

HIG6-02

Antipathy

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

Version 1.0

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The Guildsmen of the High Art seek a few items for alchemical research, and are asking you to retrieve them – a simple task. However, simple tasks in Highfolk rarely remain that way for long. Hidden agendas come to light, and true intentions are questioned. A regional adventure for arcanists and their allies and set in the Yatil Mountains, the Vesve Forest, and beyond for APL 2 to 6.

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

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

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

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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

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

one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop

fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

Adventure Background

The Guildsmen of the High Art have been working to aid the Elven court to re-establish the anti-teleport defenses of Flameflower, which were lost when the bonds of Hardro Il'harn, the Spirit of the Land, were severed by a group of adventurers working for Ixtacious Rellen (*HIG4-05 The Spirit and the Hold*). It seems the Spirit's energies were providing the anti-teleport defenses as well as disallowing illusionary magic and preventing non-elves from entering Flameflower, and these protections are no longer available now that the Spirit has been freed. Before he was slain, the former Loslain Talus Wintershale had re-established new wards preventing non-elves from entering the city unescorted by an elf, using means currently unknown to the general populace.

While researching a means to prevent teleportation into Flameflower, the Guildsmen accidentally discovered the pre-existing barrier about the Elven community. The source of this barrier is unknown at this time, but the

Guildsmen are very curious indeed. They seek a means to bypass the barrier so that they can continue their work.

Adventure Synopsis

Onvere Raycaster and Fallon Oakley of the Guildsmen of the High Art invite the PCs to Doom's Retreat to ask for help in retrieving some items for an alchemical experiment, or so they tell the heroes. They are not ready to reveal the full reason for their experiment at this time (creating magical items to bypass the barrier around Flameflower). They also meet Su'fur there, an apprentice of Onvere's.

The party leaves Highfolk and encounters a helpful weasel before they arrive at their destination. The PCs eventually harvest some of the strange black rock previously encountered in *HIG5-09 Twilight* but their mining causes them to be sucked through a planar breach into the Far Realm. Once there, the PCs need to survive the environment and its denizens long enough to recover their black rock shards and be rescued.

Back on the Prime Material, or possibly before they leave it, the party must travel to the Yatils and the *spellpool* where they encounter Jewel the behir, the ghost of Azrael, other guardians, and several puzzles that must be bypassed in order to recover the liquid.

With both the *spellpool* liquid and the black rock in hand, the heroes may return them to Doom's Retreat, where they learn a bit more about the real purpose for the substances.

Preparation for Play

Legendary Deeds: At the beginning of this adventure, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the adventure, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

Special Regional Characters: Before you begin play of this adventure, there are four regional certificates to check for, as they affect the way certain encounters play out.

- Any dwarven PC (including those with the *Dwarves of Dargas Mor* regional certificate) may receive temporary enhancement to his weapon during **Encounter Five** in the cubicle of Fortubo (#8).
- Any adventurer with the *Caress of Angels* or the *Kiss of Devils* regional certificate glow upon entering the black rock cave in **Encounter Two**,

and have special abilities while fighting the half-farspawn arrowhawks in **Encounter Five**.

- Heroes that possess the *Devoted of the Green and White* regional certificate and are good-aligned receive Regional access to the 'adamansheen' given by the weasel in **Encounter One**.

Spellpool: The *spellpool* (see **Encounter Six**) removes curses and breaks enchantments as if the spells *remove curse* and *break enchantment* were cast (CL 17). It only affects one curse or enchantment per PC, ever. If any PC was affected by the *blindness* or *bite of malice* of **Encounter Eight**, this is the curse that is removed with a dip into the *spellpool*, otherwise a randomly chosen curse is removed as if the spells *remove curse* and *break enchantment* (CL17) were cast. Note that the *spellpool* cannot remove curses bestowed by an AR that specifically dictates the curse can't be removed.

Note also that spellcasting near the *spellpool* can have some odd effects, though the chances of spellcasting occurring near it during this adventure are slim. Each spell cast in the *spellpool* cavern has a base 10% chance of being affected by the *pool*. Each spell's chance of being affected increases by 10% per spell level (e.g., *magic missile* has a 20% chance of being affected by the *spellpool*). Long duration spells are only affected on the initial round. If a spell is affected by the proximity of the *pool*, roll on the table below to determine the effect. It is cast normally, and then affected as determined below.

Roll 1d12	Effect
1	Spell fizzles
2	Spell reduced
3	Spell stifled
4	Caster level decreased 1d4
5	Empowered
6	Heightened 1d4 levels
7	Enlarged
8	Energy modified
9	Spell echoes
10	Maximized
11	Caster level increased 1d4
12	Spell Retained

Caster Level Decreased: Roll 1d4, and subtract that from the caster level of the spell. This affects damage, duration, and any other level-based effects appropriately.

Spell reduced: If the spell causes damage, this damage is reduced by 50%.

Spell fizzles: The spell has no effect, but is wiped from the caster's mind as if it did. Instead, it is drawn into the *spellpool*. The caster loses his action as if the spell was cast.

Spell stifled: The spell has no effect, but is not wiped from the caster's mind. The caster loses his action as if the spell was cast.

Empowered: As the Empower Spell feat.

Heightened: Roll 1d4. The spell is Heightened, as the feat, this many levels. This increases the DC of the spell appropriately.

Enlarged: As the Enlarge Spell feat. If the spell cannot normally be Enlarged, roll again.

Energy Modified: Roll 1d6. The spell becomes a different energy type: 1 – fire, 2 – cold, 3 – acid, 4 – electricity, 5 – sonic, 6 – force. If the 1d6 roll results in no change in energy type, roll 1d6 again. If the spell does not have an energy subtype, roll 1d12 again.

Spell Echoes: One round after this spell has been cast, it echoes or repeats. If it was a targeted spell, the target is subject to the effects a second time. If it was an area spell, it originates once more from the same point, and all now in its area are affected.

Maximized: As the Maximize Spell feat.

Caster Level Increased: Roll 1d4, and add that to the caster level of the spell. This affects damage, duration, and any other level-based effects appropriately.

Spell Retained: The spell is not erased from its caster's memory, nor is the spell slot used for the day. Roll again on the chart, as the spell is still affected in another way.

Other Preparations: To lessen the suspicions of players during play, have everyone make a Spot check and record their results before beginning the adventure. These checks will be utilized to determine if anyone notices that the gargoyles are not mere statues in **Encounter Seven**, which is a DC 20 check.

Introduction

The adventure begins with the PCs having received a summons to Doom's Retreat with the offer of possible employment (**Player Handout #1**). Have them roll DC 8 Knowledge (local [Iuz's Border States]) or DC 5 Gather Information checks to know or learn that Doom's Retreat can be found near the center of the Merchant's District. PCs that are members of the Guildsmen, or that have played either *HIGB-02 Trouble Brewing* or *HIGC-02 Organizational Problems* have already visited Doom's Retreat and are thus familiar with its location. Read or paraphrase the following:

Newfound freedom from the dreary winter on this pleasantly warm early spring morning has brought bustling activity to the Merchant's District. It appears the change of the seasons was a siren's call to many who spent most of the winter indoors. Maneuvering your way through the crowd, you turn the final corner and spy Doom's Retreat, the home of the Guildsmen of the High Art. It seems that this section of the Merchant's District is not very popular this day; the crowd begins to thin as you approach the wrought-iron gates guarding the entrance to the tower's grounds.

The gates stand wide open, allowing access to the garden and a short cobblestone pathway leading to a large door. The portal is decorated with a plaque bearing a plain golden wand, a bolt of green fire issuing forth from the tip, all offset on a field of deep blue. Announcing your presence appears unnecessary, as a young Baklunish man sits quietly on a large rock near the garden entrance, a quill wet with ink feverishly scrawling notes into a fresh book; several old tomes lay scattered about for his apparent research. Approaching until you are practically standing on the man's toes, he appears unaware of your presence; his studies seem to have left him oblivious to the environment around him.

Show the players **Player Handout #2**. The adventurers can make a DC 10 Knowledge (local [Iuz's Border States]) check to recognize the symbol as that of the Guildsmen of the High Art; Guild members recognize it immediately. The Baklunish man is Su'Fur, an apprentice to Onvere Raycaster who was been sent by his mentor to greet the PCs. He is rather distracted by his current studies (or at least pretends to be) and needs to be interrupted by the PCs.

Su'Fur: Male Human (Baklunish) Wizard 3. *Traits:* distant, studious, and inattentive. Su'Fur has recently managed to convince his 'mentor' to take him as his apprentice, as Onvere refuses to be addressed as 'master'. He has thrown himself into his studies at the cost of his other duties and what is happening around him, making him seem always distant.

Once Su'Fur's attention is gained, continue on with the following:

Upon the interruption, the Baklunish man shakes his head in disgust, an obvious frown forming upon his face even though it is partly hidden with his attention focused on his work.

"I told you to leave me alone, Snic..." Suddenly, the Baklunish man stops in mid-rant, seeing that you are not who he was going to blame for the interruption. His eyes widen and he suddenly springs to his feet, causing his book and quill to fall off his lap and tumble to the ground, spilling his vial of ink in the process.

"All apologies; I thought you were someone else. I believe you were the ones summoned to assist in the research of my mentor, yes?"

The Baklunish man gives you little time to respond as he gathers his things up into his arms, awkwardly balancing them as he leads you up the stairs and through the already open door into Doom's Retreat, though you thought it was closed just a minute ago.

The apprentice leads you through the confines of the Guildhall, and you ascend several levels until pausing at an unadorned oaken door. He raises a fist to knock, but it swings open on its own accord.

Shrugging off his surprise, the man motions with his head towards the room and then follows you inside.

Upon entering, you see the room you've been led to must be some sort of laboratory. Several shelves line the walls, filled with books, scrolls, alchemical equipment, and a variety of things one might both expect and not. A few sturdy tables are in the center of the chamber, and two men currently sit at one of them. The first is a half-elven man with a long, light-brown ponytail and wearing a bright red tunic and gold breeches. He smiles warmly, nodding in greeting to you.

If any heroes have played *HIG5-09 Twilight*, are a member of the Guildsmen of the High Art, or make a DC 12 Knowledge (local [Iuz's Border States]) check, they recognize this man as Fallon Oakley, a long-standing member and Magister of Defense of the Guildsman of the High Art.

The other man is an Oeridian, obviously in his mid-20s though his sandy-brown hair is starting to show a few silver strands and his face a few lines, revealing the aging caused by whatever trials he has already faced. He wears a white shirt with a blue vest, brown breeches, and a midnight blue cloak. His hazel eyes look up and glance over your group, appraising you as he speaks.

"Thank you for coming to see us; and Su'Fur, my thanks to you for waiting and escorting our guests here. You may return to your studies." Su'Fur nods slightly and exits the laboratory, reaching carefully for the door and closing it as he leaves.

The man on the left nods again and states, "Our appreciation for accepting our request, as we were looking for help in some of our research. I am Fallon Oakley, and this is Onvere ("ON-a-veer") Raycaster, one of our newer, though very experienced, members. I'll let him explain what exactly we mean to ask of you."

Fallon Oakley: Male half-elven Wizard 9. *Traits:* loyal, fun-loving, and likeable. He is a bit of a rebel and a free spirit, though he has toned back on this as a result of the recent changes in his life – the death of his mentor Wilmont the Sagely and his marriage to fellow Guildsman Selina have both somewhat sobered him.

Onvere Raycaster: Male human (Oeridian) Wizard 7/Fatespinner 2/Initiate of the Sevenfold Veils 7/Archmage 2. *Traits:* free-spirited, intelligent, and mischievous. He is rather soft-spoken and carries himself quite well in conversation. He appears as if his thoughts are on a great many things at once, although his demeanor suggests he has great concentration on the task at hand.

Onvere relates the following information to the party, though Fallon interjects at times:

- He is researching the properties of two substances recently discovered in Highfolk, and needs samples of both to continue his work.
- The first substance is a strange black rock recently discovered in a cave in the central Vesve. The Guildsmen would like to retrieve more than the few shards they were able to recover earlier from some adventurers, and this cave is rumored to have the large quantities needed. They do not necessarily need one large chunk – many smaller pieces will suffice.
- The cave was discovered a few months ago, and contained two strange creatures near the rock in question. As of now, it is believed the cave remains empty, so retrieving the rock should not be difficult.
- Research has shown that the black rock shards give off strange emanations that can be dangerous over time. However, the Guildsmen have developed defenses that protect a person for a time from these emanations, and have crafted a method to transport the rock without risk.
- The second substance is liquid from the recently discovered *spellpool* in the Yatil Mountains to the west. Even though it is expected that the liquid may lose some of its properties once taken from the *spellpool* cavern, the Guildsmen believe it may be used for other purposes. Fallon reminds the adventurers that winter is just releasing its icy grip, so conditions could still be dangerous high up in the Yatils.
- The Guildsmen have crafted numerous wards and defenses to guard the *spellpool*, but those with the proper tokens and passwords can gain safe entrance into the *spellpool* cavern.
- The first of these wards is a *permanent image* spell of a wall in the entry cave, concealing the entrance to the passage that leads down to the *spellpool* cavern.
- The *spellpool* cavern is also the lair of its ancient behir guardian, Jewel. As long as it is made known that you are there on behalf of the Guildsmen, Jewel poses no threat. She should ask for the pass-phrase, which is 'Sagely Wilmont', to prove that the Guildsmen have sent you.
- Bathing in or drinking from the *spellpool* has exhibited some healing effects; Jewel can elaborate.
- Once the two substances have been retrieved, return here to Doom's Retreat and we will be happy to reward you for your efforts.
- If asked why the Guildsmen don't simply retrieve the items themselves, Fallon explains that some members are currently busy with establishing some wards around Flameflower;

many of the others are out seeking additional items for their research.

- If asked why the Guildsmen don't just teleport to gather the materials, he points out that powerful magics are in place that prevent it (the passage to the *spellpool* has a permanent *dimensional lock* spell blocking it).
- If pressed as to why these substances are needed, Onvere may reveal that the Guildsmen believe that the substances might prove useful against certain barriers, similar to the one that the Iuzians used against Quaalsten during their siege of the city a few years ago (*HIG3-05 Siege*).
- It doesn't matter which substance is recovered first, as long as they both are.
- If the PCs inquire about payment, Fallon's attitude quickly changes from Friendly to Unfriendly. He assures them that they will receive several favors from the Guildsmen, despite their greed. He also somewhat rudely tosses them a small pouch containing two potions of *endure elements* and 30 solars per person for cold weather gear and/or horses.
- If the heroes do not inquire about payment, Fallon gladly offers the same pouch of goods, along with his thanks.

After Onvere makes his request and answers any questions the party may have, Fallon goes to a shelf and brings over a few items that were mentioned earlier:

- A sack to hold the harvested black rock; it is enchanted to stop the emanations of the black rock from harming anyone near them.
- One warding charm per PC, familiar, special mount, and animal companion. Each is a simple silver brooch. Onvere explains that the charms are enchanted to protect from the emanations of the black rock for several hours, although the time may vary based upon the amount of exposure. The charms provide protection until they eventually tarnish and corrode away, but they should afford more than enough protection to fill the provided sack.
- The tokens necessary to pass the wards and defenses of the Guildsmen to the *spellpool* cavern, along with the passwords to circumvent the other wards there. The tokens are small bronze pins, each bearing the emblem of the Guildsmen of the High Art upon them. Merely having a token on one's person allows a bearer passage through most of the wards.
- Along with the pins, a list of passwords is given to the most trustworthy member of the party – a Guildsmen would be the first choice, if one is present.
- Fallon mentions that the pins and passwords function for just one passing into and out of the *spellpool* cavern.

- A jug to fill with the liquid of the *spellpool* to return to the Guildsmen at Doom's Retreat.

If checked, the sack, charms, and tokens all radiate moderate abjuration magic, and the sack also radiates moderate conjuration magic (it has the properties of a Type IV *bag of holding*, in addition to its protective qualities). The jug is non-magical.

After Fallon and Onvere give the objects to the party, the wizards offer them good luck on their journey and send them on their way.

Treasure:

All APLs: Coin – 30 gp, Magic – 2 *potions of endure elements* - (4 gp each).

Encounter One: Rescuing the Rescuer

Leaving the Guildhall and Highfolk behind, you begin the journey to the first of your destinations. The weather is comfortable and the sun is shining, allowing the first day of travel to go smoothly and quietly. Making camp for the evening, a crisp spring night passes uneventfully and morning greets you with a light rime of frost upon the ground and your belongings, providing a reminder that the winter has only recently ceded to spring in the Vesve.

Breaking camp, travel resumes to your first destination; the accurate maps given to you by the Guildsmen provide easy going thus far. Noon approaches and the rumbles of empty stomachs suggest you rest and eat; you make camp for a quick meal in a small clearing with a lone oak tree near its center. Near the end of your lunch, a howling from nearby catches your ears. Judging from the rising cacophony, you would guess the howling is getting closer to your location.

