): hp 94; see Appendix One.

### APL 10 (EL 10)

Fiendish Owlbears, Advanced (3): hp 94; see Appendix One.

**Tactics:** If more than one owlbear is present, they should be placed on opposite sides of the house. The beasts hunger drives them to enter the farmhouse and they take no notice of the PCs until attacked. Once threatened or injured, the owlbear(s) turn their attention toward the PCs.

From the point the PCs encounter the young boy, begin tracking the number of rounds elapsed. On round four, the owlbear(s) have damaged the structure enough to allow them to reach into the farmhouse. On round five, they tear a hole large enough for them to pass through and on round six they enter the home and begin searching for the residents. After eight rounds, the occupants have been killed by the owlbear(s). This count applies to each owlbear separately. Unless the party engages each beast, they continue to work their way into the house as outlined above.

**Treasure:** None.

**Development:** After the combat has been resolved, if the family members are still alive, read the following:

*"Oh thank you, thank you", says the distraught woman. "I don't know what good luck brought you, but surely Cuthbert be blessed for we have been saved!" The woman gathers her two children to her side and puts one arm around each. "What can we do to thank you for saving our lives?"*

The woman's name is Tess and her daughter's name is Rayna. Both have been terribly frightened and are now crying with joy. Should the PCs wish, they can spend the night in the house and resume their travels to Cooridin in the morning.

If the family members were not saved but the owlbear(s) defeated, read the following:

*You can't help but see all the destruction around you. While the monsters were ultimately destroyed, it was not before they took two more innocent lives. Some may call this a victory, but you can't help but feel like you could have done something more.*

Should his mother and sister be killed, the young boy, Noss, knows of a family living close by that he can stay with. All he asks is that the PCs drop him off on their way to Cooridin.

## Encounter Five: Down on the Farm

Regardless of the resolution of Encounter Two, the PCs arrive at Cooridin just as evening falls on the second day out of Libernen. As they approach the small village, read or paraphrase the following:

*After traveling two days, you finally arrive at the small hamlet of Cooridin. It doesn't seem like much, with only a small temple and a non-descript two-story building to mark the center of town. Several homes are also nearby.*

*After a moment or two, the doors at the base of the two-story building swing open and an elderly man exits the building and stretches his arms wide. "Uhhhhhaarrgh," sighs the man as he yawns, blinks a few times and begins scratching his belly. "Time to go home to the missus", you hear him say as he stumbles away, without even noticing you.*

A DC 15 Knowledge (religion) confirms that the temple is one belonging to the church of St Cuthbert. It is dark and apparently empty.

The two-story building is the structure that passes for a town hall in this small village. The town doesn't get many visitors as it is well off the beaten path and only overland travelers and local farmers even know there is a dining hall here. The elderly man leaving the town hall is Reathe. He is both sleepy and late for home and so only tells the PCs to check with Kaleb inside if they have any questions.

If the PCs enter the building, read or paraphrase the following:

*Opening the door reveals one large room almost the size of the entire building. Several tables and chairs are located throughout and half a dozen humans occupy the room. Most are sitting at tables enjoying an evening drink while a few are dining on what looks like a pie of some sort.*

*Out from behind the bar opposite you steps a human male in his late thirties. He is thin, of average height and is missing his left arm below the elbow. He greets you, "Welcome, welcome travelers! My name is Kaleb. What brings you to Cooridin this fine evening? We don't get many new folks through here, but we sure are glad when we do. Come in, come in... have a seat and I'll get Jara to bring you a pie and a drink, if you'll have one?"*

The building is made up of one large room with several tables and chairs and a fireplace at one end. A plain bar runs parallel to the wall opposite the door and the only beverage served is pale ale in tin mugs. There is a small kitchen off the back that serves meat pies, the only food item on the menu. The rooms upstairs are used mainly for storage, but space could be cleared out if the PCs wish to stay there (free of charge).

The man greeting the PCs is Kaleb Harroldsson.

**Kaleb Harroldsson:** Male human Com3.

Kaleb is a thin man of average height with light brown hair. He is clean-shaven and not all that bright, but well intentioned and willing to help anyone in need. He is missing his left arm below the elbow, the result of an unfortunate farming accident when he was a child. Kaleb attempts to feed the PCs and provide drinks to any that are interested.

**Important note:** All the food and drink served here has been laced with a unique poison. It accumulates in the body over time until a certain level of toxicity has been reached, at which point the person must attempt a DC 18 Fort save. Failure results in abdominal pain resulting in the person being *nauseated* (primary damage). The secondary damage does not occur until 1d4 hours later. If the victim fails the second save he falls unconscious for 1d20 hours and then dies if the antidote is not provided. Success means the person is unaffected until they are again exposed to the poison.

If the antidote is provided (see Encounter Seven below) the damage is cured and the victim is returned to health. Since it normally takes days to accumulate enough poison to force a saving throw, it is unlikely the PCs will be subject to its effects (unless they stay in Cooridin longer than a few days).

By talking with Kaleb and some of the other patrons, the party may learn the following:

- Yes, a young Jerkin Scout by the name of Garn was in here a few days ago. He stopped in for a meal and a smoke before heading out. He seemed fine when he left, if a little anxious.
- There have been a few folks who've fallen ill lately. Good thing Brother Stiles arrived when he did. Since he's showed up, everyone has gotten better.
- No one has died of the sickness, but they sure felt like they were going to. In each case, Brother Stiles paid the sick person a visit, gave them a drink of his 'holy libation' and they were cured.

- The town didn't have their own cleric before Brother Stiles arrived. Until a month or so ago, only Whillom Stronbillet would visit on occasion and minister to the flock and collect the tithe (a much lower amount they might add).
- Brother Stiles is a dwarven cleric of St Cuthbert. He is camped just east of the Gnarley Forest only an hour or so west of Cooridin. He comes in once a week to hold sermon.
- It's been a little tight with the higher tithe and all, but it is for a good cause.
- Some local farmers have complained of a new crop disease. Odd how it affects some plants and not others though. I can show you a spot if it, if you're interested.

DM notes regarding the information above:

- Galeb was fine before he drank the ale here; in fact, he got the dregs of the last barrel and thus a most concentrated dose of the poison.
- If the PCs cast *detect poison* or something similar, the food and drink contains a faint poison. The type and nature is similar to Oil of Taggit described on page 297 of the *Dungeon Master's Guide*. Casting *neutralize poison* does not resolve the problem as the spell's duration is only 10 minutes per level. Each week a new dose of poison is administered.
- The crop "disease" is the result of the *Deforestation* effect caused by the blighter. There have been several occurrences and depending on the party's APL, the area effected varies (see chart below):

<b>APL 4</b>	20 ft radius
<b>APL 6</b>	60 ft radius
<b>APL 8</b>	120 ft radius
<b>APL 10</b>	140 ft radius

Each of these conversations is a role-playing opportunity for the PCs. Feel free to improvise the farmers who live in and around Cooridin to flesh out the dialogue. In the end, the PCs have the option of returning to Libernen with what information they have (ending the adventure) or investigating further by speaking with Brother Stiles.

## Encounter Six: What Kind of Cleric are You Anyway?

Once the PCs decide to meet with Brother Stiles, the general direction and distance can be provided to the party by Kaleb or another patron. Brother Stiles is camped about one hour west of Cooridin not too far from the edge of the Gnarley Forest. As the PCs leave Cooridin, read or paraphrase the following:

*Heading west out of Cooridin, you pass through the farmland of the local inhabitants and can see for yourself the odd devastation that has taken place.*

*In a roughly circular shape, whole crops have withered and died, almost as if they have had the life stolen from them, now appearing as only brown and withered forms. Only feet away, vibrant, well-tended plants are thriving on the fertile soil that helps give the Gold County its reputation.*

These 'crop circles' are the doings of the blighter Faule (see Encounter Five above for the size of the circle). A DC 25 Knowledge (nature) check indicates that this effect is definitely not naturally occurring. A DC 15 Knowledge (nature) check indicates that this particular patch of dead plants is no more than a few days old.

Brother Stiles has no ability to hide his tracks and is stomping around in boots one size too big for him. A DC 10 Survival check enables the party to follow his trail from Cooridin back to his makeshift campsite.

One hour out of the small hamlet, read or paraphrase the following:

*After traveling for what seems like an hour, you crest a small hill and look down into the hollow beyond. There, in the bowl-shaped depression, is a small campsite. Sitting in front of a smoldering fire amidst the tall trees is a medium-sized humanoid figure. He is sitting on a stump and holding his head in his hands. He does not appear to have noticed you.*

Since this is not designed to be a combat encounter, no map has been provided. In order to frame the encounter; however, here is the general layout. The PCs are 80 feet from the campsite. A DC 15 Spot check indicates that a heavy mace is leaning within reaching distance of Brother Stiles. While Brother Stiles is lightly dozing, if any PC comes within sixty feet he awakens. After awakening, he reaches for his mace and takes a defensive posture. This is not meant to be a combat encounter, so make it clear to PCs that the positioning of the mace is defensive and note that it is clear Brother Stiles is not threatening them.

## All APLs

**Brother Stiles (Real Name: Knarrax Cleargem):** hp 14; *see Appendix One.*

In the event the PCs allow Brother Stiles to live, he begins the encounter with an Unfriendly attitude (see PHB page 72 for details on NPC attitudes). Once the PCs have moved his attitude to Friendly (a DC 25 or higher Diplomacy check result), he imparts the following information:

- He is not a cleric of St Cuthbert, rather a tradesman (gemcutter) from Dyvers who was on his way to Littleberg when he was waylaid. His real name is Knarrax Cleargem.
- He knows nothing of the dead plants. He has noticed them but has no idea what is causing them.
- He and his family were captured three weeks ago by derro.
- Derro are evil, pale-skinned humanoids. They have white hair and long mustaches that droop past their chin and bulbous white eyes that have no pupils. [A DC 13 Knowledge (nature) confirms that this description is of derro].
- They used light crossbows and short swords. They attacked his family at night and are able to use magic. Knarrax heard a loud popping sound and then awoke bound and gagged. There are at least two of them, but there may be more.
- He is being forced to play the part of a cleric under threat of pain to his family.
- He knows what he's doing is wrong, but he doesn't know what else to do.
- He gives all the money he collects in Cooridin to the captors. Each week he is given two pouches. One pouch he has been instructed to add to the food and drink in the main hall and the other is the powder he adds to the water he serves during 'mass'. He doesn't have either powder currently (he does have the coin collected at last week's service – 7 copper).
- He does not know the location of their campsite, but does know of their meeting place. He has not been able to formulate an escape plan for his family. He is a tradesman, not a fighter (his cudgel is in poor condition and not battle-worthy).