Allow the party a surprise round to take any precautions they wish in anticipation of the approaching noise. Once they've prepared for the anticipated but uninvited visitors, read or paraphrase the following to them:

As the howling peaks, you focus on the clearing's edge. The undergrowth moves and then parts, revealing a brown-furred weasel. It darts right into the middle of your camp and quickly scampers up the oak tree, taking solace in the branches.

A split-second later, a growling wolf bounds into the clearing, halting its chase upon sighting your group. It sniffs the air for a moment in an apparent attempt to find its prey, then quickly turns its attention to the weasel in the oak's branches. The canine renews its growling, circling the tree as it spies its prey, while shying away from you and your companions. The weasel nervously scampers about the branches as it eyes its predator, but it seems to realize it has cornered itself in the lone oak.

It finally stops, curls its paw into a fist and shakes it angrily at the wolf. The weasel almost seems to sigh, then turns its head towards you, an almost pleading look in its eyes.

The weasel just lies there silently, its eyes following the actions of the party. It was in this area hoping to run into the PCs for its own purposes, and the wolf became an annoying delay in its agenda. The weasel waits and hopes they manage to deal with the hound problem on its behalf.

The wolf growls if approached by any of the party members, its attention torn between them and its prey. Wild empathy can be used to convince the wolf to leave, as does the offer of an easier meal away from the tree. Its starting attitude is Unfriendly and must be made at least Indifferent, which requires a DC 15 wild empathy check. Any sign of physical violence (requiring a DC 5 Intimidate check) causes the wolf to turn and run, as it has no interest in a conflict over such tiny prey.

Once the wolf is dealt with, the weasel descends and moves a safe distance from the party, standing on its hind legs and staring at them. It understands most languages, and attempts to communicate through head-shaking and other non-verbal means. A *speak with animals* cast upon the weasel does not function (it is not a valid target for the spell), although a *tongues* spell will; the weasel speaks single words such as "Thanks", "Come", or "Follow", as it does not wish to reveal much of its purpose to the party. In any case, the weasel attempts to lead the party towards and past the north edge of clearing, occasionally turning to see if it is being followed, until it reaches its destination. If the PCs follow the weasel, continue with the subsequent read aloud text:

Following the weasel, your group is led from the lone oak to the edge of the clearing and then a short way into the woods. It finally stops and climbs atop a tree stump to view your group, glances to the ground below, and then looks back to your group. A plain burlap bag lies on the forest carpet, which seems to be the weasel's focus. It nods once and then hops down from the stump, circles a nearby tree trunk, and then vanishes from your sight.

Anyone attempting to follow the weasel sees that it has truly vanished; a DC 20 Track or Search check shows his trail leads behind the tree but then suddenly stops; it is apparent the weasel neither ran off along the ground nor climbed the tree. Its prior tracks reveal that the weasel dropped the bag on its way toward the clearing, likely once the wolf began chasing it.

Searching the area reveals nothing more; there is no sign of anyone else in the area recently. Once the party retrieves the bag and its contents, have the PCs continue on to obtain the first of the two substances. If they wish to start with the retrieval of the black rock, continue on to **Encounter Two: Into the Breach**. If they choose to obtain the *spellpool* liquid first, skip to **Encounter Six: Jewel in the Rough**.

Treasure: This weasel seems to be quite resourceful – in addition to some nuts, berries, and a few dead rats, the sack contains several magic items that may prove useful. The tins are labeled “*adamansheen*” in the Draconic language (if no PCs speak Draconic, there are a number of ways to decipher the label – they may use the Decipher Script skill or cast *comprehend languages*, or find someone who can or that speaks Draconic; Giselda, Rufus, and Azrael all do).

All APLs: Magic – 2 *potions of cure light wounds* – (4 gp each), *everburning torch* – (9 gp each), 2 tins of *adamansheen* – (63 gp each).

Encounter Two: Into the Breach

Continuing onward, the rest of your travel goes smoothly and you reach the area marked on your map. A squat hole opens in the side of a small mound, with an assortment of bones lying half-buried in the leaves before it. Many animal tracks enter and exit the hole, and a faint hint of old rot reaches your nose as you spy the burrow.

Consult **DM’s Map #1** for an illustration of the beasts’ former lair.

The main cave was until recently the lair of a pair of strange cat-like creatures, though little evidence of that remains other than their picked-over corpses and traces of their stink. There is no light inside the cave except any the heroes bring with them.

The low cave is a stone’s throw across, and houses a strange black rock with odd, sharp protrusions. The gnawed-upon remains of two feline carcasses lying near the rock are the only other objects to be seen.

Upon entering the cave, special regional characters with the *Caress of Angels* or *Kiss of Devils* certificates are affected as they were previously during *HIG5-09 Twilight*. If any of the characters possess either of these certificates, read the following to them:

You feel it as you enter the cave; something is wrong – this place should not be, yet somehow it also feels familiar. The jagged rock is blurry, hard to see, but your companions don’t seem to notice... until you start glowing. You and all your weapons begin to shed a chaotic, flickering light.

The emanations coming from the black rock begin to affect those around it, as it has actually grown in size since the events of *HIG5-09 Twilight*. Characters who played that adventure can make a DC 20 Spot check to notice that the black rock formation appears much larger than they remember. Anyone not protected by one of the warding charms from the Guildsmen, a *mind blank* spell, or similar magics that ward against *confusion* must make a DC 12 Will save or be affected as if under a *confusion*

spell until they leave the cave or properly ward themselves from the effects of the emanations. Anyone who leaves the cave and reenters it before warding themselves must make the save again, as their bodies and minds once again attempt to adjust to the emanations. Those who make the save are free from the *confusion* effect, though they are still *sickened* unless warded properly. PCs who remain unprotected must make another Will save each hour to further resist the *sickening* effects.

Assuming that the characters have brought tools or weapons that can be used to mine the black rock, it takes about an hour to harvest enough to fill the sack provided by the Guildsmen. Otherwise, it takes twice as long (two hours) to harvest enough of the material to fill the sack. The large boulder takes a few blows, cracking at first in vertical strains, then into horizontal fractures before small sections fall off in a variety of random-sized shards.

Once the party has gathered enough of the rock shards, and is ready to leave the cave, interrupt their attempt by reading or paraphrasing the following (paraphrase especially if running a timed event):

Your magic sack full of shards of the strange black rock, you collect your gear and prepare to leave the cave. Glancing down at your charm, you note its shining silver surface has dulled, evidence that whatever wards enchanted into it have been functioning as promised.

Your preparations to leave are suddenly interrupted by a sound reminiscent of the twisting and tearing of a mighty oak being uprooted from its moorings. Whirling about to seek the source of the noise, you find it originates from the large black boulder. The small cracks that littered its surface from the harvesting are spreading throughout the rock, as if hundreds of thousands of web strands were being weaved across its surface at an impossible rate.

Once the ever-growing web of fissures blankets the boulder’s surface, it creaks and groans for a few seconds as they widen until it suddenly explodes, sending forth a hail of dagger-like projectiles with the amplified tinkle of a thousand mirrors shattering. The shards soar through the charged air of the cave towards you, threatening to pierce your eyeballs and flay your skin into fleshy ribbons.

But just before they reach you, the exploding rock fragments reverse direction as if sucked back towards what you now see is a sickly orange void where the boulder once stood. The deadly missiles enter the weird void, and are quickly followed by the sack of collected shards as it is ripped from your grasp. You also note your hair and loose articles now defy gravity, floating horizontally in the space between you and the pulsing orange mass. The tugging increases in force until your entire body begins to slide towards the rift...

The black rock has been consumed by its link to the Far Realm, a plane that is extremely obscure and unknown to most. With the harvesting of material from its surface, the rock has been weakened and has finally succumbed to the growing forces upon it. The rock's destruction has torn the boundaries between the planes asunder and created a vortex into the Far Realm, and now draws a portion of the prime material plane into it. The rift will soon seal itself, but not before it drags the party into the Far Realm.

The process of drawing victims into the Far Realm is adjudicated through opposed Strength checks. Each round, have all players roll against the rift to determine if they can attempt to move away from it. Dwarves gain their stability bonus to their opposed Strength checks. The rift initially requires a DC 18 Strength check, the DC increasing by +4 every round after the first as the tug of the rift becomes more forceful. Players who beat the rift's Strength check may move 5 feet for each full 5 points by which their check result exceeds the rift's roll. Those players whose checks are less than the rift's result move 5 feet plus an additional 5 feet for each 5 points by which the rift's check is greater than the player's check, sliding directly towards the rift (the two squares that used to be occupied by the black rock on the map). Any character who enters the rift is swallowed by it as if sinking into a viscous liquid, and finds themselves drawn into the Far Realm.

The rift continues to draw the characters in towards itself for one minute, ending with the PCs needing to overcome a final DC 54 Strength check. It is intended that the heroes be drawn into the rift, but this method provides the illusion of a chance to escape. If anyone manages to make it outside the cave by succeeding in enough opposed checks (or remains outside the cave the entire time), the rift finally collapses in upon itself after the minute passes. Those reentering the cave find no sign of their companions, and no evidence of the black rock or rift remains – in its place is only the bare earthen cave floor. Those who succeed in rescuing themselves miss the next three encounters, but their companions, if successful on the Far Realm, return in a matter of seconds due to the flowing time properties of that plane.

Encounter Three: A Realm Too Far

Read or paraphrase the following (paraphrase especially if running a timed event):

Unable to resist the pull of the rift any longer, its forces finally overwhelm you and you find yourself pulled into the orange void at the center of the chamber. Entering the rift feels like your entire body is covered in cotton or feathers, and you see nothing but a blinding luminance, so bright that you are unable to see your own body. It becomes hard to breathe, but your panic at the absence of air quickly

passes as the brightness fades, and your journey ends with gentle contact upon some soft surface.

Once the spinning of your head ceases, you look around at your surroundings. The ground you lie upon appears to be some type of translucent membrane, soft and sticky to the touch. Looking through it, another layer can be seen below, and another layer below that; you eventually realize that more than a dozen layers are visible below, each one of them as varied in composition and structure as night and day. Looking upwards, you see almost the same view as you did below.

Picking yourself up off the ground, you discover that the air about you is syrupy thick, and moving through it is like swimming in water, your movements and reflexes slowed considerably. You find that you are not confined to the ground; gravity seems not to exist, allowing you to move freely through the thick atmosphere.

Looking about, the only signs of the cave from which you came are your companions, your equipment, and the corpses of the two cat-like creatures. Even now, their bodies are blackened and disintegrating into a fine ash, overcome by the energies of this place. The rift that dragged you here is nowhere in sight, and no other path home is visible; it appears you are trapped.

The Guildsmen knew the shards gave off strange emanations, but none of them had any idea as to why. The black rock was a manifestation of the Far Realm upon Oerth, and the gathering of shards from it was enough to force a rupture between the planes.

The Far Realm is a maddening place, a plane beyond the normal planes, which is remote and free of the standard planar boundaries. The entities that abide here are too inchoate, too different, and too alien for most normal minds to accept without being damaged. The DM is encouraged to add strange landscapes and occurrences to their descriptions of the Far Realm.

The Far Realm has the following traits (information reproduced from the *Manual of the Planes*, which is listed in **Appendix Five**):

- **No Gravity:** Entities of the Far Realm float in dark nothingness. The only type of movement is passage between layers, which requires only a thought.
- **Flowing Time:** A minute in the Far Realm equals no time on the Material Plane. The Far Realm is outside time, existing both before and after time's reign, if words like "before" and "after" have any meaning there.
- **Infinite Size:** The Far Realm contains infinite layers, though the layers themselves are not infinite.
- **Highly Morphic:** The layers continually evaporate, divide, spawn, and breathe at the behest of the alien entities that drift through them.

- **Sporadic Elemental and Energy Traits:** Conditions are always in a state of flux in the Far Realm, and it's entirely possible that a given layer could burst aflame as it gains the fire-dominant trait. Usually, changes in the elemental and energy traits of a layer are seen far off, moving from layer to layer as a storm moves across the face of a normal world. Natives are subject to the ever-changing conditions, but they know to flee or take shelter when they sense a storm coming.
- **No Alignment Traits:** The Far Realm has nothing to do with morals or ethics.
- **Wild Magic:** Casters must roll a level check (DC 15 + the level of the attempted spell). A failed check indicates a result on the Wild Magic Effect chart included in the appendix.
- **Maddening:** Moving through the Far Realm is to see, hear, and think in a way that mortal brains are not designed for. Travelers might sprout eyes on their palms, relive a hundred childhoods simultaneously wherein their parents were secretly Far Realm wights, or backward speaking begin. Entry into the Far Realm requires non-natives to succeed at a DC 20 Will save to stave off insanity (as the *insanity* spell). Visitors must make Will saves when they first enter the Far Realm and every hour thereafter.

The Far Realm has an infinite number of layers, each only slightly out of phase with the next. Unlike the Outer Planes, the layers can be only a few inches to a mile thick; it is possible to see through up to twenty layers at once, although the layers become blurry the more distant they are from the viewer. The layers are usually separated by at least 10 feet from one another, although given the madness of the Far Realm, the boundaries can be difficult to discern at times. There often appear to be multiple layers meeting at one point due to the multidimensional properties of the plane.

Due to the warding charms provided by the Guildsmen, the characters are currently protected against the physical and mental effects of this plane. If a character is not wearing the charm, he is *sickened* at all times in the Far Realm and is forced to make a DC 20 Will save or be affected as if by an *insanity* spell.

Characters that check their warding charms or make a DC 15 Spot check notice that the silver has changed from a dull gray to a dark tarnished color. Though its protections are still working against the Far Realm's effects, the plane is draining their enchantments at a much more rapid rate than was expected.

The heroes may attempt either a DC 20 Knowledge (planes) check or a DC 25 Bardic Knowledge check to determine that they are currently in a place matching the description of the "Far Realm", a plane so mysterious that some experts do not even believe it exists. Obviously it does, but as for what to expect, those who make the check cannot offer any help; little is truly known of the strange plane.

Adventurers looking to find a way to escape the Far Realm may attempt a DC 10 Spot check; success means that they have noticed a structure of some sort in the distance, just a few layers above theirs. Nothing else that doesn't assault their sanity can be seen, leaving the party with little choice but to wait at their present location, move towards the structure, or travel in another direction to search for a way to escape the plane.

With a DC 10 Wisdom check, it is possible for non-natives to move from one layer to the next, assuming they are near a physical boundary between the layers. This check may be retried each round. Passing through the layers feels much like swimming through a wet patch of sand, though the sensation ceases within a round.

Also, special regional characters with the *Cares of Angels* or *Kiss of Devils* certificates continue to glow, and are affected as they were previously during *HIG5-09 Twilight*; the effects end once they leave the Far Realm.

Once the party reaches a decision on a course of action, continue on with the following:

Having spent what seems like several hours traveling across the strange place to which you've been pulled, you are certain that the protections provided by the Guildsmen have saved you from succumbing to the madness of this place. Even though the wards seem to have functioned well, the silver of the charm has tarnished and small cracks have started to form in its mounting. As you view the surrounding chaos, the edges of this layer and all the others seem to fade into nothingness. When you move toward an edge it does not seem to get any closer; more terrain seems to materialize from nowhere, extending the distance to that edge.

The landscape is varied; a strange free-floating river of some ink-black liquid defies your sensibilities as it weaves a random path from the layer below you and then flows up through the soupy atmosphere until it continues along the next layer above. Strange, fleshy-tentacled vegetation writhes about, occasionally lashing out at one of the plane's strange denizens, presumably to consume it; thankfully, the vegetation grows sparsely enough here that you can give it a wide berth for safe passage.

Encounter Four: Alien vs. Predator

One such tentacle slowly stretches up toward the layer above, and you become aware of its desired prey – a humanoid figure floating cross-legged and arms akimbo, its back to you and seemingly unaware of its plight.

Assuming the heroes cry out or otherwise alert the figure of the imminent attack, it is suddenly startled into action. A spray of deadly force-daggers arc toward and strike the lashing tentacle, causing it to pull back toward its main

mass. If the PCs merely watch, an eyeball on a twisted cord peers over the floating being's shoulder and seems to alert it instead. Either way, once the tentacle is dealt with, the humanoid notices the party, unfolds its limbs, and swims confidently toward them.

"Well met, young travelers!" A weak and cackling yet friendly voice reaches you across the layer. You may now see that the figure is an old high-elven woman, dressed in a patchwork vest of royal purple and forest green and an orange kilt with blue leggings. Something seems to be peeking through the gray wisps of her long hair, staying just out of sight. "My name is Giselda Insticios, formerly of Highfolk, and current explorer of the Realm. Have you brought me any toothy worms, or perhaps some redthorn cookies?"

A DC 12 Knowledge (local [Iuz's Border States]) or a DC 10 Knowledge (nobility and royalty) check allows the PC to recognize 'Insticios' as a family name of Clan Volmiryth, and a DC 20 Knowledge (local [Iuz's Border States]) check allows them to recall a tale of Giselda disappearing from the Vesve several decades ago. She seems to immediately forget about her requests, asking irrelevant questions about Highfolk regardless of knowing if the PCs hail from there or not, such as if Avereen is queen yet, if the Black Six are still at large, or how the latest vintage of Ilymirth has been. Giselda is clearly eccentric at least, and insane at worst. Several topics that she'll bring up if the PCs don't are:

- Giselda mentions that she saw a strange, bulky sack hurtling past her a while ago – she was going to investigate it, but... *"The blue-bugs came, so I decided to check on it later."*
- If the PCs don't mention what is in the sack, but express interest in it, she asks.
- If the heroes ask what is floating behind her, Giselda introduces Flobee, her pseudonatural stirge familiar. It looks like a cross between a bat, a giant mosquito, and a tiny squid. When introduced, Flobee reaches out to caress a PC with one mauve tentacle.
- This bullet point MUST be read: At one point, her odd pink eyes glaze over and her cackling voice suddenly resonates deeply, *"Heed the words of The One With the Sacred Wood. The Antipathy must remain."* Giselda suddenly jerks, and her eyes clear. She has no recollection of her odd statement.
- Giselda can provide any of the planar information about the Far Realm given in the bullet Points of **Encounter Three**, or **Appendix Five**.
- If asked about a means to escape the Far Realm, Giselda offers to *plane shift* them back to Oerth,

after they retrieve their sack. *"I'm in a hurry, but I can wait for you here. Though I must say, I do not understand why you would want to leave this lovely place."*

Giselda Insticios: Female high-elven Sorcerer 5/Alienist 10. *Traits:* cantankerous, creepy, unstable.

Encounter Five: Once Lost, Now Found

At one point, a wave of lightning shot across the level below, completely charring the terrain with its energy; since then, it has shifted and regenerated into a completely reformed but entirely different landscape. One layer above, a rain of deep-blue globes falls, stretching that layer taut until it seems like a fabric ready to tear; suddenly, the blue globes burst and release strange ticks the size of horses. Thankfully, the giant insects seem to have found prey on that layer and appear to pose no threat to you. Returning your gaze to your own layer, you see a sack-like object laying only a javelin's throw away.

Remember, special regional characters with the *Caress of Angels* or *Kiss of Devils* certificates continue to glow, and are affected as they were previously during *HIG5-09 Twilight*. All their attacks bypass the damage reduction and spell resistance of the half-farspawn arrowhawks, and, if they are lawful, they suffer a –2 enhancement penalty to their Charisma. The PCs are instinctively aware of the effects of the glow; the effects end once they leave the Far Realm. Continue on with the following read-aloud text, based upon APL:

For APL 2:

A raucous, piercing shriek alerts your group that predators are about; a strange creature flies through the current of the ink-black river you passed beneath earlier. It seems intent on the familiar-looking sack on the ground below, as its snakelike body glides on two pairs of feathery wings. It suddenly notices your group and streaks toward your position, yellowish ichor dripping from its mouth. The last thing you notice before it swoops in for the kill is its curious mix of feathers and scales, as it sprouts tentacles and lightning arcs from its maw.

For APL4 and APL 6:

A raucous, piercing shriek alerts your group that predators are about; a pair of strange creatures fly through the current of the ink-black river you passed beneath earlier. They seem intent on the familiar-looking sack on the ground below them, as their snakelike bodies glide on two pairs of feathery wings. They suddenly notice your group and streak toward your position, yellowish ichor dripping from their mouths. The last thing you notice before they

swoop in for the kill is their curious mix of feathers and scales, as they sprout tentacles and lightning arcs from their maws.

The adventurers have gained the attention of one or two native predators of the Far Realm, and now need to defend themselves. For the purposes of combat, three things need to be remembered. First, even though the atmosphere feels thick and the PCs can swim through it like water, there are no changes to combat in the Far Realm; standard combat rules apply. However, characters who choose to swim through the atmosphere may do so with a standard Swim check as if in a calm body of water (DC 10). Next, due to the lack of gravity in the Far Realm, heroes only need to 'swim' to reach their destination; once there, nothing need be done to maintain that position. Lastly, remember that all spells require a DC 15 + spell level caster level check to be cast normally; failure causes a wild magic effect as listed in **Appendix Five**.

APL 2 (EL 4)

Half-Farspawn Juvenile Arrowhawk: hp 25; see Appendix One.

APL 4 (EL 6)

Half-Farspawn Juvenile Arrowhawk (2): hp 25; see Appendix Two.

APL 6 (EL 8)

Half-Farspawn Adult Arrowhawk: hp 59; see Appendix Three.

Half-Farspawn Juvenile Arrowhawk (2): hp 25; see Appendix Three.

Tactics: The half-farspawn arrowhawks have been drawn to the sack of shards, but are wary of the strange power they feel emanating from it, nervously circling about. Since they have been watching for others that might also be drawn to the sack, assume that they are taking 10 on their Spot checks. Unless the party is actively attempting to hide, the arrowhawks spot them when they are within 120 feet of the sack. They circle at a height of 40 to 60 feet above the bag, and shriek once they spot the party. The half-farspawn attack with their rays, and shift form to attempt to frighten their prey; they use their spell-like abilities to raise their defenses if injured. If pinned down and forced into melee, the farspawn utilize beaks and tentacles to engage their attackers. Should the PCs attempt to retrieve the sack and run, the arrowhawks pursue, but do not cross layers should the adventurers do so.

Development: If they defeat the creatures, the party may retrieve the lost sack and continue with their plans to escape the Far Realm. Those who choose to remain near their entry point in the hope of a new rift opening will be sadly disappointed. Those who attempt to explore for a way home have no success. Those attempting to reach the far-off structure find that it may be a massive keep attached to the side of an enormous tree trunk, and is still quite a distance away. Or, they may attempt to

return to meet Giselda for transport home, but the following events prevent them from reaching her.

Unfortunately, it becomes clear that their warding charms are near the breaking point, due to the harsh forces of the Far Realm. Luckily for them, their plight has not gone unnoticed.

The charms provided to the party were crafted for the Guildsmen by Onvere, who also included enchantments upon them to track and scry upon those carrying them. When he was unable to detect the charms upon Oerth any longer, he immediately investigated and discovered what had become of the adventurers. Unwilling to reveal that he was keeping an eye on them, he has sent someone else to rescue them from the Far Realm before they succumb to the madness of the plane.

Continuing your search for a way home, several hours appear to have passed and the warding charms seem to be nearing their end. The once gleaming silver is now a dull black, and the small cracks have grown into large fissures. Time is running out; it seems like mere minutes remain before the madness of this place begins to consume your minds.

Unfortunately, one of the warding charms has met its end, as the energies of the Far Realm have destroyed it. The DM should choose a random player to make a DC 20 Will save, as their charm upon their person has corroded and turned to ash as the last of its protective magic fades away. This PC's charm has failed, and if the save is failed as well, that hero finally succumbs to the *insanity* effect of the Far Realm.

At this point, allow players to attempt a DC 10 Spot check and a DC 10 Listen check, as their situation is going to change one last time in this maddening place.

For anyone who succeeds at the Spot check, read the following:

Desperately looking about for a means to escape this chaos, a red glow catches your eye at the very edges of your current layer. The glow moves toward you, illuminating the area above in a baleful reddish radiance. Straining to comprehend, you realize that a storm of fire sweeps across this layer, similar to the wash of lightning that destroyed the layer below only a short time ago. Gauging its speed, you realize that it will be upon you shortly...

For anyone who succeeds at the Listen check, read the following:

The Far Realm has constantly assaulted you with its odd sights, smells, and sounds, all confusing and maddening to comprehend. And now of all things, you could swear that a trumpet's call was emanating from this place. It finally ends, only to begin again a few seconds later, louder than before.

Following the sound, you spy its source; a large green-skinned humanoid with feathered white wings soars gracefully across the layer below you, a

gleaming silver trumpet at his lips as he sounds out another clarion. A moment later, he spots your party and lands upon the surface of the layer below, beckoning you to come to him. He alternately gazes between you and the rapidly approaching firestorm, a hint of urgency apparent in his silver eyes.

An elemental storm of fire sweeps across the layer, moving quickly and consuming everything in its path. It reaches the party's location in one minute (10 rounds), requiring those on that layer to will themselves to another layer to avoid it. Below awaits Onvere's summoned assistance, a planetar who was sent to retrieve the party from their doom. He is not immune to all the effects of the Far Realm, but has been warded with Onvere's and his own magics to protect him on his mission here. The planetar knows exactly for whom he was been sent, and awaits the party above.

To move through their layer to the one below, a PC needs to succeed at a DC 10 Wisdom check; once they do, the hero may swim between the layers as described earlier. Issues may arise if a PC had his charm give out and failed his Will save, and is thus under the effects of the resulting *insanity*; for this character, ignore a result of 'flee away from caster'. Instead, the PC can be easily subdued by his companions and can be carried to the next layer by one of them. Once the storm arrives, those who fail to reach safety take 2d6 points of fire damage each round for ten rounds, until they either die or succeed in moving toward their rescuer.

After each hero escapes to the layer below, continue on with the following:

Passing through the ground of the previous layer, you move towards the waiting figure as a reddish glow flares above you... the firestorm has arrived. For what seems like mere seconds, the layer is awash with incendiary intensity; just as suddenly, the storm subsides. You see the layer above has been reduced to an ash-covered plain, though a new growth of purple vegetation is already beginning to reform at the fringes.

As you approach the tall humanoid, he looks your party over, nodding his head. "It appears you may be in need of some assistance. Are you ready to return from whence you came?"

Rufus: Planetar. *Traits:* good, high-strung, and lawful. Rufus is the traditional planetar, although he speaks in a high-pitched and effeminate lisping voice.

A DC 24 Knowledge (planes) check identifies their savior as a planetar. He answers questions of the group, but also mentions that their protections may fail at any moment, motioning to their warding charms. In fact, at the start of any questioning, the DM should choose another random player to make a DC 20 Will save. This PC's charm has also failed, and if the save is failed as well, that hero finally succumbs to the *insanity* effect of the Far Realm. Of course, Rufus can easily remove the effect with a *heal*

spell, but will not do so until they are safely back on Oerth. If the PCs persist in asking questions amidst the dangers of the Far Realm, continue telling them their charms fail and have them make Will saves until they realize their peril.

The planetar can share the following information:

- The planetar goes by the name of Rufus.
- He was sent by a "mutual friend" that knew you were in need of assistance. He will not name the "friend," looking around nervously if asked to.
- Rufus does not know how the "friend" knew the party was in trouble, just that he was asked to retrieve them.
- This place is known as the "Far Realm," a plane that exists outside the normal cosmology. It requires much effort to gain entrance to this place, else help would have arrived sooner.
- *"The black rock in the bag should be harmless enough to bring back with you."*
- *"Had I not reached you in time, your minds would like have been driven mad and your bodies altered by this place. Even I require a great many protections in place to survive here."*

Once the party is ready, Rufus *plane shifts* them back to the Vesve Forest, just outside the black rock cave. They find that a matter of just seconds has passed since they were pulled to the Far Realm, due to the flowing time of that plane. Rufus uses his spells if needed to *heal* anyone that may have fallen prey to the *insanity* effect of the Far Realm, but after that immediately takes his leave, teleporting himself away. Anyone investigating the cave finds no sign that the black rock ever existed there.

Once they are done here, the party may journey to the *spellpool* cavern (**Encounter Six**) if they haven't already done so, or return to Doom's Retreat if they have collected both requested substances (**Encounter Nine**).

Encounter Six: Jewel in the Rough

Following the Guildmen's map leads to an uneventful journey of several more days, along the Quagflow Road and beyond, high up into the Yatil Mountains. Your new information eventually allows for the discovery of a small cave, one that would have been very difficult to find without the map.

It is early spring in the mountains, so cold weather gear or similarly protective magics are necessary to avoid the dangers of the weather. See page 302 of the DMG for effects of the cold environment on unprotected PCs. The environment is merely "Cold."

The tiny cave provides a welcome respite from the early-spring winds. Though it is nearly featureless,

the information you have been given suggests otherwise.

Inside the cave, the heroes find nothing unless they have a means to see *invisible* objects – if so, they note a bronze plaque on the right-hand wall, with the phrase “*Feigned Agreement Augurs Curse aptitude*”, written in Ancient Suloise. This is all that remains of the original puzzle (from *HIG5-01 Pooling Resources*) guarding access to the *spellpool* cavern below.

They also find no sign of the five-foot diameter opening that was smoothly cut into the left-hand wall by a *disintegrate* ray – it has been hidden by the *permanent image* of a blank rock wall that the Guildsmen had mentioned earlier. Once a careful search discovers this and they step through, the party finds the narrow entrance is shrouded in a glowing green curtain (DC 28 Spellcraft check to recognize the permanent *dimensional lock* spell that has been cast just inside the passage).

Stepping through the illusionary wall, you see a strangely smooth opening, filled by a curtain of glowing green light. Passing harmlessly through it and following the narrow passage leads you on a descent into the bowels of the mountains. Along the way, you periodically pass the imposing statues placed by the Guildsmen – but the pass-codes and keywords with which they have provided you have so far kept the guardians at bay. After traveling for several leagues, the tunnel eventually opens upon a spacious glowing cavern, accompanied by the fluid music of running water, and... singing?

Carefully entering into the vast cavern, it becomes obvious that the gentle glow originates from the slow-running golden stream that begins at a small waterfall on the near wall and culminates at a deep pool on the far side of the cavern. The entirety of the rocky grotto pulsates with latent energy, which seems to emanate from the golden pool itself. A myriad of stalactites and various ledges glisten overhead, dripping more of the golden liquid onto the stony ground surrounding the pool.

But it is the sight of the huge, blue-armored serpent that dominates the spectacle. It seems to be singing to itself in perfect Common with a pleasant, lilting female voice as it frolics and cavorts in the pool. It sniffs about for a moment before noticing your presence; when it does, its mouth opens wide and exposes dozens of sharp teeth in what you can only hope is a smile.

“Well, hello tthhhhere, fffew-legsss. You ssseem to havvve caught me in the middle of my battthhh – were you sssent by Fffallon? My name isss Jewel – who are you?”

Refer to **DM’s Map #2**. Assuming the PCs do not attack and give her some names (any will do), Jewel suddenly responds...

“Oh! I almosst ffforgot! Havvve you the passssss-pphhhrasse?”

Jewel appears as a colossal armored snake (behir), about three hundred feet long and weighing about 37,000 pounds. She can fold her dozen limbs close to her long, narrow body and slither in snake fashion. The behir’s coloration ranges from ultramarine to deep blue with bands of gray-brown, and her belly is pale blue. She has two large horns that curve back over her head.

Jewel: Female behir. *Traits:* Lazy, contented, relaxed. Int 20. Cha 13. However, see Azrael below.

If the heroes do not make introductions and give the phrase for some reason, Jewel disappears beneath the surface of the *spellpool* and does not return. Once introductions have been made and the pass-phrase of “Sagely Wilmont” is given, she begins pleasant conversation, tersely sharing the following information:

- She has been sustaining herself by feeding on the magical energies of the *pool* for centuries, ever since she was a youngling.
- The liquid of the *spellpool* is not wet, and can be breathed as if it were air. One mouthful can sustain a being for an entire day.
- Other than a fleeting interest in some company, her only desire is to remain close to the incredibly powerful energies of the *spellpool*.
- The behir feels only a slight sense of obligation to protect the *spellpool* from being destroyed or tainted, and mostly just wants the PCs to visit for a bit and then leave her alone and be on their way.
- Jewel can tell them of the vast magical power of the *spellpool* and that it can sustain life, cure various ailments, and augment magic.
- She was told by the ancient Suel people that brought her here to guard this cavern that there is a magical container nearby that can actually hold the *spellpool* liquid for transport. She only reveals this after bemusedly observing repeated attempts to retrieve the liquid – the *spellpool* stuff flows right through any container they attempt to fill, including the ordinary jar provided by the Guildsmen. Nothing but the special container can remove the liquid from the pool. Once the heroes fail at several attempts to gather the liquid, she chuckles and reveals: *“That won’t work, sssilly peopless! You need the ssspecial vessssssel.”*
- If pressed, Jewel explains that there is a secret room off the main cavern where the vessel is held (See **DM’s Map #2**). She points the adventurers to the entrance and tells them to be careful and use their heads, if they express any interest in retrieving the vessel. She knows no details – only that her masters hinted at danger

and puzzles, and that the gods themselves watch over the place.

Jewel is currently possessed by Azrael, a ghost that is using her *malevolence* ability on the behir. Azrael formerly haunted Doom's Retreat, began research into the *spellpool* before her death, and assisted the Guildsmen in its discovery. About a year ago, Azrael relocated to the *spellpool* cavern, the source of her desires. She is possessing Jewel so that she may speak with the PCs.

Ghost of Azrael: Female human Ghost Wiz 12. *Traits:* normally serious but prone to practical jokes, intolerant of incompetence.

Azrael has been watching the party through Jewel's eyes since their arrival, and attempts to discern which among them is an arcane caster; failing that, she seeks someone whom she thinks might be willing to assist her. Once the heroes decide upon a course of action, she sends a *message* spell to the person chosen as follows (pull the player aside, if you wish):

As you and your companions begin to leave, a faint whisper can be heard in your ear, although you are unsure of its source, as the creature's lips no longer move. The female voice calmly and clearly speaks.