- He is willing to give anything for the PCs to help him and rescue his family. His poor daughter Ara must be so frightened...
- He is scheduled to meet them tonight to collect his pouches for this week's sermon. He was specifically instructed to come only during the deepest part of the night and to bear no light.

**Development:** If the PCs attack and kill Knarrax (Brother Stiles), amidst his meager belongings they find a note (see Player Handout #2). In this case, the PCs must immediately go to meet the derro. If they delay, the derro break camp later that night and take their captives back to their underground lair and the PCs skip Encounter Seven. If the derro camp is subsequently searched, the PCs find the path leading to Encounter Eight.

At this point the PCs face a choice. Head back with what they know or proceed to investigate further and assist Knarrax with the rescue of his family. If they choose the former, the adventure is over. Otherwise, proceed to Encounter Seven.

## Encounter Seven: Meet the Derro

If the PCs decide to help Brother Stiles, or proceed on their own, dealing with the derro still lies before them. The derro are camped just inside the Gnarley Forest near one of the Gleaming Glades' tombs, keeping their dwarven captives inside with the rotting remains of a long-dead druid (it's more frightening that way). They are most active around camp during the night and have dealt with Knarrax exclusively after dark.

If the PCs allow Knarrax to lead the way or took his directions, he provides the most direct route to the meeting place. As the PCs approach, read or paraphrase the following:

*It is fully night as you approach the location Knarrax has indicated. While the moon has risen, it is overcast and there is little ambient light.*

Allow the PCs to make whatever preparations they need to before proceeding.

*Cresting a slight hill, you see the meeting place just ahead. Below you is a grouping of small stone structures located in a circle around a large flat piece of rock. Sitting atop the rock is a burning torch and two small sacks.*

If Knarrax is present, he adds:

***“That’s the spot where I’m to drop off the coin and pick up the new stuff. Do you want me to go ahead?”***

At this point, the PCs are 60 feet from the flat stone slab (see Map #2).

#### **APL 4 (EL 6)**

**Derro (3):** hp 16; see *Monster Manual* page 49; Also note that each derro carries one potion of *cure light wounds* and an *elixir of hiding*.

#### **APL 6 (EL 9)**

**Derro Fighters (2):** hp 40; see *Appendix One*.

**Derro Sorcerer:** hp 29; see *Appendix One*.

**Derro Rogue:** hp 28; see *Appendix One*.

#### **APL 8 (EL 11)**

**Derro Fighters (2):** hp 56; see *Appendix One*.

**Derro Sorcerer:** hp 37; see *Appendix One*.

**Derro Rogue:** hp 38; see *Appendix One*.

#### **APL 10 (EL 13)**

**Derro Fighters (2):** hp 64; see *Appendix One*.

**Derro Sorcerer:** hp 45; see *Appendix One*.

**Derro Rogue:** hp 62; see *Appendix One*.

**APL 4 Tactics:** The derro are strategically placed around the area so as to give them full view of anything entering or leaving the area from the direction of Knarrax’s camp. The torch lying on the flat stone provides illumination in a 20 ft. radius and shadowy illumination out to 40 ft. As soon as anyone other than Knarrax approaches within 40 ft., one of the derro casts *sound burst* and attempts to disable the PCs. Then the remaining derro engage with their repeating light crossbows or cast spells as needed. They only engage in melee as a last resort.

**APL 6 and above Tactics:** The derro are strategically placed around the area so as to give them full view of anything entering or leaving the area from the direction of Knarrax’s camp. The torch lying on the flat stone provides illumination in a 20 ft. radius and shadowy illumination out to 40 ft. As soon as anyone other than Knarrax approaches within 40 ft., the derro fighters fire their light crossbows. The rogue moves silently into a position to neutralize any PC spellcasters while the sorcerer casts *ray of enfeeblement* on an obvious fighter.

#### **Treasure:**

APL 4: Loot –75 gp, Coin – 0 gp, Magic – 3 *potions of cure light wounds* (4 gp each per potion), 3 *elixirs of hiding* (21 gp each per elixir).

APL 6: Loot –340 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 4 *elixirs of hiding* (21 gp each per elixir).

APL 8: 339 gp, Coin – 0 gp, Magic – 4 *potions of cure light wounds* (4 gp each per potion), 4 *elixirs of hiding* (21 gp each per elixir), +1 *short sword* (193 gp each), *ioun stone of resistance +1* (166 gp each), *scroll of glitterdust* (12 gp each), *scroll of grease* (2 gp each), *scroll of shield* (2 gp each).

APL 10: Loot –334 gp, Coin – 0 gp, Magic – 3 *potions of cure serious wounds* (63 gp each per potion), +1 *short sword* (193 gp each), *potion of invisibility* (25 gp each); *set of 50 +1 bolts* (196 gp each); 4 *elixirs of hiding* (21 gp each per elixir), *ioun stone of resistance +2* (666 gp each); *scroll of glitterdust* (12 gp each), *scroll of grease* (2 gp each), *scroll of shield* (2 gp each), +1 *studded leather armor* (98 gp each).

**Development:** Once the PCs have dealt with the derro, they should have no difficulty finding their camp nearby (DC 10 Search). Knarrax’s family is indeed trapped inside one of the tombs and while frightened and hungry, none the worse for wear. In the two sacks sitting on the flat stone are both a fine, grey powder and a coarser, white one. Knarrax can tell the PCs which is the poison (the grey one) and which is the antidote (the white one). If he is not alive or otherwise incapable of providing that information, a *detect poison* also determines which is which. Also among the derro’s belongings, the PCs find a short note written by one of the creatures (see Player Handout #3). PCs who find the note and succeed at a DC 15 Knowledge (religion) check realize the “Black Rider” is another name for Incabulos.

At this point the PCs again face a choice. They may head back to Libernen with what they know now or proceed to investigate the still unexplained dead vegetation. If the latter, proceed to Encounter Eight, otherwise continue to the Conclusion.

## **Encounter Eight: Anyone Got a Blighter?**

If the PCs decide to investigate the note found at the derro camp, a DC 10 Survival check enables them to find the tracks leading deeper into the Gnarley Forest. Read or paraphrase the following:

***As you continue deeper into the forest, the natural sounds of the land around you seem to diminish. At first it was barely noticeable, but now it is clear – the forest around you is becoming quieter. Also, some of the vegetation around you doesn’t seem as vibrant as***

*you would expect. Inexplicably, a tree here or a shrub there is brown and withered while all the surrounding plant life is unaffected.*

If the PCs approach at night:

*The moon barely shines through the forest canopy overhead and the going is not easy.*

Otherwise:

*The ground underfoot is overgrown with plants, vines and roots all of which seem to be intent on preventing your passing. After pulling yourself through one particularly sharp thorn-hedge, you enter an area filled with only brown and twisted plant life. It is clear that none of these plants are alive. Directly in front of you is an odd structure; a brown dome-shaped building made up entirely of roots, vines and other dead plant material. What stands out to you is that all of the materials used in its construction are the pale-brown color of dead vegetation.*

This area is filled with twisted and dead vegetation, resulting in difficult terrain (no charging; movement rate is halved).

**Creatures:** This brown domed-shaped structure is the dwelling of Faule, the blighter. He has watched the PCs long enough and decides to strike before the PCs invade his lair (see Map #3). Faule appears as a typical bugbear. He stands seven feet tall and has coarse hair covering his entire body. He has a mouth full of fangs and a nose that looks much like that of a bear.

#### **APL 4 (EL 7)**

**Faule the blighter:** bugbear Rgr1/Drd5/Bltr1; hp 52; see *Appendix One*.

#### **APL 6 (EL 9)**

**Faule the blighter:** bugbear Rgr1/Drd5/Bltr3; hp 66; see *Appendix One*.

#### **APL 8 (EL 11)**

**Faule the blighter:** bugbear Rgr1/Drd5/Bltr5; hp 80; see *Appendix One*.

#### **APL 10 (EL 13)**

**Faule the blighter:** bugbear Rgr1/Drd5/Bltr7; hp 94; see *Appendix One*.

**Tactics:** Faule is positioned atop his makeshift lair, 8' above the ground. He watches the PCs approach from his prone position and casts his spells until otherwise engaged (+4 to AC from ranged attacks). It is a DC 10 Climb check for him to get down, but his net skill

modifier is +2 (includes +4 circumstance modifier, -4 armor check penalty and +2 strength bonus).

#### **Treasure:**

**APL 4:** Loot – 2 gp, Coin – 0 gp, Magic – +1 scimitar (193 gp each); +1 ring of protection (333 gp each); potion of cure moderate wounds (25 gp each), potion of blur (25 gp each).

**APL 6:** Loot – 1 gp, Coin – 0 gp, Magic – +1 scimitar (193 gp each); +1 ring of protection (333 gp each); potion of cure moderate wounds (25 gp each), potion of blur (25 gp each).

**APL 8:** Loot – 1 gp, Coin – 0 gp, Magic – +1 hide armor (97 gp each), +1 scimitar (193 gp each); +1 ring of protection (333 gp each); potion of cure moderate wounds (25 gp each), potion of blur (25 gp each).

**APL 10:** Loot – 1 gp, Coin – 0 gp, Magic – +1 hide armor (97 gp each), +1 scimitar (193 gp each); +1 ring of protection (333 gp each); potion of cure serious wounds (63 gp each), potion of blur (25 gp each).