"Brave adventurer, I am Azrael, former spirit of Doom's Retreat, who assisted the Guildsmen in the discovery of the spellpool a year ago. Though I have enjoyed my time with that discovery, my restless soul wishes to see more; alas, I cannot travel beyond this cavern in my present form. If one with your skill and bravery would allow, I would very much like to... accompany you into the next chamber. I promise not to harm or control you, only wishing the pleasure of viewing what lies beyond. Also, I am not without resources of my own, and may be of some assistance."

If the player agrees, Azrael uses her *malevolence* to reside in the character's body, and may assist the party with her Knowledge skills if needed. She will not cast spells or involve herself in combat unless she herself (not merely her host's body) is somehow threatened. If the player disagrees, Azrael asks another adventurer; if no one accepts, Azrael attempts to forcibly use her *malevolence* to possess a player in the reverse order of her requests (DC 19 Will save). If she is successful, she inhabits the body but takes no actions against the person she possesses. If her attempts to forcibly take possession fail, she accepts defeat and bothers the party no more.

While she is most interested in viewing the sacred Suloise cavern and learning what it holds (she was able to peer through the wall, but could not actually enter), she could also be convinced to join the heroes if they haven't yet gone to retrieve the black rock. They need to succeed in changing her attitude from Indifferent to Helpful, requiring both a DC 30 Diplomacy check and a promise to return her spirit to the cavern. Since the PCs won't be able to reenter the cavern on their own, Azrael takes

complete control of her host and uses her own knowledge to bypass the Guildsmen's wards – the PC is made to travel alone, and will have no recollection of the journey.

Encounter Seven: Alchemy 201

Once Jewel points it out, the door can be found with a DC 10 Search check (DC 30 without her help).

With Jewel's assistance, the secret door is easily located and opened; the glow from the spellpool reveals a short tunnel, and the stale dust of centuries assaults your nostrils. It is apparent that the small entryway leads to a much larger room, but the glow fails to penetrate much of it.

Once the heroes find a way to light their path, continue reading or paraphrasing:

Your light feebly illuminates only a portion of the vast cavern. There is a wooden wall ahead, but closer than that is some stone object on the wall. You concentrate your light on it, and you see a horrific visage leering back at you!

Their light reveals a spacious cavern adorned with many stone gargoyles and containing a handful of wooden cubicles, each with a curtained entrance. The cavern is perhaps two longspears high, and each cubicle is less than the height of two men.

Allow each PC a DC 20 Spot check (use the checks rolled prior to beginning the adventure, to avoid alerting the players that anything is unusual) to notice that two of the gargoyles are actually alive and using their *freeze* ability, except at APL 2 where the gargoyle footprint merely hides (see circles labeled 'G5' on DM's Map #3).

Most of the furnishings and items in this museum are in various states of decay, though the stagnant, dry air has kept them in passable condition. Each individual cubicle is dedicated to some aspect of a Suloise deity. **Note that, unless otherwise specified, all written material has been scribed in Ancient Suloise.** After a quick perusal of a cubicle's contents, a DC 15 Knowledge (religion) check identifies the Suloise deity to which each cubicle has been dedicated. Followers of any Suel god or those of Suloise descent receive a +2 competence bonus to this check, clerics of a Suel god receive an additional +2 bonus, and a follower of that particular god can automatically recognize the dedication to his deity. See **DM's Map #3** for the key to each cubicle below.

Creatures: Shortly after entering the museum, two of the real gargoyles among the many statues adorning the cavern walls attack the heroes, unless ALL the PCs appear to be of pure Suloise ancestry – fair skin, blonde or red hair, blue eyes, etc. The gargoyles wait for a short while before attacking, moving into advantageous positions, until they have identified that not all of the intruders are Suel. If all PCs are Suloise, then the gargoyles do not attack. Note that at APL 2, the Gargoyle

Footpad cannot *freeze*, so it hides up near the ceiling instead.

APL 2 (EL 3)

Gargoyle Footpad: Male gargoyle; hp 15; see Appendix One.

Gargoyle Sneak: Male gargoyle; hp 23; see Appendix One.

APL 4 (EL 5)

Gargoyle Scalawags (2): Male gargoyles; hp 26; see Appendix Two.

APL 6 (EL 7)

Gargoyle Scoundrels (2): Male gargoyles Rogue 1; hp 52; see Appendix Three.

Tactics: The gargoyles attack PCs that are obviously elven first, then other PCs, and obvious Suloise PCs last. If EVERY PC is Suloise, the gargoyles do not attack at all.

The Sacred Suloise Cavern

These rooms are depicted on **DM's Map #3: Sacred Suloise Cavern**. The PCs must explore these rooms in order to locate the necessary items to solve the puzzle presented by the statue below.

#1 Norebo:

This small room contains several tables that appear to be devoted to games of chance. A large plaque featuring a pair of eight-sided dice dominates the far wall.

This cubicle contains gaming tables strewn with items such as a preserved rabbit's foot, a coin, a horseshoe, many dice of various shapes including a **pair of lead 8-sided dice**, several decks of playing cards, gaming chips, and games of chance.

#2 Wee Jas:

This cubicle contains displays of religious and political items, including an altar guarded by what appears to be mummified human remains, adorned with an iron symbol of a burning skull.

In the middle lies a small altar, and in the corner behind it is a tiny circular table holding an upright box. The box contains assorted religious items, such as a brass censer, several incense sticks, a charcoal-filled, a gold plated brazier, a platinum aspergillum, two vials of holy water, two vials of unholy water, a set of wood and pearl prayer beads, and a silver chalice. On a teakwood coat rack hang several clerical vestments, next to what appears to be the mummified remains of a Wee-Jasian priest wearing an iron holy symbol (depicting a burning skull) (though it is actually just a stuffed mannequin). A table on the east wall holds a signet ring, an oak and **silver gavel** with matching pad, and a gold and electrum crown with matching orb and scepter. The north wall contains shelves filled with decayed books and scrolls concerning

ancient Suloise law. Above this shelf is mounted a bronze placard with the phrase "*apt magical upbringing cures DARKNESS' fell snare*" – give the players **Player Handout #3**.

This phrase is both a clue as to how to reveal the diagram in Lydia's cubicle, and to the correct placement of the items in the statue's hands in area #10. If a *detect magic*, *arcane sight*, or similar spell is cast and the plaque is viewed, most of the words' "key" letters glow brightly (the "pt" of "apt", for example); however, the entire word "DARKNESS" glows black, suggesting that it is the opposite of the word that is "key" ("light" - and "light" backwards yields the "hg" in the proper order). In fact, if a *light* spell is cast upon, or an *everburning torch* is touched to the plaque, the word "DARKNESS" shifts and swirls, rearranging itself to form the letters "thgil" ("light" backwards), and the "hg" glows brightly. Last, if the heroes seem stuck, two things can be used to help them. Azrael (if available) can give clues as needed –she can perhaps suggest that darkness is the opposite of light, and so on; second, if a PC identified this cubicle as being dedicated to Wee Jas, an Intelligence check can be granted to indicate he recalls the fact that Wee Jas is also a goddess of magic, and therefore a means to detect magic might yield some useful information.

#3 Dalt:

Instead of a rotting curtain covering its entrance, this area is barred by an actual door. A skeleton key is carved into the base of the door.

The door and lock are merely decorative; the door can be readily broken open with a successful DC 15 Strength check, or the lock is easily picked with a DC 20 Open Lock check. Alternately, adventurers can choose to climb over the wall (DC 10 Climb check if climbing the craggy cavern side or DC 15 if pulling oneself over the wooden wall). Inside can be found many keys and locks hanging on racks and hooks all in various stages of decay – amongst the best of these is a **platinum key**. This key was intended as a replacement for the platinum destroyed by the *disintegrate* ray from the key puzzle encountered in *HIG5-01 Pooling Resources*.

Simple Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 15.

#4 Lydia:

This tiny room seems to be dedicated to the arts, particularly that of music. Rainbows, sunbeams, and sprays of color adorn the entire area.

The eastern portion of this cubicle is dedicated to the art of dance. Various costumes hang from the wall, primarily of the type used for ceremonial dances. A shelf holds several pieces of costume jewelry, including a gold necklace and a pair of tin bracelets, three masks of porcelain, wood, and jade, and three different dance step diagrams. Drawn on the wall is a picture of a fire dance. On a small table lies a pair of silk dance slippers, a pair of

finger cymbals, two small pots of dried war paint, and a small steel fan.

Arranged on the south wall are different musical instruments, including a lyre, a lute, two horns (one brass, one silver), a **tin whistle**, two small drums, a small brass gong, a platinum flute, two bronze cymbals, and a wooden set of pipes. On the floor stands a harp. On a small table lies a songbook, with the music and lyrics to several old Suloise songs.

The west wall seems to be dedicated to theater, as it is dominated by a very faded painting depicting thousands of obviously Baklunish people, dead or dying (The Invoked Devastation). On a table beneath the painting lie several crumbling scripts, all now virtually unidentifiable. Also on the table are three wig-stands, with wigs (one each of blonde, brunette, and auburn), a makeup kit, and two speaking cones. A locked cabinet is mounted to the west wall, carved with a symbol of a spray of colors erupting from an open palm. It can be unlocked with a DC 20 Open Locks check, a *knock* spell, or with the platinum key's *knock* ability.

Inside the cabinet is a 2-foot hemisphere of pure darkness. The heroes may make a DC 20 Bardic Knowledge, DC 25 Knowledge (arcana), or DC 20 Spellcraft check to recall tales of a magic item known as a *sphere of annihilation*, though this is nothing other than a mere *darkness* spell, modified by ancient Suel magic to reduce its size and make it opaque. If the head of an *everburning torch* is inserted into, or a *continual flame* or higher-level spell with the light descriptor is cast upon the hemisphere, the darkness fades (if used, the *torch* is rendered inert for 24 hours), revealing a diagram carved into the cavern wall behind it - give the player's **Player Handout #4**. Note also that, since the diagram is carved into the stone wall, it can be felt by an adventurer brave enough to insert his hand into the sphere of darkness.

#5 Bralm/Phyton:

This cubicle displays an assortment of primarily agricultural tools and machine models.

These tools and models include an auger, grain mill, hammer, hoe, pick axe, plow, pulley, rake, saw, scythe, sundial, shovel, sieve, spinning wheel, waterwheel, windmill, and a wind vane. Many of the items are marked with a depiction of either a wasp or a scimitar before a mighty oak. In one corner stands a rack with a beekeeper's outfit.

#6 Xerbo/Osprem:

Parting the moldering curtain reveals a space full of seafaring equipment on one side, and coins and scales on the other.

This cubicle is filled with seafaring equipment, such as navigation charts, pieces of rope tied in various seafaring knots, a sextant, compass, and a spyglass replica (which is engraved with a barracuda). There is also a small case containing an old Suloise **copper piece**, silver piece, electrum piece, gold piece, and platinum piece, as well as

an accountant's scales. A dragon turtle is stamped into the reverse of each coin.

#7 Lendor:

A miniature library greets you as the curtain is parted – shelf upon shelf of crumbling books and scrolls fill this area.

The walls of this cubicle are lined with shelves containing many books and scrolls detailing the Suloise pantheon and culture, all in very poor condition. With a DC 25 Search check or the casting of a simple *detect magic* spell, a divine scroll of *remove blindness/deafness* can be found amongst them.

A medical kit sits on a table – inside it are a few crude surgical instruments (scalpels, bone hooks, probes, tweezers), bandages, a needle and thread, and several tins of dried up ointments. The leather bag is stamped with a crescent moon in front of a new moon surrounded by fourteen stars.

#8 Fortubo:

The walls of this cubicle are lined with racks of mining tools and equipment, but it is the anvil in the center that draws your attention.

This cubicle is filled with racks of miner's tools and equipment – picks, shovels, rock crushing tools, drills, grinding tools, helmets, lanterns, chisels, mining pans and sluices, and such. On a table is a journal detailing the amalgamation process of gold and silver ores, accompanied by a **vial of mercury** (which should be described as quicksilver).

A small iron anvil stands firmly bolted to a short, blocky pedestal inscribed with a glowing hammer – if any dwarven PC (including those with the *Dwarf of Dargas Mor* regional certificate) should place his weapon upon the anvil, it is temporarily infused with divine power. The result is as if the weapon is subjected to a *bless weapon* spell for 20 minutes. Dwarven PCs sense the anvil has this ability upon entering the cubicle.

#9 Kord/Nazarn:

Racks and tables full of weapons, armor, and shields are crammed into this tiny space – all seem to be in decent shape.

Displayed on the tables and racks lining the walls of this cubicle are a variety of weapons, including two light maces, two heavy maces, four longswords, three battleaxes, a flail, a ranseur, a long sword, five daggers, three morningstars, a light crossbow and quiver with ten quarrels, six javelins, a sling with ten lead bullets, two short swords (each wrapped in an a steel chain), seven warhammers, a quarterstaff, a **cold iron great sword**, a trident, a bastard sword, and a heavy pick. Also hanging from the walls are two heavy steel shields, a spiked buckler, a suit of chain mail, leather armor, hide armor, chain shirt, and a breastplate. All weapons and armor are

in reasonably good condition, despite their age; above one of the weapon racks is a star of maces and spears.

#10 Beltar:

When the PCs approach this statue, read or paraphrase the following text:

On the far side of the cavern stands what appears to be a large obsidian statue on a low dais. As you approach, it can be seen that the statue is a depiction of an attractive Suloise woman – except it has six arms and the lower body of a massive, coiled serpent. All six arms are extended outward, with the palm of each turned upward as if to receive an offering. The statue's middle-left hand holds a small wooden bowl, and its snarling lips are parted slightly, revealing rows of wicked fangs. In the alcove behind the statue is another engraved bronze placard, and carved into the ceiling directly above the steps leading up to the dais is a monstrous maw with bared fangs.

The placard bears the repeated phrase, “apt magical upbringing cures DARKNESS' fell snare” again written in Ancient Suloise. The phrase is a clue to the alchemical symbols of the materials needed to solve the puzzle. The puzzle uses the symbols for the Ancient Suloise words *platinum*, *argentum*, *plumbum*, *cuprum*, *hydrargyrum*, *ferrum*, and *stannum*, which correspond to the metals more commonly known as platinum, silver, lead, copper, mercury, iron, and tin. If a *detect magic*, *arcane sight*, or similar spell is cast and the plaque is viewed, most of the words' “key” letters glow brightly (the “pt” of “apt”, for example); however, the entire word “DARKNESS” glows black, suggesting that it is the opposite of the word that is “key”(“light” - and “light” backwards yields the “hg” in the proper order). In fact, if a *light* spell is cast upon, or an *everburning torch* is touched to the plaque, the word “DARKNESS” shifts and swirls, rearranging itself to form the letters “thgil” (“light” backwards), and the “hg” glows brightly. If the heroes seem stuck, Azrael can be used to help them, perhaps by suggesting that darkness is the opposite of light, and so on. The statue also radiates moderate transmutation magic.

The adventurers must place the correct seven objects (which were found about the museum) into the six extended palms and parted lips of the statue (the mercury must be poured from the vial into the wooden bowl in the statue's middle-left hand), according to the diagram found in Lydia's cubicle (see **DM's Aid #1**). Upon placing the correct object into the correct appendage, that appendage briefly animates to grasp the item. If a wrong object is placed, or in the wrong order, the statue does NOT grasp the item, and the PC placing the object is subjected to the effects of a *blindness* spell (“darkness' fell snare”), every time this occurs. This blindness may be remedied by the casting of a *dispel magic* or *remove blindness/deafness* or possibly from the scroll found in Lendor's cubicle (“apt magical upbringing”), or by immersing oneself into the *spellpool* – Jewel points this out when they return her way if she sees it is needed.

Trap: If a wrong object is placed, or in the wrong order, the PC placing the object is subjected to the effects of a *blindness* spell, every time this occurs.

Blindness Trap: CR 3; magical; touch trigger; automatic reset (no delay); spell effect (*blindness/deafness*, 3rd-level wizard, blinded); DC 13 Fortitude save resists); Search DC 27; Disable Device DC 27.

Encounter Eight: Beltar's Bite

Once the final object is placed into the correct appendage, the statue's mouth animates and blow the tin whistle, emitting a piercing shriek and possibly stunning all PCs in a 30' radius for one round (DC 12 Fortitude save to resist) – read or paraphrase the following:

You place the final object into what you hope is the right location, and are 'rewarded' with an immediate shrieking as the statue's mouth animates, blowing a piercing blast on the whistle you've inserted into its cold, stony lips. You cannot help but cover your ears and bend over in an attempt to muffle the cacophony and ease the pain. Simultaneously, twin beams of sickly green light arc from the maw of the ceiling carving, instantly destroying the nearest gargoyle statues and the stone walls behind them. From the newly created openings, two more gargoyles burst forth and swoop down upon your party. Though impossible to hear at the moment, you can imagine the rocky sounds of gnashing teeth and clacking claws as they attack.

Begin the combat with the gargoyles engaging the PCs with a flying charge. After the first round of combat, continue by reading the following description:

Meanwhile, the rest of the statue continues to move as well, eventually breaking free of its mounting - its coils slowly slither toward you and your companions. Once within reach, it stiffly raises the greatsword in one stony hand, high above its rocky head - the thing grins toothily as it swallows the whistle and swings the cold iron blade at your head.

Creatures: The Suloise intended to test the physical prowess of seekers for the special container, as well as their mental aptitude. Once all the special objects have been properly placed, *disintegrate* rays shoot from the maw carving in the ceiling, destroying the two gargoyle statues flanking the dais and the *wall of stone* spells that had been cast to imprison two real gargoyles. While the heroes suffer from the effects of the whistle, these two gargoyles charge to attack, spoiling for a fight after an eternity of captivity. After three rounds, the statue itself joins the fray – this, in combination with the conditions that prevent it from using its claw attacks and the preparedness of the party, reduces the overall EL of the encounter by two. Note that the Guardian MAY be attacked normally during the three rounds it takes to

fully animate – see its *slow animation* ability in Appendix Five.

APL 2 (EL 5)

Gargoyle Footpads (2): Male gargoyle; hp 15; see Appendix One.

Beltaran Guardian: Large Construct; hp 63; see Appendix One.

APL 4 (EL 7)

Gargoyle Scalawag: Male gargoyle; hp 26; see Appendix Two.

Gargoyle Scoundrel: Male gargoyle Rogue 1; hp 52; see Appendix Two.

Beltaran Guardian, Advanced: Large Construct; hp 85; see Appendix Two.

APL 6 (EL 9)

Gargoyle Scoundrels (2): Male gargoyles Rogue 1; hp 52; see Appendix Three.

Beltaran Guardian, Advanced: Large Construct; hp 107; see Appendix Three.

Tactics: The gargoyles ruthlessly attempt sneak attacks to blind or stunned PCs first, or try to flank those that aren't. If no PCs are impaired, the gargoyles may choose to fight defensively until the Beltaran Guardian joins the fray. Once it does, the heroes are subjected to its *unseeable presence*, and the gargoyles then sneak attack heroes that have their eyes closed. As its activation is due to the special items placed into its appendages, it must retain those items in its hands (though it eventually swallows the whistle), disallowing its six claw attacks. Instead, the Beltaran Guardian wields the **+1 cold iron greatsword** one-handed and uses its *bite of malice*. It uses *earth glide* to continue attacking a retreating foe that has actually damaged it. Lastly, one time as a swift action, it uses the power of the **lucky dice** to modify one attack roll.

At APL 2, Azrael (if present) makes a point of mentioning that the Beltaran Guardian appears to be a construct and, given its size, use of the *adamansheen* is probably very prudent.

Development: All the items listed in **bold** are needed to solve the statue puzzle. They can easily be found by the simple use of *detect magic* spells. Without this resource, the puzzle will be very difficult to solve – the heroes will need to resort to appraisal checks ranging from DC 12 to DC 20 to identify the higher quality (i.e. magical) items dependent upon the rarity of the item, and trial and error.

If the animated statue is defeated, it shatters into thousands of pieces – once dusted off, one of these pieces is seen to have a bowl-like appearance, and another a matching cover. Both radiate moderate abjuration magic if checked for. These can be taken back to the *spellpool* chamber, filled with the liquid, and then placed together to form a sealed container. The **tin whistle** can also be recovered from the center of the rubble, along with the other special items.

If the PCs suffer from the effects of more than one *blindness* effect (which can be cured by the scroll found in Lendor's cubicle), they are told by Jewel that immersing oneself into the *spellpool* can cure the affliction. The worst part of the bite of malice disease (the need for a *break enchantment* or *remove curse*) can also be remedied by a quick dip.

Once back in the *spellpool* cavern, the ghost of Azrael exits her host (unless other arrangements are made for her to remain with her host) – all heroes with line of sight to the host can see the following:

A wispy, translucent form floats outward from your companion's chest. The obviously female apparition turns and plants a kiss upon his (her) cheek, gives a silent wave to the rest of you, and glides over to the spellpool, where it gracefully dives in without disturbing the surface and disappears from sight.

The heroes may now travel to the black rock cave if they haven't yet (**Encounter Two**), or return to Doom's Retreat (**Encounter Nine**) if they have.

Treasure: The PCs may lay claim to the various artifacts from the museum, though they find they have trouble selling them in Highfolk at this time. They may also retrieve the magic items after defeating the statue, but only one PC may choose each item.

All APLs: Loot – 70 gp, Suloise Artifacts; Magic – scroll: *remove blindness/deafness* (31 gp each), *lucky dice* (25 gp each), **+1 cold iron greatsword** (366 gp each), *whistle of stunning* (25 gp each), *gavel of truth* (25 gp each), *copper piece of business transacting* (83 gp each), *platinum key of unlocking* (25 gp each), *quicksilver of stone melding* (62 gp each).

Encounter Nine: Sympathy or Antipathy?

Returning to Highfolk and Doom's Retreat, hopefully with both substances in hand, the PCs meet a man and a wolf on the road several miles outside town. Assuming they approach in a non-threatening manner, read or paraphrase the following:

A short distance ahead, you see a brown-haired half-elf playing fetch with a great black wolf, hardly more than a pup. The young man is dressed in scaly white hide armor and a forest-green cloak, wears a jade circlet on his brow, and rests his weight lightly upon a wood and stone staff topped with a crystal serpent. A darkwood shield emblazoned with a burning rose lies propped against a nearby log. He looks up and favors you and your companions with a friendly flash of his bright green eyes and smiles.

"Well met, travelers! A lovely day for a journey... or a return from one, is it not?" The wolf barks once, and the half-elf chuckles before continuing. "Yes, yes,

Genny – my apologies. I am Calentir Elethiel-Rellen (“CAL-ehn-teer ee-LEETH-ee-ell RELL-en”) of Clan Shandareth, and this here is Generosity. May I have your names, and ask what brings you to Highfolk?”

Allow the PCs a DC 10 Knowledge (local [Iuz’s Border States]) check to identify the half-elf’s shield symbol as the flameflower used by Clan Shandareth. Elves of Highfolk automatically recognize this symbol.

Regardless of whether they tell him or not, Calentir steers the conversation toward the sack of black rock and the container of spellpool liquid. Both are likely visible due to their size, but even if the PCs have managed to conceal them, he is aware of their quest. Likely comments might be:

- If asked if he is ‘The One With the Sacred Wood’, the half-elven man chuckles and replies, *“Well, I AM a druid. Isn’t that what you would expect of one of my profession that calls the Vesve his home?”*
- If asked about his relationship with Releshi Elethiel-Rellen, Calentir smiles wistfully and replies, *“Yes, she is my wife, and I am the luckiest man on Oerth to have her. Unfortunately, she is quite misunderstood and apparently wanted for a crime. I haven’t seen her lately, but I do worry for her... and for our son.”*
- *“Onvere is a very good friend of mine, but I fear he has picked up a questionable habit of late. Do you truly know why the Archmage has asked you to retrieve these items? I feel you should ask Onvere if he gave you the entire truth.”*
- *Lowering his voice, the druid continues. “I believe he and the Guildsmen wish to create a means to bypass the protections around Flameflower, protections that the former Loslain himself so wisely agreed to accept.”*
- If there are any elves or half-elves present, Calentir adds, *“Not many of the Elven Court would rejoice at news of what it seems Onvere may be up to.”*
- *“Onvere and I both strive for the protection of the Vesve – we simply do not always agree on the methods we deem necessary toward that end.”*
- *“I want you to hear the Archmage’s side of things first, of course, but should you decide to not yield your newfound materials to him, I will certainly make it worth your while. I have a few interesting things at hand to offer you – simply return here with the materials after your meeting, and you shall be rewarded handsomely.”*

- *“The choice is yours, young adventurers. I merely sought for you to know the whole truth of your quest – I cannot say which is the right decision, and neither can my friend. It is for you, the newest heroes of the Vesve to decide.”*
- *“One more thing I would ask of you, if I may... I would be interested in your discussion with my friend, but I have a few matters to attend to. Would you permit me a simple spell to eavesdrop for a bit? It has been long since I last saw my friend.”*

If the PCs allow, Calentir casts a *chain of eyes* spell on one of them, so that he can monitor their upcoming meeting with Onvere. He then takes his leave, and the heroes may complete their return to Highfolk town.

Calentir Elethiel-Rellen: Male half-elven Druid 18.
Traits: friendly, patient, helpful.

Conclusion

Once back at Doom’s Retreat, the heroes are escorted into the comfortable library to meet again with Onvere. If they were unsuccessful in obtaining both items, he is somewhat disappointed and holds back on his rewards. But if successful, he appears pleased and eager to reward the adventurers. However, it is likely they will have a few questions for him first. He appears slightly annoyed at being interrogated, and suspiciously asks why they are suddenly asking questions. If they mention their meeting with Calentir, he nods bemusedly with understanding. If one of the PCs allowed Calentir to cast his *chain of eyes* spell on him, Onvere eventually notices something unusual, smiles, and waves to the PC without comment. He does not offer more information than he feels necessary; successive bullet points should only be read if the PCs persist. Likely responses may be:

- *“I strive for the protection of the Vesve, I assure you. My experiments will be useful for testing wardings similar to the ones that the Iuzians placed around Quaalsten.”*
- *“I only wish to bypass them, and have no intention in undoing any protections. Far from it – I just require more freedom for my activities these days.”*
- *“I require the ability to bypass the protections of Flameflower, since those not of elven blood cannot now pass those boundaries. Regardless of not sharing this with you all initially, I assure you I intend no harm.”*
- *“Yes, Calentir and I are long-time and best of friends. But circumstances have placed us at odds recently, and we have agreed to keep our distance for now. How is he?”*

- *“As I’m sure Calentir mentioned, the choice is yours. I will not force you, nor make the decision for you.”*

The adventurers must now decide if they still wish to turn the substances over to Onvere. Onvere wishes for the ability to enter Flameflower such that the Guildsmen may assist in reestablishing the other protections of Flameflower. It is popularly known that Lord Kashafen Tamarel had decreed non-elves welcome in Flameflower before the magical field mysteriously appeared. Many elves disagreed with his decision.

AR Access

- If the PCs turn the black rock and the *spellpool* liquid over to the Guildsmen, they all receive the **Influence Point** with the Guildsmen of the High Art.
- Those PCs that encounter the weasel have access to the **Adamansheen**. Those that possess the Devoted of the Green and White regional certificate and are good-aligned receive Regional access to the Adamansheen. Only one tin may be purchased per Regional adventure.
- If the PCs recover the **Suloise Artifacts**, they find no buyers – the PCs must choose how to divide them (though each PC must still “buy the item from the party,” as per usual treasure distribution rules. They do not receive the item for free. Access to each item may only be given to one PC per item. Note that the PC who chooses the *copper piece of business transacting* finds that the Guildsmen want it; they offer to fabricate a duplicate of any other Suloise Artifact to replace it – give that PC his choice of any other Artifact.
- **Mage of the Arcane Order:** For turning over the substances requested by the Guildsmen, they offer to train you in the ways of a Mage of the Arcane Order. You are granted access to this prestige class after playing in any Highfolk Regional event.
- **Guildsmen Item Access:** In exchange for the materials, the Guildsmen offer the PCs access to several magical items: *pearl of power I*, *belt of one mighty blow*, *gloves of fortunate striking*, *tunic of steady spellcasting*[†]. Access to items marked with a (†) becomes Regional if the PC is a member of the Guildsmen of the High Art Meta-organization at the time of this event.
- **Calentir’s Favor:** Should the PCs decide to not give the substances to the Guildsmen, Calentir offers to teach any druid PCs the *snake’s swiftness*, *mass* spell. For non-druids, he provides Regional access to several items: *magic sleeping bag*, *bracers of quick strike*, *field provisions box*, and *spellsight spectacles*. Calentir also provides Regional access to the *darkwood owl* to all PCs.

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 Five:

Defeat half-farspawn arrowhawks and/or retrieve black rock shards:

APL 2: 120 xp;
APL 4: 180 xp;
APL 6: 240 xp.

Encounter Seven: Alchemy 201

Defeat or avoid fighting the gargoyles:

APL 2: 90 xp;
APL 4: 150 xp;
APL 6: 210 xp.

Encounter Eight: Beltar’s Bite

Defeat Beltaran guardian and gargoyles:

APL 2: 150 xp;
APL 4: 210 xp;
APL 6: 270 xp.

Solve sacred Suloise cavern puzzle:

APL 2: 30 xp;
APL 4: 45 xp;
APL 6: 60 xp.

Story Award

Recover both black rock and *spellpool* liquid (whether they turn it over to the Guildsmen or not):

APL 2: 30 xp;
APL 4: 45 xp;
APL 6: 60 xp.

Discretionary role-playing award

APL 2: 30 xp;
APL 4: 45 xp;
APL 6: 60 xp.

Total possible experience:

APL 2: 450 xp;
APL 4: 675 xp;
APL 6: 900 xp.

Treasure Summary

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

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

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

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

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

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

Introduction:

All APLs: Coin – 30 gp, Magic – 2 *potions of endure elements* – (4 gp each).

Encounter One:

All APLs: Magic – 2 *potions of cure light wounds* – (4 gp each), *everburning torch* – (9 gp each), 2 tins of *adamansheen* – (63 gp each).

Encounter Seven:

All APLs: Loot – 70 gp, Suloise Artifacts; Magic – *scroll: remove blindness/ deafness* (31 gp each), *lucky dice* (25 gp each), *+1 cold iron greatsword* (366 gp each), *whistle of stunning* (25 gp each), *gavel of truth* (25 gp each), *copper piece of business transacting* (83 gp each), *platinum key of unlocking* (25 gp each), *quicksilver of stone melding* (62 gp each).

Total Possible Treasure

All APLs: L: 70 gp; C: 30 gp; M: 730gp - Total: 450 gp (actual total 830 gp)

APL 4: L: 70 gp; C: 30 gp; M: 730 gp - Total: 650 gp (actual total 830 gp)

APL 6: L: 70 gp; C: 30 gp; M: 730gp - Total: 830gp

Special

Adamansheen: Applying this substance to a weapon as a standard action gives it the properties of adamantine for the purposes of overcoming DR for 1 hour, replacing the properties of any other special material it has. One tin coats a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Craft Wondrous Item, Price 750 gp.

Suloise Artifacts: Access to each item may only be chosen once by one PC, and cannot be sold (cross off all items except one chosen):

Lucky Dice: One time, as a swift action, this pair of lead 8-sided dice confers a +1 luck bonus to attack and weapon damage for one minute.

Faint evocation; CL 3rd; Craft Wondrous Item, *divine favor*; Price 50 gp.

Whistle of Stunning: One time, when blown, this whistle causes all targets within 30 ft. to make a DC 12 Will save or be stunned for 1 round.

Faint evocation; CL 3rd; Craft Wondrous Item, *sound burst*; Price 300 gp.

Gavel of Truth: This silver-clad oaken gavel can be used one time to produce a *zone of truth*.

Faint divination; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 300 gp; Weight 1 lb.

Key of Opening: One time, this skeleton key acts identical to a *chime of opening*.

Moderate transmutation; CL 5th; Craft Wondrous Item, *knock*; Price 300 gp.

Quicksilver of Darkvision: One time, with a standard action to spread the contents on one's eyes, the user is affected by a *darkvision* spell.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 300 gp; Weight 1 lb.

Darkwood Owl: This figurine becomes either a normal-sized snowy owl or a giant owl (see *Monster Manual*), according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. Only one transformation into giant owl form can ever be commanded, though the statuette still retains the ability to take normal owl form thereafter. It communicates with its owner by telepathic means, informing her of all it sees and hears (remember the limitations of its Intelligence).

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 3500 gp.

Prestige Class: Mage of the Arcane Order

Items for the Adventure Record

Item Access

APL 2:

- *Adamansheen* (Adventure, Regional for Devoted PCs that are good-aligned; see above; 750 gp)
- Everburning torch (Adventure; PHB; 110 gp)
- Suloise artifacts (Regional; limit one; see above)
- *+1 cold iron greatsword* (Adventure; DMG; 4,400 gp)
- *Pearl of power I* (Adventure; DMG; 1000 gp)[†]
- *Magic sleeping bag* (Regional; Miniatures Handbook; 1,000 gp)*
- *Darkwood owl* (Regional; see above; 3500gp)

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

- *Bracers of quick strike* (Regional; Miniatures Handbook; 1,200 gp)*
- *Belt of one mighty blow* (Adventure; Miniatures Handbook; 1,500 gp)

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

- *Field provisions box* (Regional; Miniatures Handbook; 2,000 gp)*
- *Gloves of fortunate striking* (Adventure; Miniatures Handbook; 2,000 gp)
- *Spellsight spectacles* (Regional; CV; 2,500 gp)*
- *Tunic of steady spellcasting* (Adventure; CV; 2,500 gp)[†]

[†]Access to these items becomes Regional if the PC is a member of the Guildsmen of the High Art Meta-organization at the time of this event and turned the materials over to them.

^{*}Access to these items is granted regionally if the PCs accepted Calentir's offer.