## Conclusion

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Depending on whether or not the PCs have the antidote for Garn Burk, read or paraphrase one of the following:

*If the PCs obtain the antidote:*

*After obtaining the pouches from the villains intent on poisoning the citizens of Furyondy, you return to Cooridin immediately and administer the antidote. Fortunately, no one else fell seriously ill while you were away and you are able to leave for Libernen that same day. After a few days travel, you enter the city gates of Libernen.*

Allow the PCs to state their next steps, but presuming they return the antidote to either the church of St. Cuthbert or the Green Jerkins, read or paraphrase the following:

*After a few days of treatment with the antidote, the young man fully recovers and thanks you repeatedly. Further, he promises to repay you some day and begins immediately by spreading word of your good deeds all throughout Libernen.*

For assisting Garn and aiding in his recovery, each PC is to receive the favor of the Green Jerkins as noted on the AR section of this adventure. PCs also receive this favor if they heal Garn more directly through use of magic such as *neutralize poison* or *heal*.

PCs who discover and return the antidote to the church of St. Cuthbert, receive access to the Dresadoe nectar as noted in the AR section of this adventure.

Further, if the blighter threat was successfully dealt with, the PC gain the favor of the Obad-Hai Druids of the Old Faith.

*If the PCs did not return with the antidote:*

*After returning to Libernen, you immediately report to the church that you were unsuccessful in finding an antidote for the young scout, Garn Burk or the gentlefolk who live the small hamlet of Cooridin. After only a few more days of a near-vegetative state, the young man passes from this world.*

No PC receives the favor of the Green Jerkins or the Dresadoe nectar as noted in the AR section of this adventure. However, if the blighter threat was successfully dealt with, the PC gain the favor of the Obad-Hai Druids of the Old Faith.

**The End**

## Experience Point Summary

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

### Encounter Four

Defeat owlbear(s) to save the family.

APL4 150 xp

APL6 180 xp

APL8 240 xp

APL10 300 xp

### Encounter Seven

Defeat the derro.

APL4 180 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

### Encounter Eight

Defeat Faule.

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

### Story Award

Rescue the dwarf family and learn about the remaining threat posed by the blighter.

APL4 35 xp

APL6 45 xp

APL8 55 xp

APL10 70 xp

### Discretionary roleplaying award

APL4 100 xp

APL6 135 xp

APL8 170 xp

APL10 200 xp

### Total possible experience:

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 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 adventure, 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 Seven:

APL 4: L: 75 gp, C: 0 gp, M: 75 gp – 3 *potions of cure light wounds* (4 gp each per potion), 3 *elixirs of hiding* (21 gp each per elixir).

APL 6: L: 340 gp, C: 0 gp, M: 100 gp – 4 *potions of cure light wounds* (4 gp each per potion), 4 *elixirs of hiding* (21 gp each per elixir).

APL 8: L: 339 gp, C: 0 gp, M: 475 gp – 4 *potions of cure light wounds* (4 gp each per potion), 4 *elixirs of hiding* (21 gp each per elixir), +1 *short sword* (193 gp each), *ioun stone of resistance +1* (166 gp each), *scroll of glitterdust* (12 gp each), *scroll of grease* (2 gp each), *scroll of shield* (2 gp each).

APL 10: L: 334 gp, C: 6 gp, M: 1341 gp – 3 *potions of cure serious wounds* (63 gp each per potion), +1 *short sword* (193 gp each), *potion of invisibility* (25 gp each); *set of 50 +1 bolts* (196 gp each); 4 *elixirs of hiding* (21 gp each per elixir), *ioun stone of resistance +2* (666 gp each); *scroll of glitterdust* (12 gp each), *scroll of grease* (2 gp each), *scroll of shield* (2 gp each), +1 *studded leather armor* (98 gp each).

### Encounter Eight:

APL 4: L: 2 gp, C: 0 gp, M: 576 gp – +1 *scimitar* (193 gp each); +1 *ring of protection* (333 gp each); *potion of cure moderate wounds* (25 gp each), *potion of blur* (25 gp each).

APL 6: L: 1 gp, C: 0 gp, M: 576 gp – +1 *scimitar* (193 gp each); +1 *ring of protection* (333 gp each); *potion of cure moderate wounds* (25 gp each), *potion of blur* (25 gp each).

APL 8: L: 1 gp, C: 0 gp, M: 673 gp – +1 *hide armor* (97 gp each), +1 *scimitar* (193 gp each); +1 *ring of protection* (333 gp each); *potion of cure moderate wounds* (25 gp each), *potion of blur* (25 gp each).

APL 10: L: 1 gp, C: 0 gp, M: 711 gp – +1 *hide armor* (97 gp each), +1 *scimitar* (193 gp each); +1 *ring of protection* (333 gp each); *potion of cure serious wounds* (63 gp each), *potion of blur* (25 gp each).

### Total Possible Treasure

APL 4: L: 77 gp; C: 0 gp; M: 651 gp - Total: 728 gp (maximum 650 gp)

APL 6: L: 341 gp; C: 0 gp; M: 676 gp - Total: 1017 gp (maximum 900 gp)

APL 8: L: 340 gp; C: 0 gp; M: 1148 gp - Total: 1488 gp (maximum 1300 gp)

APL 10: L: 335 gp; C: 0 gp; M: 2052 gp - Total: 2387 gp (maximum 2300 gp)

### Special

**Favor of The Green Jerkins:** For aiding one of their Scouts, the Green Jerkins pledge to assist you in further travels throughout the land of Furyondy. For the duration of one (1) future Furyondy regional adventure, this PC may call for the assistance of a Green Jerkin Scout to aid with tracking. The Scout is a non-combatant and only assists with tracking in adventures up to APL 10. The Scout' Survival skill is outlined below:

APL Played	Scout's Survival Skill Modifier

4	+ 11
6	+ 14
8	+ 17
10	+ 20

**Dresadoe Nectar:** For removing a false cleric, Whillom Stronbillet (leader of the church of St. Cuthbert in Libernen) shares with you the results of some recent research. Whillom produces a small vial of enhanced nectar from the Dresadoe flowers of the Gold County. The PC may purchase nectar duplicating the effect of one (1) of the following: *cure serious wounds*, *remove blindness/deafness* or *remove curse*. Drinking the nectar causes the PC's skin to turn a deep golden color similar to the flower from which it is derived. This effect lasts for 24 hours, at which point it fades.

Moderate conjuration or abjuration (as applicable [good]; CL 5<sup>th</sup>). This item cannot be crafted; Price: 375 gp. PCs cannot purchase more than two vials of the nectar.

**Favor of the Obad-Hai Druids of the Old Faith:** This favor may come into play in future adventures. This may also be used as an influence point with the Old Faith meta-organization in Furyondy.

**Access to Church Inquisitor Prestige Class:** For successfully identifying Brother Stiles as a false cleric and notifying church authorities in Libernen, this PC now qualifies for the Church Inquisitor prestige class (*Complete Divine*, pg. 26). This access is only available for PCs who were members of the Furyondy Church of St Cuthbert meta-organization at the start of this adventure.

- (no additional)

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

- *Ioun Stone of Resistance*, +1 (Adventure, AEG, 2,000 gp)

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

- *Ioun Stone of Resistance*, +2 (Adventure, AEG; 8,000 gp)

## Items for the Adventure Record

### Item Access

APL 4:

- Dresadoe Nectar – *see above* (Adventure; DMG; 375 gp)
- *Elixir of Hiding* (Adventure, DMG; 250 gp)
- **For Green Jerkin Members Only:** *Periapt of Health* (Adventure; DMG, 7,500 gp)
- **For Church of St Cuthbert Members Only:** *Cudgel-sphere (hammersphere)* (Adventure; AEG; 2,500 gp)

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

# Appendix 1: NPCS AND MONSTERS

## All APLs

### Encounter One

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**Garn Burk:** Male human (Flan) Rgr3; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; BAB/Grp: +3/+4; Atk: +6 melee (1d6+1/18-20, rapier); Full Atk: +4 melee (1d6+3/18-20, rapier) and +4 melee (1d6+3/19-20, short sword); SQ Favored enemy (humanoid [goblinoid]), wild empathy; AL NG; SV Fort +4, Ref +6, Will +2; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Handle Animal +6, Knowledge (geography) +6, Knowledge (nature) +6, Listen +7, Ride +9, Search +6, Survival +7; Track, Two-weapon fighting, Endurance, Weapon Finesse, Mounted Combat, Alertness.

*Possessions:* Studded leather armor, rapier, short sword, boot dagger and a signet ring engraved with the initials “GB”.

### Encounter Six

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**Knarrax Cleargem:** Male dwarf Exp2 (gemcutter); CR 1; Medium humanoid (dwarf); HD 2d6+6; hp 16; Init +1; Spd 20 ft.; AC 15, touch 11, flat-footed 14; BAB/Grp: +1/+3; Atk: +3 melee (1d4+2 light mace); Full Atk: +3 melee (1d4+2 light mace); SA Darkvision 60', Stonecunning, Dwarven traits; AL NG; SV Fort +3, Ref +1, Will +3; Str 14, Dex 12, Con 16, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Appraise +11, Bluff +5, Craft (gemcutter) +10, Diplomacy +7, Gather Information +5, Knowledge (geography) +7, Listen +5, Spot +5; Skill focus (craft – gemcutter), Speak Common, Speak Dwarven, Speak Elven, Speak Gnome.

*Possessions:* Chain shirt, light mace (in poor condition - drops damage to 1d4 instead of 1d6 per usual), a poor imitation of a holy symbol of St. Cuthbert, some spoiled rations and a torn blanket.

*Physical Description:* Knarrax is typical for his kind, being 156 years old, 3'11" tall and weighing in at 160 lbs. His hands lack the calluses of a menial worker and are instead used to the fine, detailed work involving his trade. He has black hair that he wears in a ponytail in back and a long, forked beard.

## Appendix One – APL 4

### Encounter Four

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**Owlbear, advanced:** CR 5; Large magical beast; HD 8d10+48; hp 94; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; BAB/Grp: +8/+17; Atk +12 melee (1d6+5, claw); Full Atk +12 melee (1d6+5, 2 claws) and +10 melee (1d8+5, bite); Space/Reach: 10ft./5ft.; SA Improved Grab; SQ Scent; AL N; SV Fort +12, Ref +7, Will +3; Str 21, Dex 12, Con 22, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Listen +11, Spot +11; Alertness, Track, Multiattack.

**Improved Grab (Ex):** If a claw attack hits, the owlbear can attempt to start a grapple as a free action without provoking an attack of opportunity.

### Encounter Eight

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**Faule (reincarnated elf):** male bugbear Rgr1/Drd5/Blighter1; CR 7; Medium Humanoid (Goblinoid); HD 7d8+14; hp 52; Init +4; Spd 30 ft.; AC 24, touch 15, flat-footed 20; BAB/Grp: +4/+6; Atk: +7 melee (1d6+3/18-20, *scimitar +1*) or +8 ranged (1d4+2, sling); Full Atk: +7 melee (1d6+3/18-20, *scimitar +1*) or +8 ranged (1d4+2, sling); SA Favored enemy humanoids (human) +2, deforestation; SQ Darkvision 60', Scent, wild empathy; AL CE; SV Fort +10, Ref +7, Will +9; Str 14, Dex 18, Con 14, Int 10, Wis 17, Cha 10.

*Skills and Feats:* Handle Animal +7, Knowledge (nature) +10, Listen +9, Move Silently +8, Spot +9, Survival +8; Dodge, Mobility, Spring Attack, Track.

**Deforestation (Sp):** A blighter can kill all nonsentient plant life within a radius of 20' per blighter level as a full round action.

**Skills:** Bugbears have a +4 racial bonus on Move Silently checks.

*Possessions:* *hide armor (+1 from oil of magic vestment)*, heavy wooden shield, +1 *scimitar*, sling w. 10 sling bullets, +1 *ring of protection*, *potion of cure moderate wounds*, *potion of blur*.

*Spells Prepared* (4/3; base DC = 13 + spell level): 0—*flare*, *inflict minor wounds* (x2), *touch of fatigue*, 1st—*burning hands*, *decomposition*, *inflict light wounds*.

## Appendix One – APL 6

### Encounter Seven

**Derro Fighters (2):** male derro Ftr 2; CR 5; Small Monstrous Humanoid; HD 3d8+2d10+10; hp 40; Init +6; Spd 20 ft.; AC 24, touch 13, flat-footed 21; BAB/Grp: +5/+3; Atk: +8 melee (1d4+2/19-20, short sword) or +8 ranged (1d6+poison/19-20, repeating light crossbow); Full Atk: +8 melee (1d4+2/19-20, short sword) or +8 ranged (1d6+poison/19-20 repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Spell resistance 15, vulnerability to sunlight, madness; AL CE; SV Fort +6, Ref +5, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 6, Cha 12.

*Skills and Feats:* Bluff +7, Hide +6, Listen +5, Move Silently +6; Blind-Fight, Improved Initiative, Dodge, Weapon Focus (light crossbow).

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note:* *Spider venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.*

**Spell-Like Abilities:** At will – *darkness, ghost sound*; 1/day – *daze* (DC 11), *sound burst* (DC 13), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Possessions:* Full Plate Armor (painted black), light steel shield (also black), short sword, repeating light crossbow w. 20 bolts, *potion of cure light wounds, elixir of hiding*.

**Derro, Rogue:** male derro Rog 2; CR 5; Small Monstrous Humanoid; HD 3d8+2d6+5; hp 28; Init +7; Spd 20 ft.; AC 19, touch 14, flat-footed 16; BAB/Grp: +4/+1; Atk: +6 melee (1d4+1/19-20, short sword) or +8

ranged (1d6+poison/19-20 repeating light crossbow); Full Atk: +6 melee (1d4+1/19-20, short sword) or +8 ranged (1d6+poison/19-20, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +2d6; SQ Spell resistance 15, vulnerability to sunlight, madness, trapfinding, evasion; AL CE; SV Fort +3, Ref +9, Will +5; Str 12, Dex 16, Con 13, Int 10, Wis 6, Cha 14.

*Skills and Feats:* Balance +12, Bluff +8, Escape Artist +10, Hide +10, Listen +7, Move Silently +10, Tumble +10; Blind-Fight, Improved Initiative.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note:* *Spider venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.*

**Spell-Like Abilities:** At will – *darkness, ghost sound*; 1/day – *daze* (DC 12), *sound burst* (DC 14), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Possessions:* Studded Leather Armor (dyed black), short sword, repeating light crossbow w. 5 bolts, *potion of cure light wounds, elixir of hiding*.

**Derro Sorcerer:** male derro Sor2; CR 5; Small Monstrous Humanoid; HD 3d8+2d4+5+3; hp 29; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13; BAB/Grp: +4/-1; Atk: +4 melee (1d3-1/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); Full Atk: +4 melee (1d3-1/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Spell resistance 15, vulnerability to sunlight, madness; AL NE; SV Fort +2, Ref +5, Will +12; Str 8, Dex 14, Con 12, Int 10, Wis 7, Cha 22.

*Skills and Feats:* Bluff +8, Concentration +8, Hide +10, Knowledge (arcana) +3, Listen +1, Move Silently +8, Spellcraft +4; Combat Casting, Improved Initiative.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note: Spider venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.*

**Spell-Like Abilities:** At will – *darkness, ghost sound*; 1/day – *daze* (DC 16), *sound burst* (DC 18), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Spells Known* (6/6; base DC = 16 + spell level): 0—*daze, detect magic, detect poison, ray of frost, touch of fatigue*; 1st—*magic missile, ray of enfeeblement*.

*Possessions:* Black robes, dagger, repeating light crossbow w. 5 bolts, spell component pouch on left hip, *potion of cure light wounds, elixir of hiding*. Hidden in a small pocket inside his robe is his familiar, a small toad (+3 hp).

## Encounter Eight

**Faule (reincarnated elf):** male bugbear Rgr1/Drd5/Blighter3; CR 9; Medium Humanoid (Goblinoid); HD 9d8+18; hp 66; Init +8; Spd 30 ft.; AC 24, touch 15, flat-footed 20; BAB/Grp: +6/+8; Atk: +9 melee (1d6+3/18-20, *scimitar +1*) or +10 ranged (1d4+2, sling); Full Atk: +9/+4 melee (1d6+3/18-20, *scimitar +1*) or +10/+5 ranged (1d4+2, sling); SA Favored enemy humanoids (human) +2, deforestation, blightfire; SQ Darkvision 60', scent, wild empathy, sustenance, undead wild shape 1/day; AL CE; SV Fort +11, Ref +8, Will +11; Str 14, Dex 18, Con 14, Int 10, Wis 18, Cha 10.

*Skills and Feats:* Handle Animal +8, Knowledge (nature) +11, Listen +12, Move Silently +8, Spot +12,

Survival +9; Dodge, Improved Initiative, Mobility, Spring Attack, Track.

**Skills:** Bugbears have a +4 racial bonus on Move Silently checks.

**Deforestation (Sp):** A blighter can kill all nonsentient plant life within a radius of 20' per blighter level as a full round action.

**Blightfire (Su):** A blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (DC 16 Reflex half) and ignites flammable objects it touches.

**Sustenance (Ex):** A blighter no longer needs food or water to survive.

**Undead Wild Shape (Sp):** The blighter gains a version of the wild shape ability. *Undead wild shape* functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

- Type changes to undead
- Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)
- +2 to Dexterity, no Constitution score
- Immunity to cold
- Damage reduction 5/bludgeoning

*Possessions:* *Hide armor* (+1 from *oil of magic vestment*), heavy wooden shield, +1 *scimitar*, sling w. 10 sling bullets, +1 *ring of protection, potion each of cure moderate wounds, potion of blur*.

*Spells Prepared* (5/4/2/1; base DC = 14 + spell level): 0—*flare, ghost sound, inflict minor wounds* (2), *touch of fatigue*; 1st—*burning hands, decomposition, inflict light wounds, ray of enfeeblement*; 2nd – *inflict moderate wounds, warp wood*; 3rd – *vampiric touch*.

## Appendix One – APL 8

### Encounter Four

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**Owlbear, advanced:** CR 5; Large magical beast; HD 8d10+48; hp 94; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; BAB/Grp: +8/+17; Atk +12 melee (1d6+5, claw); Full Atk +12/+12 melee (1d6+5, claws) and +10 melee (1d8+5, bite); Space/Reach: 10ft./5ft.; SA Improved Grab; SQ Scent; AL N; SV Fort +12, Ref +7, Will +3; Str 21, Dex 12, Con 22, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Listen +11, Spot +11; Alertness, Track, Multiattack.

**Improved Grab (Ex):** If a claw attack hits, the owlbear can attempt to start a grapple as a free action without provoking an attack of opportunity.

### Encounter Seven

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**Derro Fighters:** male derro Ftr 4; CR 7; Small Monstrous Humanoid; HD 3d8+4d10+14; hp 56; Init +6; Spd 20 ft.; AC 24, touch 13, flat-footed 21; BAB/Grp: +7/+5; Atk: +10 melee (1d4+2/19-20, short sword) or +10 ranged (1d6+2+poison/19-20, repeating light crossbow); Full Atk: +10/+5 melee (1d4+2/19-20, short sword) or +10/+5 ranged (1d6+2+poison/19-20, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Spell resistance 15, vulnerability to sunlight, madness; AL CE; SV Fort +7, Ref +6, Will +5; Str 15, Dex 14, Con 14, Int 10, Wis 6, Cha 12.

*Skills and Feats:* Bluff +7, Hide +7, Listen +6, Move Silently +6; Blind Fight, Improved Initiative, Dodge, Staggering Strike, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note:* Spider venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.