Appendix One – APL 2

Encounter Five – A Realm Too Far

Half-Farspawn Juvenile Arrowhawk: CR 4; Small Outsider (Air, Extraplanar); HD 3d8+12; hp 25; Init +6; Spd Fly 60 ft. (perfect); AC 24, touch 17, flat-footed 18; Base Atk +3; Grp +1; Atk +10 ranged touch (2d6, electricity ray) or +10 melee (1d6+2, bite) or +10 melee (1d3+1, tentacle); Full Atk +10 ranged touch (2d6, electricity ray) or +10 melee (1d6+2, bite) and +10 melee (1d3+1, 2 tentacles); Space/Reach: 5 ft./5 ft.; SA Electricity ray, spell-like abilities, *true strike*, SQ Blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10, SR 13; AL CE; SV Fort +7, Ref +8, Will +6; Str 14, Dex 23, Con 18, Int 10, Wis 17, Cha 15.

Skills and Feats: Diplomacy +4, Escape Artist +12, Knowledge (planes) +6, Listen +9, Move Silently +11, Search +6, Sense Motive +9, Spot +7, Survival +9 (+11 when following tracks, +11 Plane of Air), Use Rope +6 (+8 with bindings); Dodge, Weapon Finesse.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Spell-like Abilities (Sp): 3/day – *blur*. 1/day – *touch of idiocy*. 3rd level caster.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the change shape ability (see page 306 of the Monster Manual), except as follows:

- The creature's movement modes do not change.
- The creature retains the tentacle attacks granted by this template and gains two additional tentacle attacks when making a full attack.
- The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits.
- Creatures native to the Material Plane take a -1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Encounter Seven– Alchemy 201

Gargoyle Footpad: CR 1; Medium monstrous humanoid (earth); HD 2d8+2; hp 15; Init +2; Spd 30 ft., fly 20 ft. (clumsy); AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +3; Atk +4 melee (1d3+1, claw); Full Atk +4 melee (1d3+1, 2 claws); Space/Reach: 5 ft./5 ft.; SQ darkvision 60 ft.; AL CE; SV Fort +1, Ref +5, Will +3; Str 13, Dex 15, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +9 (+17 in a background of worked stone), Listen +0, Spot +0; Multiattack, Weapon Focus (claw).

Languages: Common, Terran.

Gargoyle Sneak: CR 2; Medium monstrous humanoid (earth); HD 3d8+6; hp 23; Init +3; Spd 40 ft., fly 40 ft. (average); AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (1d4+2, claw); Full Atk +5 melee (1d4+2, 2 claws) and +3 melee (1d3+1, bite); Space/Reach: 5 ft./5 ft.; SQ darkvision 60 ft., freeze 1/day; AL CE; SV Fort +3, Ref +6, Will +3; Str 15, Dex 16, Con 15, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +11 (+19 in a background of worked stone), Listen +0, Spot +0; Multiattack, Weapon Focus (bite).

Languages: Common, Terran.

Freeze (Ex): When the gargoyle is standing still, an observer must make a successful Spot check (DC 20) to notice it is really alive.

Encounter Eight– Beltar's Bite

Gargoyle Footpad: CR 1; Medium monstrous humanoid (earth); HD 2d8+2; hp 15; Init +2; Spd 30 ft., fly 20 ft. (clumsy); AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +3; Atk +4 melee (1d3+1, claw); Full Atk +4 melee (1d3+1, 2 claws); Space/Reach: 5 ft./5 ft.; SQ darkvision 60 ft.; AL CE; SV Fort +1, Ref +5, Will +3; Str 13, Dex 15, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +9 (+17 in a background of worked stone), Listen +0, Spot +0; Multiattack, Weapon Focus (claw).

Languages: Common, Terran.

Beltaran Guardian: CR 5; Large construct; HD 6d10+30; hp 63; Init +2; Spd 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +12; Atk +8 melee (1d6+4 plus bite of malice, bite); Full Atk +8 melee (1d6+4 plus bite of malice, bite) and +1 melee (2d6+3/19-20, +1 cold iron greatsword); Space/Reach: 10 ft./10 ft.; SA bite of malice, inconceivable presence; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., earth glide, low-light vision; AL CE; SV Fort +2, Ref +4, Will -3; Str 18, Dex 14, Con -, Int 3, Wis 1, Cha 16.

Skills and Feats: Listen -3, Spot +6; Alertness, Blind-Fight, Weapon Focus (bite).

Bite of Malice (Su): An enemy bitten by a Beltaran Guardian must succeed a DC 16 Fortitude save or contract *malice fever*. See Appendix Five for details on Malice Fever.

Inconceivable Presence (Su): The viewer of an activated Beltaran Guardian must succeed a DC 16 Will save or close his eyes in fear for 1d4 rounds.

Slow Animation (Ex): Once a Beltaran Guardian's activation criteria are met, it takes the 3 rounds before it becomes functional. During this time, it is considered an object. It has 0 Dexterity and no natural armor. It has an effective Armor Class of 4. It cannot

move, make attacks, or use special abilities. Opponents can damage the Guardian during this time, but attacks are subject to DR.

Appendix Two – APL 4

Encounter Five

Half-Farspawn Juvenile Arrowhawk: CR 4; Small Outsider (Air, Extraplanar); HD 3d8+12; hp 25; Init +6; Spd Fly 60 ft. (perfect); AC 24, touch 17, flat-footed 18; Base Atk +3; Grp +1; Atk +10 ranged touch (2d6, electricity ray) or +10 melee (1d6+2, bite) or +10 melee (1d3+1, tentacle); Full Atk +10 ranged touch (2d6, electricity ray) or +10 melee (1d6+2, bite) and +10 melee (1d3+1, 2 tentacles); Space/Reach: 5 ft./5 ft.; SA Electricity ray, spell-like abilities, *true strike*, SQ Blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10, SR 13; AL CE; SV Fort +7, Ref +8, Will +6; Str 14, Dex 23, Con 18, Int 10, Wis 17, Cha 15.

Skills and Feats: Diplomacy +4, Escape Artist +12, Knowledge (planes) +6, Listen +9, Move Silently +11, Search +6, Sense Motive +9, Spot +7, Survival +9 (+11 when following tracks, +11 Plane of Air), Use Rope +6 (+8 with bindings); Dodge, Weapon Finesse.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Spell-like Abilities (Sp): 3/day – *blur*. 1/day – *touch of idiocy*. 3rd level caster.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the change shape ability (see page 306 of the Monster Manual), except as follows:

- The creature's movement modes do not change.
- The creature retains the tentacle attacks granted by this template and gains two additional tentacle attacks when making a full attack.
- The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits.
- Creatures native to the Material Plane take a -1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Encounter Seven– Alchemy 201

Gargoyle Scalawag: CR 3; Medium monstrous humanoid (earth); HD 3d8+9; hp 26; Init +3; Spd 40 ft., fly 40 ft. (average); AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +5 melee (1d4+2, claw); Full Atk +5 melee (1d4+2, 2 claws) and +3 melee (1d4+1, bite) and +2 melee (1d6+1 gore); Space/Reach: 5 ft./5 ft.; SQ DR 5/magic, darkvision 60 ft., freeze 3/day; AL CE; SV Fort

+4, Ref +6, Will +3; Str 15, Dex 16, Con 17, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +11 (+19 in a background of worked stone), Listen +0, Spot +0; Multiattack, Weapon Focus (bite).

Languages: Common, Terran.

Freeze (Ex): When the gargoyle is standing still, an observer must make a successful Spot check (DC 20) to notice it is really alive.

Encounter Eight– Beltar's Bite

Gargoyle Scalawag: CR 3; Medium monstrous humanoid (earth); HD 3d8+9; hp 26; Init +3; Spd 40 ft., fly 40 ft. (average); AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +5 melee (1d4+2, claw); Full Atk +5 melee (1d4+2, 2 claws) and +3 melee (1d4+1, bite) and +2 melee (1d6+1 gore); Space/Reach: 5 ft./5 ft.; SQ DR 5/magic, darkvision 60 ft., freeze 3/day; AL CE; SV Fort +4, Ref +6, Will +3; Str 15, Dex 16, Con 17, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +11 (+19 in a background of worked stone), Listen +0, Spot +0; Multiattack, Weapon Focus (bite).

Languages: Common, Terran.

Freeze (Ex): When the gargoyle is standing still, an observer must make a successful Spot check (DC 20) to notice it is really alive.

Gargoyle Scoundrel: CR 5; Medium monstrous humanoid Rogue 1 (earth); HD 4d8+20+1d6+5; hp 52; Init +2; Spd 40 ft., fly 60 ft. (average); AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite) and +3 melee (1d6+1 gore); Space/Reach: 5 ft./5 ft.; SA sneak attack +1d6; SQ DR 10/magic, darkvision 60 ft., freeze at will, trapfinding; AL CE; SV Fort +5, Ref +7, Will +4; Str 15, Dex 16, Con 20, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +14 (+22 in a background of worked stone), Listen +2, Spot +2; Multiattack, Weapon Focus (bite).

Languages: Common, Terran.

Freeze (Ex): When the gargoyle is standing still, an observer must make a successful Spot check (DC 20) to notice it is really alive.

Trapfinding (Ex): The gargoyle scoundrel can use a Search check to locate a trap when the task has a DC higher than 20.

Beltaran Guardian, Advanced: CR 6; Large construct; HD 10d10+30; hp 85; Init +2; Spd 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk +7; Grp +15; Atk +11 melee (1d6+4 plus bite of malice, bite); Full Atk +11 melee (1d6+4 plus bite of malice, bite) and +4 melee (2d6+3/19-20, +1 cold iron greatsword); Space/Reach: 10 ft./10 ft.; SA bite of malice, inconceivable presence; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., earth glide, low-light vision; AL CE;

SV Fort +3, Ref +5, Will -2; Str 18, Dex 15, Con -, Int 3, Wis 1, Cha 16.

Skills and Feats: Listen -3, Spot +10; Alertness, Blind-Fight, Weapon Focus (bite), Combat Reflexes.

Bite of Malice (Su): An enemy bitten by a Beltaran Guardian must succeed a DC 18 Fortitude save or contract *malice fever*. See Appendix Five for details on Malice Fever.

Inconceivable Presence (Su): The viewer of an activated Beltaran Guardian must succeed a DC 18 Will save or close his eyes in fear for 1d4 rounds.

Slow Animation (Ex): Once a Beltaran Guardian's activation criteria are met, it takes the 3 rounds before it becomes functional. During this time, it is considered an object. It has 0 Dexterity and no natural armor. It has an effective Armor Class of 4. It cannot move, make attacks, or use special abilities. Opponents can damage the Guardian during this time, but attacks are subject to DR.

Appendix Three – APL 6

Encounter Five– A Realm Too Far

Half-Farspawn Juvenile Arrowhawk: CR 4; Small Outsider (Air, Extraplanar); HD 3d8+12; hp 25; Init +6; Spd Fly 60 ft. (perfect); AC 24, touch 17, flat-footed 18; Base Atk +3; Grp +1; Atk +10 ranged touch (2d6, electricity ray) or +10 melee (1d6+2, bite) or +10 melee (1d3+1, tentacle); Full Atk +10 ranged touch (2d6, electricity ray) or +10 melee (1d6+2, bite) and +10 melee (1d3+1, 2 tentacles); Space/Reach: 5 ft./5 ft.; SA Electricity ray, spell-like abilities, *true strike*, SQ Blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10, SR 13; AL CE; SV Fort +7, Ref +8, Will +6; Str 14, Dex 23, Con 18, Int 10, Wis 17, Cha 15.

Skills and Feats: Diplomacy +4, Escape Artist +12, Knowledge (planes) +6, Listen +9, Move Silently +11, Search +6, Sense Motive +9, Spot +7, Survival +9 (+11 when following tracks, +11 Plane of Air), Use Rope +6 (+8 with bindings); Dodge, Weapon Finesse.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Spell-like Abilities (Sp): 3/day – *blur*. 1/day – *touch of idiocy*. 3rd level caster.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the change shape ability (see page 306 of the Monster Manual), except as follows:

- The creature's movement modes do not change.
- The creature retains the tentacle attacks granted by this template and gains two additional tentacle attacks when making a full attack.
- The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits.
- Creatures native to the Material Plane take a -1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Half-Farspawn Adult Arrowhawk: CR 7; Medium Outsider (Air, Extraplanar); HD 7d8+28; hp 59; Init +6; Spd Fly 60 ft. (perfect); AC 25, touch 16, flat-footed 19; Base Atk +7; Grp +10; Atk +13 ranged touch (2d6, electricity ray) or +13 melee (1d8+4, bite) or +13 melee (1d4+3, tentacle); Full Atk +13 ranged touch (2d6, electricity ray) or +13 melee (1d8+4, bite) and +13 melee (1d4+3, 2 tentacles); Space/Reach: 5 ft./5 ft.; SA Electricity ray, spell-like abilities, *true strike*, SQ Blindsight 60 ft., change shape, DR 5/magic, darkvision

60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10, SR 17; AL CE; SV Fort +9, Ref +11, Will +8; Str 16, Dex 23, Con 18, Int 10, Wis 17, Cha 15.

Skills and Feats: Diplomacy +4, Escape Artist +16, Knowledge (planes) +10, Listen +13, Move Silently +15, Search +10, Sense Motive +13, Spot +13, Survival +13 (+15 when following tracks, +15 Plane of Air), Use Rope +6 (+8 with bindings); Dodge, Flyby Attack, Weapon Finesse.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Spell-like Abilities (Sp): 3/day – *blink*, *blur*. 1/day – *stinking cloud* (DC 15), *touch of idiocy*. 7th level caster.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the change shape ability (see page 306 of the Monster Manual), except as follows:

- The creature's movement modes do not change.
- The creature retains the tentacle attacks granted by this template and gains two additional tentacle attacks when making a full attack.
- The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits.
- Creatures native to the Material Plane take a -1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Encounter Seven– Alchemy 201

Gargoyle Scoundrel: CR 5; Medium monstrous humanoid Rogue 1 (earth); HD 4d8+20+1d6+5; hp 52; Init +2; Spd 40 ft., fly 60 ft. (average); AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite) and +3 melee (1d6+1 gore); Space/Reach: 5 ft./5 ft.; SA sneak attack +1d6; SQ DR 10/magic, darkvision 60 ft., freeze at will, trapfinding; AL CE; SV Fort +5, Ref +7, Will +4; Str 15, Dex 16, Con 20, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +14 (+22 in a background of worked stone), Listen +2, Spot +2; Multiattack, Weapon Focus (bite).

Languages: Common, Terran.

Freeze (Ex): When the gargoyle is standing still, an observer must make a successful Spot check (DC 20) to notice it is really alive.

Trapfinding (Ex): The gargoyle scoundrel can use a Search check to locate a trap when the task has a DC higher than 20.

Encounter Eight– Beltar’s Bite

Gargoyle Scoundrel: CR 5; Medium monstrous humanoid Rogue 1 (earth); HD 4d8+20+1d6+5; hp 52; Init +2; Spd 40 ft., fly 60 ft. (average); AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite) and +3 melee (1d6+1 gore); Space/Reach: 5 ft./5 ft.; SA sneak attack +1d6; SQ DR 10/magic, darkvision 60 ft., freeze at will, trapfinding; AL CE; SV Fort +5, Ref +7, Will +4; Str 15, Dex 16, Con 20, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +14 (+22 in a background of worked stone), Listen +2, Spot +2; Multiattack, Weapon Focus (bite).

Languages: Common, Terran.

Freeze (Ex): When the gargoyle is standing still, an observer must make a successful Spot check (DC 20) to notice it is really alive.

Trapfinding (Ex): The gargoyle scoundrel can use a Search check to locate a trap when the task has a DC higher than 20.

Beltaran Guardian, Advanced: CR 7; Large construct; HD 14d10+30; hp 107; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 12; Base Atk +10; Grp +18; Atk +14 melee (1d6+4 plus bite of malice, bite); Full Atk +14 melee (1d6+4 plus bite of malice, bite) and +9 melee (2d6+3/19-20, +1 cold iron greatsword); Space/Reach: 10 ft./10 ft.; SA bite of malice, inconceivable presence; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., earth glide, low-light vision; AL CE; SV Fort +4, Ref +7, Will -1; Str 18, Dex 16, Con -, Int 3, Wis 1, Cha 16.

Skills and Feats: Listen -3, Spot +10; Alertness, Blind-Fight, Weapon Focus (bite), Combat Reflexes, Ability Focus (bite of malice).

Bite of Malice (Su): An enemy bitten by a Beltaran Guardian must succeed a DC 22 Fortitude save or contract *malice fever*. See Appendix Five for details on Malice Fever.

Inconceivable Presence (Su): The viewer of an activated Beltaran Guardian must succeed a DC 20 Will save or close his eyes in fear for 1d4 rounds.

Slow Animation (Ex): Once a Beltaran Guardian’s activation criteria are met, it takes the 3 rounds before it becomes functional. During this time, it is considered an object. It has 0 Dexterity and no natural armor. It has an effective Armor Class of 4. It cannot move, make attacks, or use special abilities. Opponents can damage the Guardian during this time, but attacks are subject to DR.

Appendix Four: The Ghost of Azrael

Ghost of Azrael: Female human Wiz 12; CR 14; Medium Undead (incorporeal); HD 12d12 (Wizard); hp 84; Init +3; Spd 30 ft., fly 30 ft. (perfect); AC 13 (17 manifested) (touch 17, flat-footed 14) [+3 Dex, +4 deflection]; Atk +10/+5 melee (1d4, +2 dagger); SA: Manifestation, Frightful Moan, Malevolence, Telekinesis, Spells; SQ: Rejuvenation, Turn Resistance +4; AL CN; SV Fort +4, Ref +7, Will +8; Str 8, Dex 16, Con -, Int 18, Wis 10, Cha 18. Height 5 ft. 4 in., Weight 110 lb.

Skills and Feats: Alchemy +19, Appraise +4, Concentration +19, Diplomacy +10, Hide +11*, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (local) +19, Knowledge (planes) +19, Listen +8*, Search +11*, Spellcraft +19, Spot +8*; Combat Casting, Empower Spell, Energy Substitution, (sonic), Greater Spell Focus (Evocation), Silent Spell, Spell Focus (Evocation), Scribe Scroll, Weapon Finesse (dagger).

Languages: Ancient Suloise, Common, Draconic, Dwarven, Elven, Terran.

Manifestation (Su): When Azrael manifests she becomes visible but remains incorporeal. Her spells have a 50% chance to affect targets on the Material Plane. Her touch spells don't work on material targets when Azrael manifests. Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms. Even when struck by magic or magic weapon, she has a 50% chance to ignore any damage from a corporeal source – except for a force effect, such as magic missile, or damage inflicted by a ghost touch weapon.

Undead: Azrael is immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. She ignores mind-influencing effects, charms, compulsions, phantasms, patterns, and morale effects. She is not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain. She is immune to anything requiring a Fortitude saving throw (unless it affects objects).

Frightful Moan (Su): Azrael can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against her moan cannot be affected by it again for one day.

Malevolence (Su): Once per round, Azrael can merge with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 12th level sorcerer, except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes the opponent's body. The target can resist the attack with a successful Will save (DC 19). A creature that

successfully saves is immune to Azrael's malevolence for one day.

Telekinesis (Su): Azrael can use *telekinesis* once per round as a free action, as cast by a 12th level sorcerer; range is 880 ft. She can use this ability to create a *sustained force*, moving a creature or object up to 300 pounds up to 20 feet per round; this effect can be negated with a successful Will save (DC 19). Alternately, she can use this ability to create a *violent thrust* in a single round, hurling one or more objects or creatures within 10 feet and with a total weight of 300 pounds toward any target within 120 feet. See PHB, page 264.

Rejuvenation (Su): If destroyed, Azrael is able to restore herself in 2d4 days with a successful level check (1d20+1) against DC 16. For purposes of this module, consider the level check to be automatically successful.

Turn Resistance (Ex): A ghost has a +4 turn resistance; attempts to turn, rebuke, command, or bolster are treated as if Azrael had 16 HD.

Skills: Ghosts gain a +8 racial bonus to Hide, Listen, Search, and Spot checks.

Possessions: +2 dagger (ethereal copy), bracers of armor +3 (ethereal copy)

Physical Description: long, raven-black hair; green eyes, pretty

Spells Prepared (4/5/5/5/4/3/2; base DC = 14 + spell level [base DC = 16 + spell level for Evocation]): 0 – *dancing lights, ghost sound, prestidigitation* (2); 1st – *charm person, magic missile, shield, silent image, ventriloquism*; 2nd – (sonic) *flaming sphere, magic mouth* (2), *mirror image, false life, web*; 3rd – *explosive runes*, (sonic) *lightning bolt, secret page, sepia snake sigil, stinking cloud*; 4th – *silent dispel magic, silent (sonic) lightning bolt, Otiluke's resilient sphere, stonework*; 5th – (sonic) *cone of cold, dominate person, empowered (sonic) lightning bolt*; 6th – repeated (sonic) *lightning bolt, (sonic) chain lightning*

Appendix Five – New Rules Items

New Creature

Beltaran Guardian

Developed by Brian Nowak

Large Construct (Earth, Evil)

Hit Dice: 6d10+30 (63 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares)

Armor Class: 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural)

Base Attack/Grapple: +4/+12

Attack: Bite +8 melee (1d6+4 plus bite of malice)

Full Attack: Bite +8 melee (1d6+4 plus bite of malice) and 6 claws +2 melee (1d4+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bite of malice, inconceivable presence

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., earth glide, low-light vision, slow animation

Saves: Fort +2, Ref +4, Will -3

Abilities: Str 18, Dex 14, Con -, Int 3, Wis 1, Cha 16

Skills: Listen -3, Spot +6

Feats: Alertness, Blind-Fight, Weapon Focus (bite)

Environment: Any

Organization: Solitary

Challenge Rating: CR 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 7–21 HD (Large)

Level Adjustment: --

Crafted masterfully of obsidian, this statue has an otherworldly feel. It appears to be an attractive female human with six arms – its waist trails down into the body of a massive snake with glistening, stony coils.

This Guardian has the body of a marilith made from obsidian.

A Beltaran Guardian stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 2,000 pounds. Beltaran Guardians are just that, guardians. Created by clerics of the Suel goddess Beltar, they stand watch over important holy sites dedicated to the malicious deity.

Combat

Straightforward in combat, the Guardian wades into the fray and slithers to threaten as many opponents as it can.

Bite of Malice (Su): Blessed by the unholy goddess of Caves, Pits, and Malice, the bite of a Beltaran Guardian is a wicked, vile thing. An enemy bitten by a Beltaran Guardian must succeed a DC 16 Fortitude save or contract *malice fever*. Malice Fever: Supernatural disease – bite, Fortitude DC 16, incubation period 1 day; damage 1d6 Con. The save DC is Charisma-based.

Unlike normal diseases, malice fever continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

To cure malice fever, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 16 caster level check for either spell). After this, the malice fever can be magically cured as any normal disease.

An afflicted creature who dies of malice fever has his skin rot and grow sour on his bones. In 1d4 hours, the victim rises as a zombie.

Earth Glide (Ex): A Guardian can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a gliding Guardian flings the construct back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Inconceivable Presence (Su): At the mere sight of an activated Beltaran Guardian, the viewer feels an overwhelming urge to close his eyes. He must succeed a DC 16 Will save or close his eyes in fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same Guardian's presence ability for 24 hours. The save DC is Charisma-based. This is a mind-affecting compulsion and fear effect.

When his eyes are closed, the creature may still act normally – including attacking the Guardian or other creatures. However, the creature is effectively blind unless he has another mode of sight (like blindsight).

Slow Animation (Ex): Beltaran Guardians are not immediately animated. Created to activate when specific criteria are met, the Guardian takes time to become a true threat to opponents. When the criteria are met, it takes the Guardian 3 rounds to become functional. During this time, it is obvious to onlookers that it is animating.

An animating Beltaran Guardian is considered an object. It has 0 Dexterity and no natural armor. It has an effective Armor Class of 4. It cannot move, make attacks, or use special abilities. Opponents can damage the Guardian during this time, but attacks are subject to DR.

New Feat

Energy Substitution [Metamagic]

Reference: Complete Arcane, p. 79.

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5, any metamagic feat.

Benefits: Choose one type of energy (acid, cold, electricity, fire). You can then modify any spell with an energy descriptor to use the chosen type of energy

instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a fireball composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

New Template

Half-Farspawn

Reference: Lords of Madness, p. 151-153.

“Half-farspawn” is an inherited template that can be added to any corporeal creature of the aberration, animal, dragon, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin type (hereafter referred to as the base creature).

A half-farspawn uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-farspawn are normally native outsiders.

Armor Class: The creature's natural armor improves by 3.

Attack: A half-farspawn gains two tentacle attacks in addition to any attacks the base creature could normally make. If the base creature can use weapons, the half-farspawn can still do so. A half-farspawn fighting without weapons uses a tentacle when making an attack action (unless it has another natural attack it prefers). When it has a weapon, it uses the weapon instead.

Full Attack: A half-farspawn fighting without weapons uses both its tentacles when making a full attack (plus any other natural attacks of the base creature). If armed with a weapon, it uses the weapon as its primary attack and its tentacles as secondary natural attacks (–5 on the attack roll, half Strength bonus on damage rolls).

Damage: A half-farspawn's tentacle attacks deal bludgeoning damage as shown below.

Size Tentacle Dam. Reach w/Tentacles

Fine	1	0 ft.
Diminutive	1	0 ft.
Tiny	1d2	0 ft.
Small	1d3	5 ft.
Medium	1d4	5 ft.
Large	1d6	10 ft.
Huge	1d8	15 ft.
Gargantuan	2d6	20 ft.
Colossal	3d6	30 ft.

Special Attacks: A half-farspawn retains all the special attacks of the base creature, and gains the following special attack:

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Spell-Like Abilities: A half-farspawn with an Intelligence score of 3 or higher has spell-like abilities

depending on its Hit Dice, as indicated below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's Hit Dice, and the save DC is Charisma-based.

HD Abilities

1-2 *blur* 3/day

3-4 *touch of idiocy*

5-6 *stinking cloud*

7-8 *blink* 3/day

9-10 *greater invisibility*

11-12 *telekinesis*

13-14 *ethereal jaunt* 3/day

15-16 *scintillating pattern*

17-18 *summon monster IX**

19 or more *implosion*

*A half-farspawn can summon only pseudonatural animals or vermin with this ability. It can select from any celestial or fiendish animal or vermin that could be summoned by *summon monster IX*, but applies the pseudonatural template (see page 161 *Lords of Madness*) to the creature rather than the celestial or fiendish template.

Special Qualities: A half-farspawn has all the special qualities of the base creature, plus the following special qualities:

- Blindsight out to 60 feet.
- Immunity to poison.
- Resistance to acid 10 and electricity 10.
- Damage reduction 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-farspawn's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to Hit Dice + 10 (up to a maximum of 25).
- *Change Shape (Su):* As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the *change shape* ability (see page 306 of the *Monster Manual*), except as follows:
 - The creature's movement modes do not change.
 - The creature retains the tentacle attacks granted by this template (see *Attack*, above) and gains two additional tentacle attacks when making a full attack.
 - The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits.
 - Creatures native to the Material Plane take a –1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +6, Wis +4, Cha +2.

Skills: A half-farspawn gains skill points as an outsider and has skill points equal to (8 + Int modifier) × (HD + 3). Do not include Hit Dice from class levels in

this calculation – the half-farspawn gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's entry as class skills, and other skills as cross-class skills.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always chaotic evil.

Level Adjustment: +4.

New Plane

Far Realm

Reference: Manual of the Planes, p. 211-213.

Also called Outside, the Far Realm is a plane—or perhaps a space beyond the planes—that is terrifyingly remote from the standard planar geometry. The entities that abide in the Far Realm are too inchoate, too different, and too alien for a normal mind to accept without being damaged. Where stray illuminations from the Far Realm leak onto another plane, matter stirs at the beckoning of inexplicable urges before burning to ash.

But in the Far Realm, titanic creatures swim through nothingness, preoccupied with madness. Unspeakable things whisper awful truths to those who dare listen. For mortals, knowledge of the Far Realm is a triumph of mind over the rude boundaries of matter, space, and eventually sanity.

The Far Realm is divided into an unknown number of layers. Each layer is only slightly out of phase with the next, and passing between layers requires only a thought. It's possible to stand on one layer and see dozens of others, all overlapping yet somehow distinct.

FAR REALM TRAITS

The Far Realm has the following traits.

- **No Gravity:** Entities of the Far Realm float in dark nothingness. The only type of movement is passage between layers, which requires only thought.
- **Flowing Time:** A minute in the Far Realm equals no time on the Material Plane. The Far Realm is outside time, existing both before and after time's reign, if words like "before" and "after" have any meaning there.
- **Infinite Size:** The Far Realm contains infinite layers, though the layers themselves are not infinite.
- **Highly Morphic:** The layers continually evaporate, divide, spawn, and breathe at the behest of the alien entities that drift through them.
- **Sporadic Elemental and Energy Traits:** Conditions are always in a state of flux in the Far Realm, and it's entirely possible that a given layer could burst aflame as it gains the fire-dominant trait. Usually, changes in the

elemental and energy traits of a layer are seen far off, moving from layer to layer as a storm moves across the face of a normal world. Natives are subject to the ever-changing conditions, but they know to flee or take shelter when they sense a storm coming.

- **No Alignment Trait:** The Far Realm has nothing to do with morals or ethics.
- **Wild Magic:** Casters must roll a level check (DC 15 + the level of the attempted spell). A failed check indicates a result on Table 1-1: Wild Magic Effects.
- **Maddening:** Moving through the Far Realm is to see, hear, and think in a way that mortal brains are not designed for. Travelers might sprout eyes on their palms, relive a hundred childhoods simultaneously wherein their parents were secretly Far Realm wights, or backward speaking begin. Entry into the Far Realm requires non-natives to succeed at a Will save (DC 20) to stave off insanity (as the insanity spell). Visitors must make Will saves when they first enter the Far Realm and every hour thereafter.

FAR REALM LINKS

There are no known portals to the Far Realm, or at least none that are still viable. Ancient elves once pierced the boundary of eons with a vast portal to the Far Realm, but their civilization imploded in bloody terror and the portal's location is long forgotten. But other portals might exist.

Other methods of reaching the Far Realm include traveling to time's beginning or end or finding the true Dreamheart past the Portal of Sleep. Luckily for the Material Plane, entities of the Far Realm have just as difficult a time finding passage out of their home plane, though rare spells allow them to be summoned.

FAR REALM INHABITANTS

Entities of the Far Realm defy ordered classification. Certainly, countless types crawl through the infinite layers. Some are like animals, others vaguely insectoid, many are sentient, and some are as powerful as deities (though whether every godlike entity of the Far Realm is sentient is difficult to assess). When confronted with Material Plane beings, or even creatures normally associated with the Inner and Outer Planes, a Far Realm entity often takes the form of a creature familiar to the viewer.

Pseudonatural Creatures

The simplest natives of the Far Realm are the pseudonatural creatures that roam the layers on unguessable errands. They dwell past the eons that lie between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane, they often take the form of and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counter-

parts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

MOVEMENT AND COMBAT

Movement in the Far Realm is like swimming. There is no gravity, but the air is syrupy thick, and strong strokes are needed to swim through it. Moving between layers is as easy as willing oneself to do so. Non-natives exist on only one layer at a time, but large Far Realm entities often exist on several simultaneously.

Combat: Other than the sporadic elemental and energy traits and the maddening nature of the plane, combat is normal in the Far Realm. Against the entities that rule this plane, combat is also vanishingly brief.

FEATURES OF THE FAR REALM

The Far Realm is composed of infinite layers, but unlike many Outer Planes, the layers are thin. A Far Realm layer can range from an inch to a mile thick, though on average each layer is separated from the other by about 10 feet. Travelers can see through many layers simultaneously, as if holding a stack of translucent parchment up to the light. Usually up to twenty layers can be seen to one side or the other, though each layer is blurrier than the next.

Features and creatures of the Far Realm are multi-dimensional and may exist on more than one layer simultaneously. If the layers of the Far Realm are like a stack of translucent parchment, multilayer creatures are like a single dot marked upon each parchment. Individually, the marks appear meaningless, but viewed through the stack of parchment, they coalesce into a three-dimensional object. Such is the existence of everything from the tentacled vegetation that writhes throughout the Far Realm, to the massive, drifting entities whose existence is too vast to even notice visitors who only occupy a single layer at a time.

Visitors whose minds do not snap upon entering the plane apprehend the translucent layers fading away to either side, pierced with free-floating rivers of milk-white liquid that sometimes run along a layer's edge for a few feet before plunging into the next. Rains of blue globes descend from unseen heights; the globes burst when they strike another object, releasing ticks the size of horses that scuttle off in search of blood. Gelatinous worms wriggle from layer to layer, wending through tentacled vegetation encrusted with orange moss, all suspended above an amoebic sea.

Vast multilayered shapes drift at the edge of sight through the layers, blurrily reminiscent of creatures from the deepest trenches of Material Plane seas. But each of the blurry forms is as large as a city—and those are the small shapes.

Xaxox

Past the edge of reality is a relic from the Material Plane: a stone keep securely lashed to the trunk of a

desiccated tree a mile in diameter. This was an outpost of wizards too intent on discovering forbidden knowledge to fear for their own sanity. Nor do they fear insanity now, for rational thought has departed those who still live.

Amid the wreckage of a laboratory, barracks, kitchen, small library, and specimen cells, some powerful wizards and their servants yet wander. Daruth Winterwood, an elven wizard, led the expedition, but now his brain is full of spiders. Literally.

Still, he seeks to return Xaxox to the Material Plane in one piece. Every now and then he coaxes open a small portal, allowing the essence of the Far Realm to seep onto some random plane, troubling the dreams of those who reside there. Should Daruth ever attract assistance from those on the far side of his portals, or manage to transfer Xaxox on his own, a permanent portal between the Far Realm and the Material Plane could open. Anticipation of the tidal wave of insanity that would follow is the delight that continues to inspire Daruth's mania.

Wild Surge Effects Table

Reference: Table 1-1: Wild Magic Effects, Manual of the Planes, p. 14.

Roll d% to determine effect.

- 01-19: Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
- 20-23: A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
- 24-27: The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
- 28-31: The spell affects a random target or area. The DM should randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count around the compass, starting with north. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long-range spells.
- 32-35: The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.

- 36-39: The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a *heal* spell.
- 40-43: The spell does not function. Instead, a *deeper darkness* and a *silence* effect cover a 30-foot radius around the caster for 2d4 rounds.
- 44-47: The spell does not function. Instead, a *reverse gravity* effect covers a 30-foot radius around the caster for 1 round.
- 48-51: The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Consider this a *glitterdust* effect with a save DC of 10 + the level of the spell that generated this result.
- 52-59: Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
- 60-71: Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
- 72-98: The spell functions normally.
- 99-100: The spell functions strongly. Saving throws against the spell suffer a -2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

New Class

Gargoyle Monster Class

Developed by Brian Nowak using the rules in *Savage Species*

Monstrous Humanoid (Earth)

Racial Traits

- Starting Ability Score Adjustments: +2 Str, +2 Dex, +2 Con, -4 Int, -4 Cha. Born of magic and rock, the gargoyle relies on its ox-like health to survive more than its elf-like wit or roguish charm.
- Speed: Gargoyle land speed is 40 ft
- Darkvision: Gargoyles can see in the dark up to 60 feet.
- Skills: +2 racial bonus on Hide, Listen, and Spot checks. An additional +8 bonus on Hide checks when concealed against a background of stone.
- Automatic Languages: Common and Terran.
- Favored Class: Gargoyle. Fighter and rogue are good multiclassing choices for a gargoyle.

Class Skills

The gargoyle's class skills (and the key ability for each skill) are Hide (Dex), Listen (Wis), and Spot (Wis).

Class Features

All of the following are class features of the gargoyle monster class.

Weapon and Armor Proficiency: Gargoyles are proficient with all simple weapons, but not with martial weapons, armor, or shields.

Feats: A gargoyle receives one feat at 1st level and an additional one at 5th level. After 9th level, it gains feats normally according to its character level.

Claws: Beginning at 1st level, a gargoyle has two claw attacks that are natural weapons dealing the indicated damage plus Strength bonus.

Bite: Starting at 3rd level, a gargoyle has one bite attack that is a natural weapon dealing the indicated damage plus one-half Strength bonus.

Freeze (Ex): At 3rd level, a gargoyle learns to hold itself so still it appears to be a statue once per day. An observer must succeed on a DC 20 Spot check to notice the gargoyle is alive. At 6th level, a gargoyle may use this ability three times per day. At 9th level, a gargoyle may use this ability at will.

Damage Reduction: On reaching 6th level, a gargoyle receives damage reduction of the indicated amount that is bypassed by magical weapons. A gargoyle's natural attacks now count as magical weapons for the purposes of bypassing DR.

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) x 4	1	Earth subtype, feat, +2 natural armor, claw 1d3
2nd	2d8	+2	+0	+3	+3	2 + Int Mod	1	+2 Dex, fly 20 ft (clumsy)
3rd	2d8	+2	+0	+3	+3	--	2	Claw 1d4, bite 1d3, freeze (1/day)
4th	2d8	+2	+0	+3	+3	--	2	+2 Con, +3 natural armor, land speed 40 ft.
5th	3d8	+3	+1	+3	+3	2 + Int Mod	2	Feat, +2 Str, fly 40 ft. (average)
6th	3d8	+3	+1	+3	+3	--	3	Bite 1d4, DR 5/magic, freeze (3/day)
7th	3d8	+3	+1	+3	+3	--	3	+2 Con, +4 natural armor, Gore 1d6
8th	3d8	+3	+1	+3	+3	--	4	Bite 1d6, fly 60 ft. (average)
9th	4d8	+4	+!	+4	+4	2 + Int Mod	4	+2 Con, DR 10/magic, freeze (at will)

Appendix Six – Highfolk Influence Charts

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through adventures, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

Church of Ehlonna

While not an overly religious people, the folk of the Fairdells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one adventure (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

Followers of the Seldarine Pantheon

The elves are everywhere in the Fairdells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

General Note. Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one adventure)

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one adventure

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

Guildsmen of the High Art

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

General note. All services are only performed within the town of Highfolk.

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)
- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

6 Influence Points (purchase price: 500 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

Highfolk Town Council

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

6 Influence Points (purchase price: 500 gold)

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

10 Influence Points (purchase price: 2000 gold)

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

15 Influence Points (purchase price: 5000 gold)

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)
- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

6 Influence Points

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

10 Influence Points

- Racial representative to the Elven Court; a dwarven PC may come and go freely

Merchant Guilds of Highfolk

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

1 Influence Point (purchase price: 50 gold)

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

3 Influence Points (purchase price: 200 gold)

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

Patron's Guild of Norebo

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

General Note: These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

- Favor of the House - for one adventure, no "bad luck" will occur to you at the gambling table,

and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))

- Lodging at the temple in Verbeeg Hill for one adventure (lifestyle cost halved)

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional adventure (Does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional adventure (Does not stack with other rerolls.)

Tavin Ersteader, Mayor of Highfolk Town

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Tavin's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one adventure

3 Influence Points

- Personal backing of PC for Town Council position
- Writ of Investigation for one adventure (Subject to refusal)

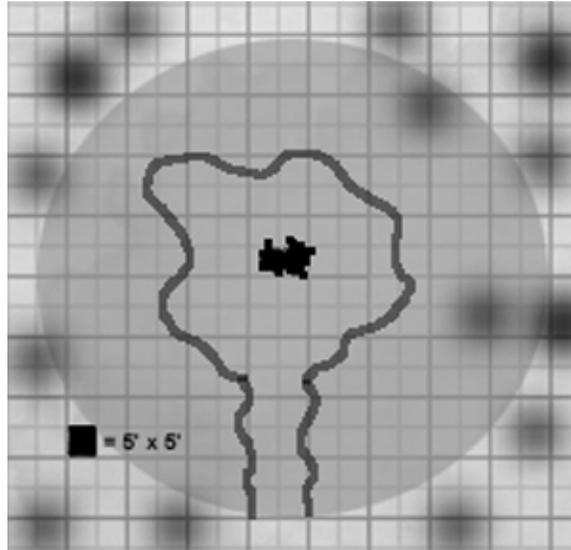
6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

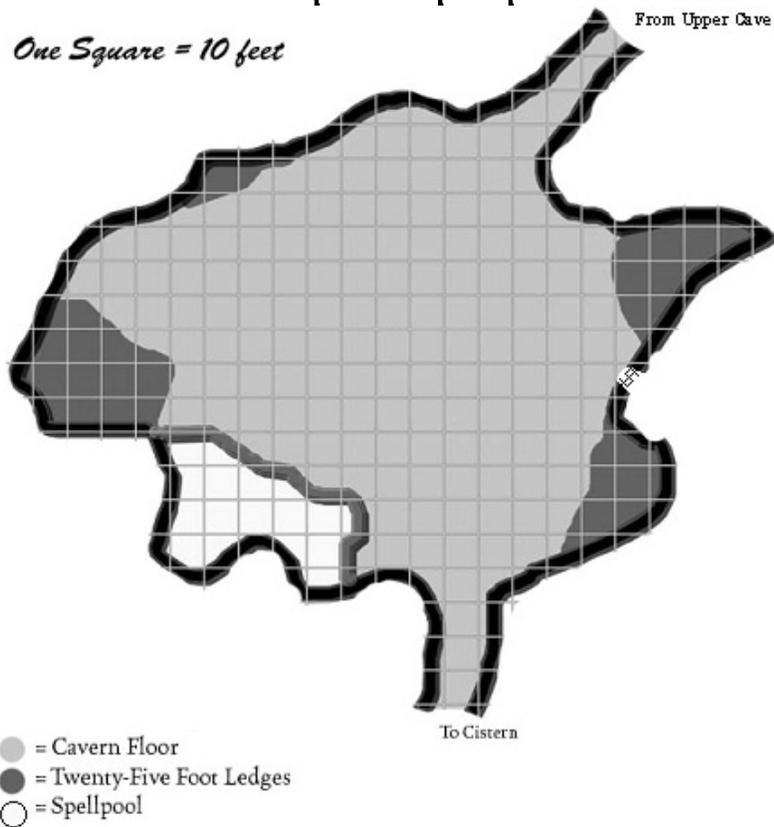
10 Influence Points

- Death sentence may be commuted to exile from the lands of Highfolk

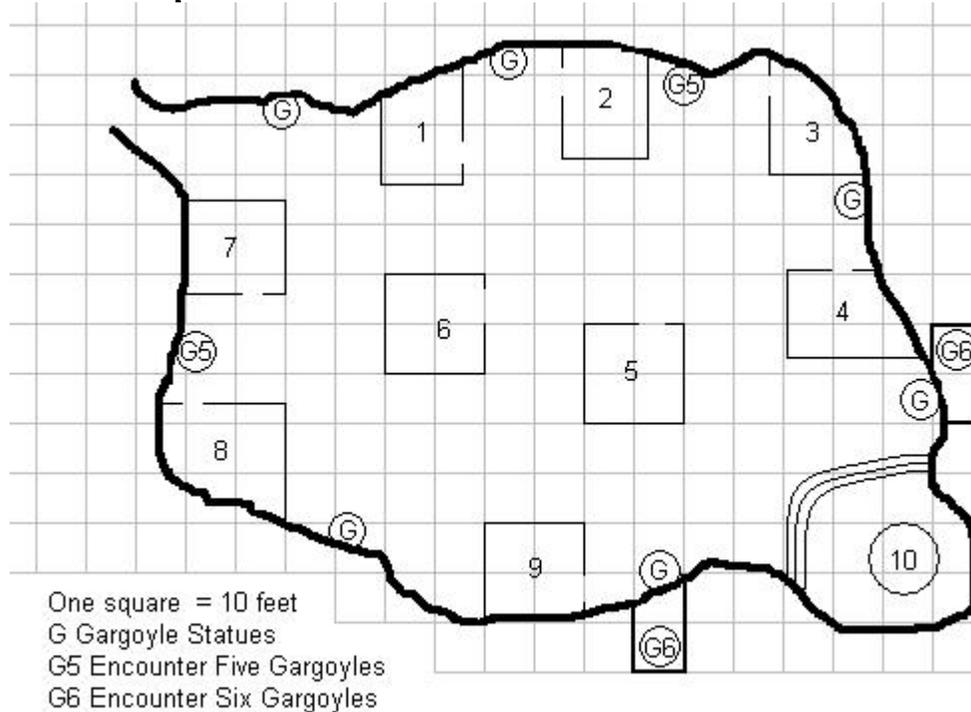
DM's Map #1: Black Rock Cave (Encounter Two)



DM's Map #2: Spellpool Cavern (Encounter Six)



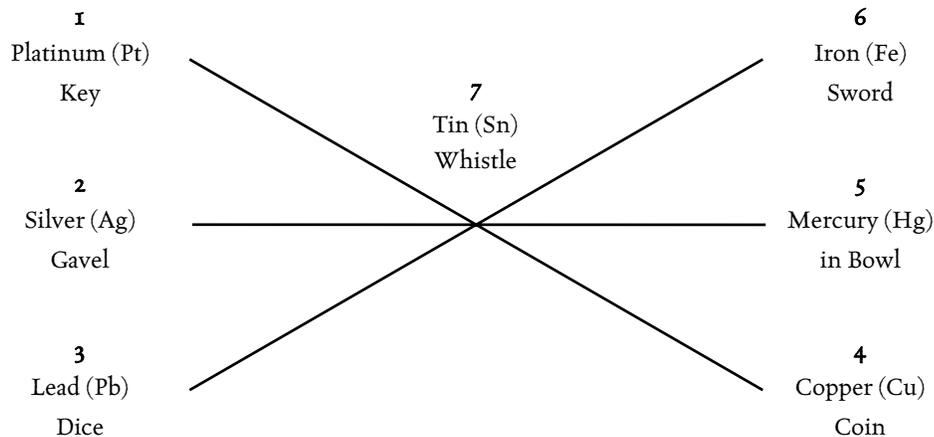
DM's Map #3: The Sacred Suloise Cavern (Encounter Seven)



DM's Aid #1 – Sacred Suloise Cubicles (Encounter Seven)

No.	Deity	Item	Portfolio	Symbol
1	Norebo	2 Lead Dice (d8s)	luck, gambling, risks	pair of 8-sided dice
2	Wee Jas	Silver Gavel	magic, death, vanity, law	burning skull
3	Dalt	Platinum Key	portals, doors, locks, keys	door with skeleton key
4	Lydia	Tin Whistle	music, knowledge, daylight	color spray from palm
5	Bralm/ Phyton	None	insects, industriousness/ nature, beauty, farming	giant wasp/ scimitar & oak tree
6	Xerbo/ Osprem	Copper Piece	sea, sailing, money, business/ sea voyages, ships, sailors	dragon turtle/ barracuda
7	Lendor	<i>Scroll of Remove Blindness/Deafness</i>	time, tedium, patience, study	crescent and new moon with 14 stars
8	Fortubo	Mercury Vial	stone, metal, mountains, guardianship	glow-headed hammer
9	Kord/ Nazarn	+1 Cold Iron Greatsword	athletics, brawling, strength, courage/ formal and public combat	spear and mace star/ shortsword & chain
10	Beltar	Marilith Statue	malice, caves, pits	monstrous fangs

DM's Aid #2 – Sacred Suloise Puzzle Key (Encounter Eight)



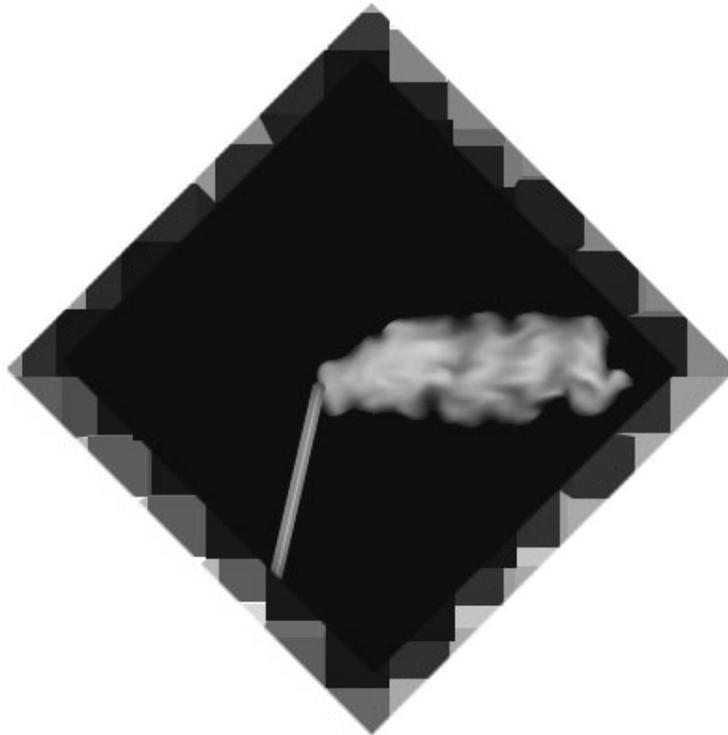
Player Handout #1: Invitation

Greetings,

On the behalf of the Guildsmen of the High Art, I extend this invitation to assist us in some recent research activities that promise to be most exciting and useful to all of Highfolk. We have been searching for only reliable assistance in this matter, and your name has come recommended to us from a reliable source. If you are willing to hear more on this matter, please meet with us at Doom's Retreat tomorrow morning at nine bells.

*Sincerely,
Fallon Oakley
Magister of Defense
Guildsmen of the High Art*

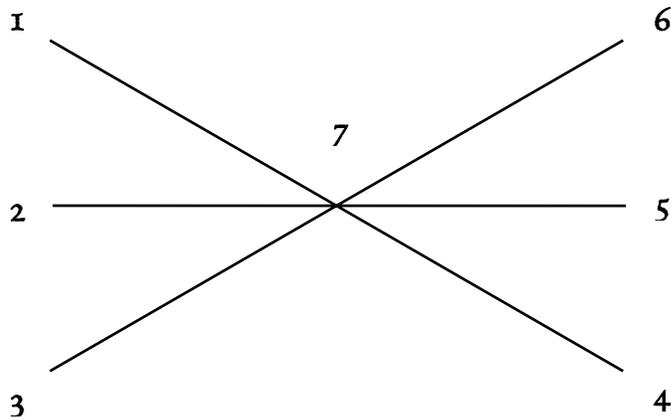
Player Handout #2: Organization Symbol



Player Handout #3: Plaque

apt magical upbringing cures DARKNESS' fell snare

Player Handout #4: Diagram



Player Handout #5: Shield Crest