**Spell-Like Abilities:** At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 11), *sound burst* (DC 13), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Possessions:* Full Plate Armor (painted black), light steel shield (also black), short sword, repeating light crossbow w. 25 bolts, *potion of cure light wounds*, *elixir of hiding*.

**Derro, Rogue:** male derro Rog 4; CR 7; Small Monstrous Humanoid; HD 3d8+4d6+7; hp 38; Init +7; Spd 20 ft.; AC 19, touch 14, flat-footed 19; BAB/Grp: +6/+3; Atk: +8 melee (1d4+2/19-20, short sword) or +10 ranged (1d6+poison/19-20, repeating light crossbow); Full Atk: +8/+2 melee (1d4+2/19-20, short sword) or +10/+5 ranged (1d6+poison/19-20, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +3d6; SQ Spell resistance 15, vulnerability to sunlight, madness, trapfinding, evasion, trap sense +1, uncanny dodge; AL CE; SV Fort +4, Ref +10, Will +6; Str 12, Dex 16, Con 13, Int 10, Wis 6, Cha 14.

*Skills and Feats:* Appraise +2, Balance +14, Bluff +10, Escape Artist +12, Hide +12, Listen +9, Move Silently +12, Tumble +12; Blind-Fight, Improved Initiative, Staggering Strike.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note:* Spider venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.

**Spell-Like Abilities:** At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 12), *sound burst* (DC 14), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Possessions:* Studded Leather Armor (dyed black), +1 short sword, repeating light crossbow w. 5 bolts, *potion of cure light wounds*, *elixir of hiding*.

**Derro Sorcerer:** male derro Sor4; CR 7; Small Monstrous Humanoid; HD 3d8+4d4+7+3; hp 37; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13; BAB/Grp: +5/+0; Atk: +5 melee (1d3/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); Full Atk: +5 melee (1d3/19-20, dagger) or +7 ranged (1d6/19-20, light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Spell resistance 15, vulnerability to sunlight, madness; AL NE; SV Fort +4, Ref +7, Will +14; Str 8, Dex 14, Con 12, Int 10, Wis 7, Cha 22.

*Skills and Feats:* Bluff +8, Concentration +10, Hide +10, Knowledge (arcana) +3, Listen +1, Move Silently +8, Spellcraft +6; Combat Casting, Improved Initiative, Scribe Scroll.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note: Spider venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.*

**Spell-Like Abilities:** At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 16), *sound burst* (DC 18), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Spells Known* (6/8/5; base DC = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *ray of frost*, *touch of fatigue*, 1st—*magic missile*, *ray of*

*enfeeblement*, *reduce person*, 2nd—*tasha's hideous laughter*.

*Possessions:* Black robes, dagger, repeating light crossbow w. 5 bolts, spell component pouch on left hip, *potion of cure light wounds*, *elixir of hiding*, *ioun stone of resistance +1*, *scroll of glitterdust*, *scroll of grease*, *scroll of shield*. Hidden in a small pocket inside his robe is his familiar, a small toad (+3 hp).

## Encounter Eight

**Faule (reincarnated elf):** male bugbear Rgr1/Drd5/Blghtr5; CR 11; Medium Humanoid (Goblinoid); HD 11d8+22; hp 80; Init +8; Spd 30 ft.; AC 24, touch 15, flat-footed 20; BAB/Grp: +7/+9; Atk: +10 melee (1d6+3/18-20, *scimitar +1*) or +11 ranged (1d4+2, sling); Full Atk: +10/+5 melee (1d6+3/18-20, *scimitar +1*) or +11/+6 ranged (1d4+2, sling); SA Favored enemy humanoids (human) +2, deforestation, blightfire, contagious touch 1/day; SQ Darkvision 60', scent, wild empathy, sustenance, undead wild shape (2/day, large), speak with dead animal; AL CE; SV Fort +12, Ref +8, Will +12; Str 14, Dex 18, Con 14, Int 10, Wis 18, Cha 10.

*Skills and Feats:* Handle Animal +10, Knowledge (nature) +12, Listen +13, Move Silently +8, Spot +15, Survival +10; Dodge, Improved Initiative, Mobility, Spring Attack, Track.

**Skills:** Bugbears have a +4 racial bonus on Move Silently checks.

**Deforestation (Sp):** A blighter can kill all nonsentient plant life within a radius of 20' per blighter level as a full round action.

**Blightfire (Su):** A blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (DC 16 Reflex half) and ignites flammable objects it touches.

**Sustenance (Ex):** A blighter no longer needs food or water to survive.

**Undead Wild Shape (Sp):** The blighter gains a version of the wild shape ability. *Undead wild shape* functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

- Type changes to undead
- Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)
- +2 to Dexterity, no Constitution score

- Immunity to cold
- Damage reduction 5/bludgeoning

**Speak with Dead Animal (Sp):** A blighter can converse with dead animals. This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the characters' druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

**Contagious Touch (Su):** At fifth level, a blighter can produce an effect like that of a *contagious touch* spell once per day. She gains one extra use per day of this ability for every two additional blighter levels she acquires.

*Possessions:* +1 *Hide armor*, heavy wooden shield, +1 *scimitar*, sling w. 10 sling bullets, *potion of cure moderate wounds*, *potion of blur*, *ring of protection +1*.

*Spells Prepared* (6/4/4/3/2; base DC = 14 + spell level):  
 0—*detect magic*, *flare*, *ghost sound*, *inflict minor wounds (2)*, *touch of fatigue*; 1st—*burning hands*, *decomposition*, *inflict light wounds*, *ray of enfeeblement*; 2nd – *death knell*, *flaming sphere*, *inflict moderate wounds*, *warp wood*; 3rd – *dispel magic*, *inflict serious wounds*, *protection from elements*; 4th – *flame strike*, *wall of fire*.

## Appendix One – APL10

### Encounter Four

**Owlbear, advanced, fiendish:** CR 7; Large magical beast, extraplanar; HD 8d10+48; hp 94; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; BAB/Grp: +8/+17; Atk +12 melee (1d6+5, claw); Full Atk +12/+12 melee (1d6+5, claws) and +10 melee (1d8+5, bite); Space/Reach: 10ft./5ft.; SA Improved Grab, Smite Good 1/day; SQ darkvision 60 feet, damage reduction 5/magic, resistance to cold and fire 10, spell resistance 13, scent; AL NE; SV Fort +12, Ref +7, Will +3; Str 21, Dex 12, Con 22, Int 3, Wis 12, Cha 10.

*Skills and Feats:* Listen +11, Spot +11; Alertness, Track, Multiattack.

**Improved Grab (Ex):** If a claw attack hits, the owlbear can attempt to start a grapple as a free action without provoking an attack of opportunity.

**Smite Good (Su):** Once per day, the creature can make a normal melee attack to deal extra damage (+8) against a good foe.

### Encounter Seven

**Derro Fighters:** male derro Ftr 6; CR 9; Small Monstrous Humanoid; HD 3d8+6d10+18; hp 64; Init +6; Spd 20 ft.; AC 26, touch 13, flat-footed 23; BAB/Grp: +9/+7; Atk: +15 melee (1d4+5/19-20, *short sword* +2) or +13 ranged (1d6+3+poison/17-20, repeating light crossbow); Full Atk: +15/+10 melee (1d4+5/19-20, *short sword* +2) or +13/+8 ranged (1d6+3+poison/17-20, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Spell resistance 15, vulnerability to sunlight, madness; AL CE; SV Fort +8, Ref +7, Will +6; Str 16, Dex 14, Con 14, Int 10, Wis 6, Cha 12.

*Skills and Feats:* Bluff +7, Hide +7, Listen +7, Move Silently +7; Blind Fight, Improved Critical (repeating light crossbow), Improved Initiative, Dodge, Rapid Reload (repeating light crossbow), Staggering Strike, Weapon Focus (repeating light crossbow), Weapon Specialization (repeating light crossbow).

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their

crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note:* *Spider venom* requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.

**Spell-Like Abilities:** At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 11), *sound burst* (DC 13), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Possessions:* *black full plate armor* (+2 oil of magic vestment), light steel shield (also black), +2 *short sword* (from *oil of greater magic weapon* +2), repeating light crossbow, 20 bolts +1, *potion of cure serious wounds*, *elixir of hiding*.

**Derro, Rogue:** male derro Rog 6; CR 9; Small Monstrous Humanoid; HD 3d8+6d6+20+9; hp 62; Init +7; Spd 20 ft.; AC 20, touch 14, flat-footed 20; BAB/Grp: +7/+4; Atk: +10 melee (1d4+2/19-20, *short sword* +1) or +11 ranged (1d6+1+poison/19-20 repeating light crossbow); Full Atk: +10/+5 melee (1d4+2/19-20, *short sword* +1) or +11/+6 ranged (1d6+1+poison/19-20 repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +4d6; SQ Spell resistance 15, vulnerability to sunlight, madness, trapfinding, evasion, trap sense +2, uncanny dodge; AL CE; SV Fort +6, Ref +11, Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 6, Cha 14.

*Skills and Feats:* Appraise +4, Balance +16, Bluff +12, Escape Artist +14, Hide +14, Listen +11, Move Silently +14, Tumble +14; Blind-Fight, Improved Toughness, Improved Initiative, Staggering Strike.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note:* *Spider*

venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.

**Spell-Like Abilities:** At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 12), *sound burst* (DC 14), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Possessions:* +1 studded leather armor (dyed black), +1 short sword, repeating light crossbow, 10 +1 bolts, *potion of invisibility*, *elixir of hiding*.

**Derro Sorcerer:** male derro Sor6; CR 9; Small Monstrous Humanoid; HD 3d8+6d4+9+3; hp 45; Init +6; Spd 20 ft.; AC 15; touch 13, flat-footed 13; BAB/Grp: +6/+1; Atk: +6 melee (1d3/19-20, dagger) or +8 ranged (1d6/19-20, repeating light crossbow); Full Atk: +6/+1 melee (1d3/19-20, dagger) or +8 ranged (1d6/19-20, light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Spell resistance 15, vulnerability to sunlight, madness; AL NE; SV Fort +8, Ref +9, Will +16; Str 8, Dex 14, Con 12, Int 10, Wis 8, Cha 23.

*Skills and Feats:* Bluff +8, Concentration +12, Hide +10, Knowledge (arcana) +4, Listen +1, Move Silently +8, Spellcraft +7; Combat Casting, Greater Fortitude, Improved Initiative, Scribe Scroll.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier.

**Poison Use (Ex):** These derro carry 2d4 doses of Medium monstrous spider venom (see *Dungeon Masters Guide* page 296), having applied it to their crossbow bolts. Derro are not at risk for poisoning themselves when handling poison. *Note:* *Spider venom requires a DC 14 Fort save to avoid 1d4 Str damage (initial); 1d4 Str damage 1 minute later (secondary) if saving throw is failed a second time.*

**Spell-Like Abilities:** At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 16), *sound burst* (DC 18), Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Con damage for every hour it is exposed to sunlight, and it dies if its Con score reaches 0. Lost Con points are recovered at the rate of 1 per every 24-hour period

spend underground or otherwise sheltered from the sun.

**Skills:** Derro have a +4 racial bonus on Hide and Move Silently checks.

*Spells Known* (6/8/7/4; base DC = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *ray of frost*, *read magic*, *touch of fatigue*, 1st—*grease*, *magic missile*, *ray of enfeeblement*, *reduce person*; 2nd—*scorching ray*, *tasha's hideous laughter*; 3rd—*hold person*.

*Possessions:* Black robes, dagger, repeating light crossbow, 10 bolts, spell component pouch on left hip, *potion of cure serious wounds*, *elixir of hiding*, *ioun stone of resistance +2*, *scroll of glitterdust*, *scroll of grease*, *scroll of shield*. Hidden in a small pocket inside his robe is his familiar, a small toad (+3 hp).

## Encounter Eight

**Faule (reincarnated elf):** male bugbear Rgr1/Drd5/Blghtr7; CR 13; Medium Humanoid (Goblinoid); HD 13d8+26; hp 94; Init +8; Spd 30 ft.; AC 24, touch 15, flat-footed 20; BAB/Grp: +9/+11; +12 melee (1d6+3/18-20, *scimitar +1*) or +13 ranged (1d4+2, sling); Full Atk: +12/+7 melee (1d6+3/18-20, *scimitar +1*) or +13/+8 ranged (1d4+2, sling); SA Favored enemy humanoids (human) +2, deforestation, blightfire, contagious touch 2/day; SQ Darkvision 60', scent, wild empathy, sustenance, undead wild shape (3/day, large), speak with dead animal, animate dead animal; AL CE; SV Fort +13, Ref +9, Will +13; Str 14, Dex 19, Con 14, Int 10, Wis 18, Cha 10.

*Skills and Feats:* Handle Animal +10, Knowledge (nature) +12, Listen +16, Spot +16, Survival +14; Cheetah's Speed, Dodge, Improved Initiative, Mobility, Spring Attack, Track.

**Skills:** Bugbears have a +4 racial bonus on Move Silently checks.

**Deforestation (Sp):** A blighter can kill all nonsentient plant life within a radius of 20' per blighter level as a full round action.

**Blightfire (Su):** A blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (DC 16 Reflex half) and ignites flammable objects it touches.

**Sustenance (Ex):** A blighter no longer needs food or water to survive.

**Undead Wild Shape (Sp):** The blighter gains a version of the wild shape ability. *Undead wild shape*

functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

- Type changes to undead
- Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)
- +2 to Dexterity, no Constitution score
- Immunity to cold
- Damage reduction 5/bludgeoning

**Speak with Dead Animal (Sp):** A blighter can converse with dead animals. This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the characters' druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

**Contagious Touch (Su):** At fifth level, a blighter can produce an effect like that of a *Contagious Touch* spell once per day. She gains one extra use per day of this ability for every two additional blighter levels she acquires.

**Animate Dead Animal (Sp):** This ability functions like an *Animate Dead* spell, except that it affects only corpses of animal creatures and requires no material component. It is usable once per day.

*Possessions:* +1 *Hide armor*, heavy wooden shield, +1 *scimitar*, sling w. 10 sling bullets, *potion of cure serious wounds*, *potion of blur*, *ring of protection +1*.

*Spells Prepared* (6/5/4/4/4/2/1; base DC = 14 + spell level): 0—*detect magic*, *flare*, *ghost sound*, *inflict minor wounds (2)*, *touch of fatigue*; 1st—*burning hands*, *decomposition*, *inflict light wounds*, *ray of enfeeblement (2)*; 2nd – *death knell*, *flaming sphere*, *inflict moderate wounds*, *warp wood*; 3rd – *dispel magic*, *inflict serious wounds*, *protection from elements*, *vampiric touch*; 4th – *flame strike (2)*, *inflict critical wounds*, *wall of fire*; 5th – *antilife shell*, *waves of fatigue*; 6th - *harm*

## Appendix Two – New Rules Items

### Spells:

#### Curse of Ill Fortune

*Complete Divine*, p. 160

Transmutation; **Level:** Blackguard 2, Cleric 2; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. +10 ft. per level); **Target:** One living creature; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You place a temporary curse upon the subject, giving her a -3 penalty on attack rolls, saving throws, ability checks, and skill checks. *Curse of ill fortune* is negated by any spell that removes a *bestow curse* spell.

#### Decomposition

*Complete Divine*, p. 161

Necromancy; **Level:** Druid 2; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** 50 ft.; **Area:** All enemies within a 50-ft radius emanation centered on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** Yes

Whenever an enemy within the area takes normal (not nonlethal) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell. A successful Heal check (DC 15) or the application of any *cure* spell or other healing magic (*heal*, *healing circle*, and so on) stops the festering. Only one wound festers at a time; additional wounds suffered while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 1 point of damage from festering the next round, and another 1 point on the round after that. On the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round. The next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, inflicting 1 point of festering damage on the next round.

#### Recitation

*Complete Divine*, p. 176

**Level:** Clr 4, Purification 3; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** 60 ft.; **Area:** All allies and foes within a 60-ft-radius burst centered on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

*Divine Focus:* In addition to your holy symbol, this spell requires a sacred text as a divine focus.

#### Resurgence

*Complete Divine*, p. 177

Abjuration; **Level:** Blackguard 1; Clr 1, Pal 1; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** touch; **Target:** creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability or supernatural ability, such as *dominate person*, a chaos beast's instability or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate conditions such as shaken, fatigued or nauseated that were caused by the spell, spell-like ability or supernatural ability.

If a spell, spell-like ability or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

#### Wrack

*Complete Divine*, p. 190

**Level:** Cleric 3, sorcerer/wizard 4; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** One humanoid; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

## **Feats:**

### **Cheetah's Speed [Wild]**

You can run with the speed of a cheetah.

**Prerequisites:** Ability to wild shape.

**Benefit:** You can spend one wild shape to change your base land speed to 50 feet. You may also sprint as a cheetah. Once per hour you may move 10 times your normal speed as part of a charge. This effect lasts for one hour.

*Reference: Complete Divine, page 79.*

### **Improved Toughness [General]**

You are significantly tougher than normal.

**Prerequisites:** Base Fort save bonus +2.

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

*Reference: Complete Warrior, page 101.*

### **Profane Boost [Divine]**

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

**Prerequisites:** Ability to rebuke undead.

**Benefit:** You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft burst. Any *inflict* spell cast on

one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spells level or casting time.

*Reference: Complete Divine, page 84.*

## **Staggering Strike [General]**

You can deliver a wound that hampers an opponent's movement.

**Prerequisites:** Base attack bonus +6, sneak attack.

**Benefit:** If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its currently hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

*Reference: Complete Divine, page 112.*

## **Prestige Classes:**

### **Blighter**

*Complete Divine, p. 23-26.*

When a druid turns away from the land, the land turns away from her. Some ex-druids make peace with this change; others seek to restore the bond. A few, however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, bring desolation wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life. A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy. Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad. What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest forests of the land, even if it's only to destroy them. Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path. Legends say that a few elven

druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

**Adaptation:** In many ways, the blighter is to the druid what the blackguard is to the paladin. While it's likely that blighters are loners, you could also develop a secret cult of blighters devoted to ruining the world's ecology.

**Hit Die:** d8.

Requirements

To qualify as a blighter, a character must fulfill the following criteria.

**Alignment:** Any nongood.

**Base Attack Bonus:** +4

**Special:** The character must be an ex-druid previously capable of casting 3rd-level druid spells.

Class Skills

The blighter's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (herbalist) (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

Class Features

The following are class features of the blighter prestige class.

**Weapon and Armor Proficiency:** Blighters gain no weapon or armor proficiencies.

**Spells per Day:** Since blighters are ex-druids, they lose their druid spellcasting abilities. However, they gain access to new, more destructive spells. At each blighter level, the character gains spells per day according to Table 2-3. She must choose her spells from the blighter spell list, below. The blighter's caster level is equal to her blighter level plus her druid level.

To cast a blighter spell, a blighter must have a Wisdom score of at least 10 + the spell's level, so a blighter with a Wisdom of 10 or lower cannot cast these spells. Bliighter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blighter's Wisdom modifier. When the blighter gets 0 spells per day of a given level (for instance 2nd level spells for a 2nd level blighter), she gains only the bonus spells she would be entitled to based on her

Wisdom score for that spell level. The blighter's spell list appears below. A blighter has access to any spell on the list and can freely choose which to prepare, just as a druid. A blighter prepares and casts spells just as a druid does (though a blighter cannot spontaneously cast *summon* spells).

The blighter gains access to her daily spells through *deforestation* (see below). If she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or mistletoe. Any material component for a blighter's spell must have been dead for at least a day before use.

**Deforestation (Sp):** A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as the druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and is reseeded. Deforestation enables a blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environments with only sparse vegetation does not empower the character to cast spells.

**Blightfire (Su):** Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 + blighter's class level + blighter's Wis modifier) and ignites flammable objects it touches. Blighters delight in starting wildfires and often use this ability to do so.

**Sustenance (Ex):** At 2nd level and higher a blighter no longer needs food or water to survive.

**Undead Wild Shape (Sp):** At 3rd level, the blighter gains a version of the wild shape ability. *Undead wild shape* functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

Type changes to undead.

Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).

+2 Dexterity, no Constitution score.

Immunity to cold

Damage reduction 5/bludgeoning.

The blighter gains one extra use per day of this ability at every even blighter level after 3rd. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level and a Huge skeletal animal at 9th level.

**Speak with Dead Animals (Sp):** Starting at 4th level, a blighter can converse with dead animals. This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

**Contagious Touch (Su):** At 5th level and higher, a blighter can produce an effect like that of a *Contagious Touch* spell once per day. She gains one extra use per day of this ability for every two additional blighter levels she acquires.

**Animate Dead Animal (Sp):** This ability, gained at 6th level, functions like an *Animate Dead* spell, except that it affects only corpses of animal creatures and requires no material component. It is usable once per day.

**Unbond (Sp):** Beginning at 8th level, a blighter can temporarily separate a bonded animal or magical best (such as an animal companion, familiar, or mount) from its master once per day. The target creature must be within 40 feet of both its master and the blighter. If the master fails a Will save (DC 10 + blighter level + blighter's Wis modifier), the bond terminates as if the servitor had died, though this does not cause the experience loss in the case of a familiar. Normally hostile creatures attack their masters but are otherwise unaffected. The bond returns after 1 minute per blighter level, restoring all benefits. Alternatively, the master can regain the servitor through the normal methods of acquisition.

**Plague (Su):** At 10th level and higher, a blighter can spread disease over a large area. This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius. Plague is usable once per day.

Blighter Spell List

Blighters choose their spells from the following list.

**0 Level:** *detect magic, detect poison, flare, ghost sound, inflict minor wounds, read magic, touch of fatigue.*

**1st Level:** *bane, burning hands, curse water, decomposition, detect undead, doom, endure elements, inflict light wounds, invisibility to animals, ray of enfeeblement.*

**2nd Level:** *chill metal, chill touch, darkness, death knell, fire trap, flaming sphere, heat metal, inflict moderate wounds, produce flame, resist elements, warp wood.*

**3rd Level:** *contagion, deeper darkness, desecrate, diminish plants, dispel magic, inflict serious wounds, poison, protection from elements, stinking cloud, vampiric touch.*

**4th Level:** *animate dead, antiplant shell, blight, death ward, flame strike, inflict critical wounds, languor, repel vermin, rusting grasp, transmute mud to rock, transmute rock to mud, unhallow, wall of fire.*

**5th Level:** *antilife shell, contagious touch, create undead, forbiddance, repel wood, waves of fatigue.*

**6th Level:** *acid fog, antipathy, circle of death, finger of death, fireseeds, greater dispel magic, harm.*

**7th Level:** *control undead, control weather, earthquake, firestorm, miasma, repel metal or stone, repulsion.*

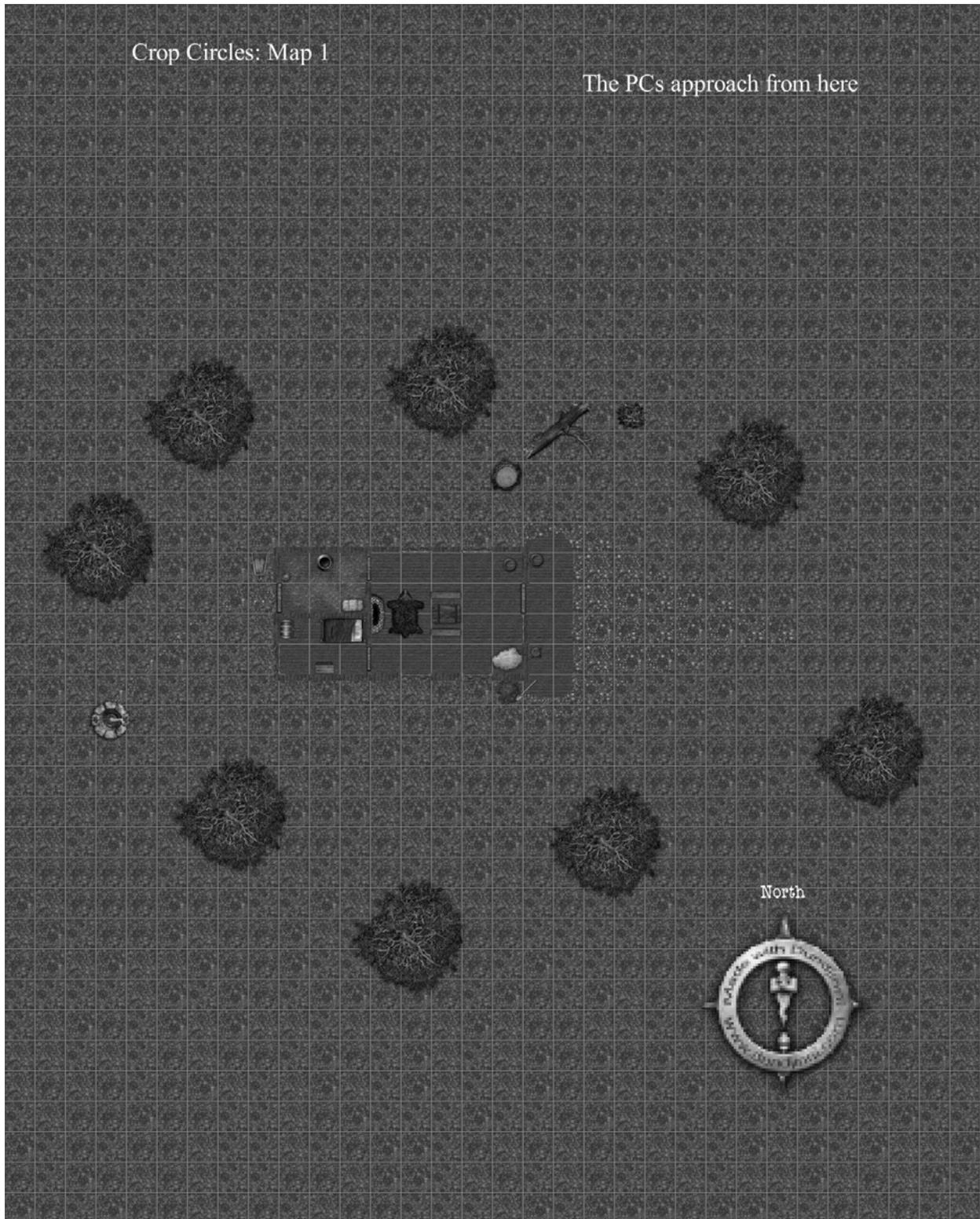
**8th Level:** *horrid wilting, mind blank, shambler, waves of exhaustion.*

**9th Level:** *antipathy, foresight, implosion, incendiary cloud, storm of vengeance.*

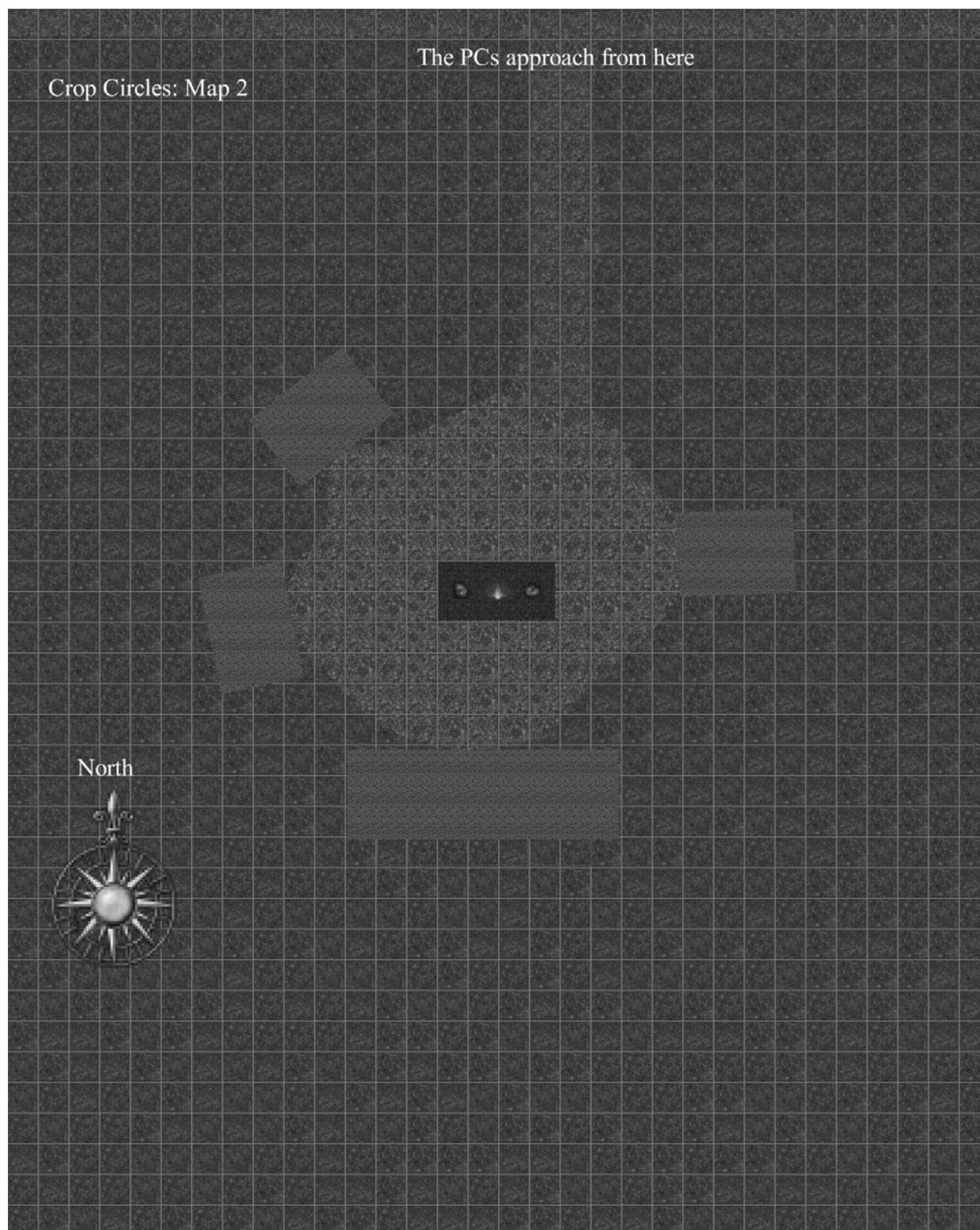
**Table 2-3: The Blighter**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	<i>Deforestation</i>	4	2	–	–	–	–	–	–	–	–
2nd	+1	+3	+0	+3	<i>Blightfire, sustenance</i>	5	3	0	–	–	–	–	–	–	–
3rd	+2	+3	+1	+3	<i>Undead wild shape 1/day</i>	5	3	1	0	–	–	–	–	–	–
4th	+3	+4	+1	+4	<i>Speak with dead animal, undead wild shape 2/day</i>	6	3	2	1	0	–	–	–	–	–
5th	+3	+4	+1	+4	<i>Contagious touch 1/day, undead wild shape (Large)</i>	6	3	3	2	1	0	–	–	–	–
6th	+4	+5	+2	+5	<i>Animate dead animal, undead wild shape 3/day</i>	6	3	3	3	2	1	0	–	–	–
7th	+5	+5	+2	+5	<i>Contagious touch 2/day</i>	6	4	3	3	3	2	1	0	–	–
8th	+6	+6	+2	+6	<i>Unbond, undead wild shape 4/day</i>	6	4	4	3	3	3	2	1	0	–
9th	+6	+6	+3	+6	<i>Contagious touch 3/day, undead wild shape (Huge)</i>	6	5	4	4	4	4	3	2	1	0
10th	+7	+7	+3	+7	<i>Plague, undead wild shape 5/day</i>	6	5	5	4	4	4	4	3	2	1

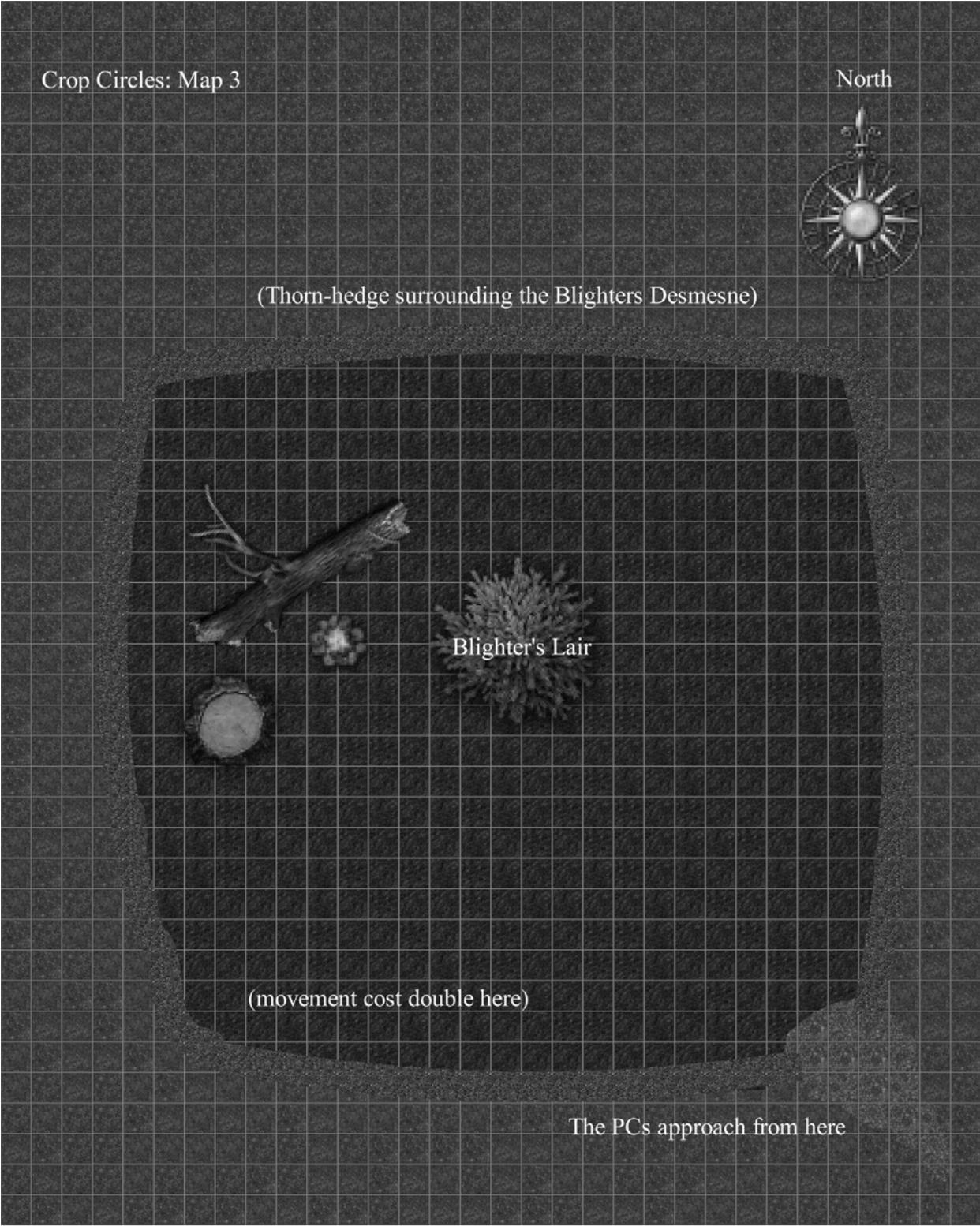
# Map One:



## Map Two:



# Map Three:



## Player Handout #1

Excerpt from the well-worn journal found on the ill rider:

*CY596 – Season of the Readying*

*Starday*

*My first mission for the Jerkins – who would have thought it would be like this? I've been asked to observe overland traffic patterns between Libernen and Walthain and report anything out of the ordinary. I'm not quite sure what 'normal' is, but everyone I've met thus far has been cordial and pleasant enough. I hope it gets at least a little bit more exciting than this...*

*Sunday*

*Met some travelers moving east through the kingdom. They were herb merchants and had some of the finest mint I've smelled in years – I had to buy some. It should make for great tea. They did mention something odd though, as they traveled through the Dresadoe fields west of here, they noted that whole patches had died off. They asked if I knew anything about it or how long it had been that way. I told them I hadn't been out that way, but since I'll be going back to base soon, I'll make it a point to check it out.*

*Moonday*

*The tea was excellent; I'll have to remember to give some to Baden when I get back to base. I've left the main road and traveled overland heading west. I've seen the dead vegetation and I've never seen anything like it. All the plant life in a sort of circular shape is withered and dried up – a fire risk if I've ever seen one. When I checked for evidence at the various sites, I found humanoid tracks, some larger than others and some deeper. Whatever this is, I need to report it immediately!*

*Godsday*

*I've found more and more of these 'crop circles'... but I can't figure out a pattern. We need to get some help down here right away, or else I'm afraid of what might happen to the Dresadoe fields.*

*Just stopped for a quick meal and tankard in Cooridin. The barkeep, Kaleb, is a nice enough man and the meat pie was pretty good (if a little salty). Now that my horse has had time to catch its breath, I need to press on if I'm going to reach base by morning...*



## Player Handout #3

A brief note found in the breast-pockets of one of the evil little beings...

*“Evil loves company, so they say... well, we’ve got a bit of company up here that’s for sure! I don’t know what it is, but I know it’s not what it seems... it’s no match for me and the boys anyways.... When the rest of us get to the surface, it better not still be here... then again, if it is and stays out of our way, who cares? All the same, we need to know what it is and what it is doing... killing plants is fine, but isn’t killing and torturing surface-dwellers more sport? That’s okay... we know where it lives and it doesn’t mind us.... Just wait.... wait.... wait.... if the Black Rider wills it, we can work together... just think of how much more pain we can inflict.... these Furyondians will have no idea what hit them until it’s too late... too late by far. By then we’ll rule them all!!!”*

Following this passage is a crudely drawn map showing a path leading deeper into the Gnarley Forest. It must be around here somewhere...

# Critical Event Summary: FUR6–02 – Crop Circles

*(Return to HQ or to Michelle Sharp)*

*Please be sure to answer all questions. Thanks.*

1. Where did the PCs go after witnessing Garn's collapse?
  - a. Church of St. Cuthbert
  - b. Golden Sea Tavern
  - c. Other (please indicate: \_\_\_\_\_)
  
2. Were the PCs successful in saving the trapped family?                    Y        N
  
3. Did the PCs eat or drink anything in Cooridin?                                Y        N
  - a. If yes, did they use the antidote?    Y        N
  
4. What is the final status of Gnarrax Gleargem (Brother Stiles)?    Alive    Dead
  
5. Did the PCs obtain the antidote from the derro?                                Y        N
  
6. What was the final status of Garn?    Alive    Dead
  
7. Did the PCs locate the Blighter?    Y        N
  - a. If yes, was he destroyed?    Y        N
  
8. What did the PCs do with the antidote?
  
9. What did PCs do with the note from the derro leader?
  
10. Were there any PC deaths?    Y        N
  
11. Were any of the PCs members of:
  - a. The Church of St. Cuthbert MO    Y        N
  - b. The Green Jerkin MO    Y        N
  
12. Other comments for the author or Triad about this adventure: