

HIG6-05

A Column of Five

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

Version 1.0

by Greg Marks

The future of Clan Shandareth and House Rellen remains in doubt and its Matron asks you to undertake a quest to seek a remote seer who's prophecy might just may hold the key to averting an elven civil war that could ignite the entire Vesve in its flames. A Highfolk regional event for APLs 8 to 16 with an extended play opportunity.

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

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

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2006 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

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.

RPGA SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins

whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in 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 succession of powerful House Rellen of the elven Clan Shandareth remains murky. With the death of Ixtacious Rellen, his wife Alisnata, and their natural born heir Cenet, the order of the remaining claimants remains unclear.

Just prior to his murder, Ixtacious married Mnemosyne Menanine, an adopted daughter of a rival House, and fathered a son. At the same time, his proclaimed heir, the adopted Calentir Rellen married Releshi Elethiel (of House Elethiel of Clan Oronodel) and also fathered a son. At one time or another, both groups have agreed that one child or the other was the rightful heir; only adding to the confusion. By coincidence, both claim their son to have been born on the same night, further clouding the issue as to which child has the better claim.

With the issue of the true leadership of this powerful House finally coming to a head recently, Lady Mnemosyne, sometimes called the Matron of House of Rellen, has decided that the time has come to settle the issue and cement her control over this branch of the Shandareth.

Adventure Summary

It is said that the Seer of all time, High Priestess Calandryen of Labelas Enoreth can see all things from her place in the Timeless Tree within the Vesve. If anyone knows the truth of who is the rightful, it will be Calandryen. It is to the insular lands of the grey elves that the Matron of House Rellen has decided to send the PCs.

Introduction: The PCs have been summoned to meet at the home of Ambassador Lorien, the elven ambassador to the town of Highfolk. As they arrive, they have the opportunity to meet each other and determine the circumstances of their summons.

Encounter One: Lorian and Mnemosyne arrive to speak with the PCs. She gives her reasons for summoning the PCs and asks them to aid her in settling this dispute before it escalates into an armed conflict.

Encounter Two: The PCs travel to the Lands of the Tree, having a random encounter along the way that may help them in future encounters or offer insight into the Highfolk region.

Encounter Three: Once the PCs arrive, they find they will not be allowed access to the Lands of the Tree, nor an audience with High Priestess Calandryen. Assuming the PCs persist in their request, the grey elves agree to ask Calandryen to consider meeting with the PCs outside the protected lands if the PCs deal with one

of the problems facing the Lands of the Tree. Those wishing to take advantage of the extended play option may attempt to solve both problems.

Encounter Four: The PCs investigate the Bog Of Unfulfilled Wishes where they must defeat with the remnants of a tribe of blackscale lizardmen and their masters. Success sheds light on elven scouts missing from the Timeless Tree.

Encounter Five: The PCs investigate Nocturne Grotto where they find the ruins of an ancient tower and evil fey in the dungeons below. Success means rescuing some of the fey that are allied with the grey elves of the Timeless Tree.

Encounter Six: After successfully solving at least one of the problems facing the grey elves, the PCs are granted an audience with the Seer of All Time. She imparts a prophecy about the Shandareth children for the PCs to carry.

Encounter Seven: As the PCs attempt to return to Highfolk, they are assaulted by a group of perytons sent by a mysterious master attempting to silence their knowledge.

Conclusion: The PCs decide where to take the prophecy and whom to impart the knowledge gained.

Preparation for Play

Dragon Disciples: Determine if any PC at your table processes the Dragon Disciple prestige class. If any PC is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), they are preferentially targeted by the perytons in Encounter Seven. The perytons target them first and foremost over any other target and make all attempts to eliminate that PC. The perytons receive a +2 morale bonus to attack and damage against such PCs.

If any of the PCs are dragon disciples with Highfolk regional documentation, the perytons will not target them unless necessary and in such cases they try to incapacitate or immobilize rather than slay such PCs.

Elven Clans: Before beginning play, it is necessary to determine if any PC is a member of the Highfolk Elven Clans Meta-Organization. If they are a member, determine what clan, and if of appropriate level in the meta-organization (tier three), what House. Members of elven clans will be affected differently in some encounters than other PCs, especially if the PC is a member of Clan Shandareth or Clan Oronodel.

Extended Play Opportunity: This module contains an extended play opportunity that increases both the TU cost and the rewards of this module. It is a good idea to remind the players that this module contains such an

opportunity before beginning play. Before completing Encounter Three, all players at the table must agree whether they will be undertaking this extended play opportunity for the additional cost of 1 TU (for regional PCs) or 2 TUs (for out of region PCs. Whether the players choose to take part in the additional encounters will affect their experience and gold totals upon their AR, as well as which favors they receive (see Conclusion for more details).

Legendary Deeds: At the beginning of this scenario, 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 scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

Introduction

Each PC has been summoned to Ambassador Lorian's abode in the Elven District of Highfolk.

Following the directions given to you, you arrive in front of the beautiful ground level of a large elven tree house whose collection of buildings wind up into the distant branches. Except for the symbol of a burning rose set upon a field of green, nothing sets this house apart from any of its neighbors.

The symbol of Clan Shandareth (the ruling clan of the elves) is displayed upon the door and is immediately recognized by all Highfolk regional PCs. Other may recognize the symbol with a successful DC 10 Knowledge (Local: Iuzian Border States) or Knowledge (Nobility and Royalty).

The PCs all arrive at approximately the same time and have the opportunity to introduce themselves at this time if they do not already know each other. Once, the PCs are ready to enter the home, proceed to Encounter One.

Encounter One: Motherhood

The ambassadorial residence houses the patient high elf Lorian and his youthful maid Sherel. Lorian sees few visitors, in his generally unimportant post. Given the mayor's familial ties to the Elven court, most requests are

handled personally requiring little to no involvement of the official ambassador.

Sherel: Female High Elf, Commoner 4.

Lorian Tamarel: Male High Elf, Wizard 10.

Once the PCs knock, Sherel greets them and quickly leads them to the sitting room on the first floor.

The young elven girl who answered the door asks you to wait in a small study while she retrieves her master. Musty smells of ancient tomes and old tea are ever present. You can't help but settle into one of the many comfortable chairs, as you notice the tea set arrayed on a slim table near the window. In short order an elderly elven man in a green robe enters followed by an attractive elven woman clothed in an elegant silk dress of stunning red. She carries a small sickly infant who wears a stylish jumper, and a jeweled ring upon his finger.

The old man notes that you are all present before speaking, "Thank for responding to my summons. I would like to introduce the Matron of House Rellen, Lady Mnemosyne and her son the heir of House Rellen, Rhynian." The aged elven man begins coughing loudly, which startles the baby, who begins to quietly cry with little energy. His cries are then silenced by a small wracking cough that shakes his body.

"You need your rest good ambassador," the woman adds with practiced concern. "Perhaps you should have your maid take you to your room that you might find some respite."

"You are too kind milady," Lorian says as he retires, hobbling from the room and down the slim hall.

"I know who you are, so we needn't burden ourselves with any more introductions. Let us get directly to the business of why I have summoned you here."

Mnemosyne is calm in her dealings with the PCs, but observes protocol with an elitist attitude, believing elves to be superior to other races and the Shandareth to be the masters of the elves in the Vesve. She is a talented politician (indeed she is a member of the Highfolk Town Council) and avoids blunt verbal confrontations, rather skillfully dealing with malcontents through subtle put-downs.

Mnemosyne Menanine-Rellen: Female Wood Elf, Rogue 10/Exotic Weapon Master 1/Spy Master 3.

She immediately launches into the story of why she summoned the PCs and what she hopes to accomplish with their help:

- **Events of the Tanabat Festival (Conflagration Interactive):** *"As you may know, at the Tanabat festival during the month of Planting, a representative of the Oronodel stepped forward to present a child other than my own as the true heir to the House of Rellen. This child, Aensylorin Elethiel-Rellen, was born of the union of my late husband's adopted heir and a maid of Oronodel. Unlike my child Rhynian, none of them are actually blood of Shandareth. This has confused the issue of succession substantially, especially since both children seem to have been born on the same day."*
- **The Mission:** *"I hope that you will consider aiding me before issues of succession devolve into bloodshed as supporters of the two claimants let their passions overwhelm them. I wish you travel to the Lands of the Tree and consult the seer and high priestess Calandryen as to which child has the better claim in the eyes of the gods and the flow of time. I hope that such a prophecy given by a neutral party (the priestess) and handled by outsiders (most PCs) will help us settle this once and for all. I will consider the prophecy no matter the outcome, though I ask that you bring any news straight to me."* Mnemosyne can give the PCs directions, as well as a map, on how to locate the Lands of the Tree.
- **Calandryen:** *"The high priestess of Labelas Enoreth, Calandryen, is known as the Seer of All Time and leads the grey elves of the Lands of the Tree. It is said that her ancient eyes have the ability to see through any lie and that she holds court from a hidden crystal chamber through which she can see anyone and determine the purity of their heart. In addition to all of the lore and knowledge she has accumulated over her many years it is said that she often receives visions from Labelas Enoreth that aid seekers of the truth. Because of this, I am sending you to meet with her on my behalf. The elven people must know the truth."*
- **Reward:** *"I will be happy to reward you for your faithful service to me in this matter. Upon your return I will gift you with several magic items that should be of use to you. Worry not, you will be amply rewarded for this simple but important task."*
- **Why the PCs?:** *"I choose a group of adventurers because they should be seen as generally neutral in this dispute, and many of you are well-known for your great deeds." (If any of the PCs are of Clan Shandareth) "I have chosen you specifically not only to look out for the interests of our clan, but because you will be knowledgeable in what is at stake." (If any of the PCs are of Clan Oronodel) "I have chosen you to go along to show that I have no specific*

grudge against the Oronodel and your presence will help authenticate the truth of any recovered prophecy.”

- **The Health of the Baby:** *“My late husband was never of strong constitution, and Rhynian has inherited his susceptibility to wet noses and deep coughs.”* The baby does not significantly respond to any attempts at healing magic; though Mnemosyne will allow the PCs to try. Lying to the protective mother and casting harmful spells upon the defenseless baby would be a substantially evil act.

Once the PCs have agreed to assist in this matter and travel to the Lands of the Tree, proceed to Encounter Two.

Development: It is possible that some Oronodel PCs may wish to speak with members of their clan before undertaking this quest. In this case, Councilor Wynda Ceara is a well-known member and lives nearby in Highfolk. The Councilor discreetly meets with any Oronodel PCs seeking advice and listens to the details of the mission. Wynda suggests that the PCs should definitely undertake the mission to ensure no Shandareth duplicity, and should the prophecy be gained and show the Oronodel in a poor light, the PC should do anything in their power without endangering themselves to hide its existence or color the clan in a better light when presenting it.

Encounter Two: Random Travel

This encounter deals with the party's travel from Highfolk to the Lands of the Tree, and experiences they might have along the way.

Method of Travel

How the PCs cover the distance is up to them. There are no established roads through the Vesve that lead to the insular Lands of the Tree, so any mundane travel will involve heading north along the road that leads from Ironstead to Quaalsten and then hiking cross country for several days. Given the difficult terrain, the journey will take nearly two weeks. Members of Clan Oronodel are the only PCs who are likely to be somewhat familiar with the edges of the Lands of the Tree, since their clan maintains a small enclave nearby where until recently, many of their children used to be trained.

If the PCs use magical means of travel, they will be stymied by the lack of foreknowledge the place they are transporting to. There is no reliable description of the area available, though the PCs could easily transport to somewhere near the grey elven lands and cover the rest

of the distance in a matter of days. Even if the PCs travel to the edge of the grey elven lands magically, they still have one of the random encounters before they cross over.

The DM is encouraged to use his or her best judgment when adjudicating the methods used by the party to arrive at their destination. When they do finally reach the border of the lands claimed by the grey elves, proceed to Encounter Three.

What Oronodel PCs Know

All surviving PC members of Clan Oronodel were children or young adults that fled the destruction of that clan during Iuz's invasion. Not willing to make themselves beholden to the Shandareth in Flameflower like the Moonbow did in a similar situation, the Oronodel fled to the Timeless Tree. On the edge of the Lands of the Tree, they made a life for themselves, rarely seeing their benefactors. With the reclamation of their homeland north of the Deepstil River in CY 594, the Oronodel returned to their homes in mass during the late winter of CY 595.

Oronodel PCs are familiar with the small village where they stayed, just at the edge of the Lands of the Tree, but have never actually been inside the Lands of the Tree. This knowledge is sufficient for *teleportation* and similar spells.

Oronodel PCs also know that the grey elves of the Lands of the Tree sufficiently enough that they know the general information provided in Appendix Nine.

Random Encounter

As the PCs travel they should encounter at least one of the below random encounters. The DM may randomly determine the encounter using the chart below, or may pick one particularly suited to the group. If played in a home environment, the DM may add additional encounters if time permits. All of these encounters assume the PCs are traveling in the Vesve and the DM may have to adjust the setting slightly to account for the PCs' method of travel.

In each case, the PCs encounter members of an organization found in the Highfolk region. These brief random encounters are meant to add role-playing flavor to the party's travel through the Vesve.

Roll 1d4	Random Encounter
1	Gnomish Consortium Traders
2	A Meeting of Druids
3	A Gauntlet Thrown Down
4	Tales from the Traveling Bard

Gnomish Consortium Traders

If this random encounter occurs, the party encounters a group of gnomish merchants from the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters originally out of Gildenhand. They were making their way south to Ironstead when they lost their way. Seeing the PCs, they excitedly hail them.

The quiet of the wood is broken by the shrill excited screams of several small men with large noses who stream out of the woods and attempt to embrace you in their tiny arms. "Thank Grrl you've come," one of them looks up at you from your thigh with rapidly tearing eyes. "We've been lost for days and we'd run out of food just this morning. We're starving!"

The gnomish traders gush with praise for the PCs who they assume have been dispatched to save them. Once they have been sufficiently calmed, they are happy to tell their story; preferably over a light snack from the PCs' rations.

Cenesfin Silvernail, Gudenfan Glittercoin, Mewnyfawr Silvernail, and Mowenon Moosterdoodle: Male Gnome, Expert 2.

The Consortium caravan, two very stout wagons, left weeks ago for Quaalsten, and was then headed for Ironstead before going onto Highfolk and eventually back home to Gildenhand. However, three days ago, they were ambushed by a number of lizardmen who really shouldn't be in this part of the forest. Regardless, the brutes made off with the gnomes' goods and killed their guide when he attempted to protect the horses. The gnomes have been wandering lost ever since.

Cenesfin has seen lizardmen before and these looked different. They were definitely bigger than he remembers, and most of the attackers' scales were a dull black in color rather than the dull green he would have expected.

The surviving gnomes (Cenesfin Silvernail, Gudenfan Glittercoin, Mewnyfawr Silvernail, and Mowenon Moosterdoodle) have no idea where they are, nor can they guess where they were on the road when attacked. However, if the PCs can give them some supplies and take them to the nearest road, they should be able to get to the nearest town or village. If the PCs can't offer any food, the gnomes pitifully follow the PCs around, complaining of their rumbling stomachs. None of them have any wood skills and cannot adequately fend for themselves without some aid.

Development: If the PCs aid the gnomes, they receive one Influence Point with Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters upon their AR.

A Meeting of Druids

During this random encounter, the PCs meet several members of the Observationists' Society; a druidic path of enlightenment found in Highfolk and the Vesve.

The sound of several voices drifts through the wood, as though a pleasant garden party is taking place nearby. Focusing your attention, you realize it seems to be coming from behind a dense wall of trees.

Assuming the PCs investigate, they come across a comfortable collection of tents next to a small stream, housing several (approximately a dozen) distinguished looking men and woman as they hover around several long tables covered in finger food. They are currently enjoying the food on a magically manicured lawn, taking a break until the next speaker. Several chairs and a podium currently sit vacant next to the stream.

The druids are momentarily surprised before Aemon Danwonfer, an elderly human man in green robes with large glasses, approaches the PCs to welcome them to the Observationists' Summer Symposium. They are welcome to sample some of the food if they like before they continue on. Aemon is an ancient bumbling and kindly man, who means well, but like his fellows, does tend to ramble on while talking.

Aemon Danwonfer: Male Human, Druid 6.

Aemon explains that the Observationists' Society is holding one of its regular seminars in this remote place to speak on the flight patterns of migratory animals; particularly birds. If the PCs wish to discuss animals or their migrations, Aemon invites the party to spend the day listening to the various talks. Those that agree are treated to a rather bland discussion of animal migration over the course of several hours, however there is a gem to be found among the chafe for druid and ranger PCs. One talk details the spell *tern's persistence* (from *Stormwrack*) in sufficient detail that such casters succeed in learning (and gaining access) to the spell.

Development: If the PCs stay for the day, they receive access to the spell *tern's persistence* upon their AR.

A Gauntlet Thrown Down

This encounter deals with the PCs encountering a member of one of the elven fighting schools. Depending on the situation, one of their number may end up taking part in a duel.

The sun shines brightly, pleasantly illuminating the forest path as an elven man comes into view through the leaves. He is well dressed, and wears several

swords. "Good day folk of the wood," he hails you. "I am Kilareo Nasilia of Clan Moonbow, and who are you?"

Kilareo is a duelist of the Amastodel Fighting School (a Highfolk Meta-organization). On his travels through the wood, he seeks to better himself and his skills. He will pleasantly speak with those who wish to chat, but he is hoping one of the PCs will be interested in something more physical.

He is generally familiar with the dealings of elven nobles, but has no specific opinion on those seek to hone themselves in wars of words. His is a world of blades.

As for the grey elves of the Timeless Tree, he knows very little, but he can say that both farseeing circles of mages and fey spies patrol their lands. No one can enter without their sentinels being aware of them.

Creatures: What Kilareo is really interested in is a nonlethal duel to test himself against the skill of those he meets. If one of the PCs is willing, Kilareo offers to fight them in a nonlethal duel. He offers to have someone at his school teach some of their skills to anyone that can beat him one on one with no aid, magical spells, or preparation in a nonlethal contest of blades. Magic items used during combat are fine. Kilareo is always fair and pleasant, although strongly competitive.

All APLs (EL 12)

Kilareo Nasilia: Male High Elf; hp 136; see *Appendix One*.

Tactics: Kilareo takes advantage of his dervish dance and *boots of speed* to full attack, but forces his foe to move at least ten feet. He uses his Combat Expertise or Power Attack if appropriate. Assuming a non-lethal duel, he uses the merciful ability on his longsword, but not the shocking ability of his shortsword.

Treasure: Anyone who beats Kilareo fairly, or is a member of any fighting school and at least tried to beat him, will be rewarded by Kilareo. He offers to have them taught the Powerful Charge (*Miniatures Handbook*, p. 27) feat the next time they are in Highfolk. Note this access on the AR.

Development: Some PCs may decide to murder Kilareo and steal his equipment. This would be considered an evil act, and the player should be warned that doing so would result in the removal of his PC from play.

Tales from the Traveling Bard

If the PCs happen across this random encounter, they cross paths with a member of the Bardic College.

High notes from a recorder can be heard before a young man in fancy dress steps into view. He is a large human man with a trim mustache and beard beneath his large feathered hat. He looks up with a big smile when he sees you. "Ah fellow travelers! It is good to see bright faces on the lonely road. Care for a song?" The bard launches into another tune without waiting for your response.

Huebart Olian is traveling this area of the Vesve in order to learn the stories and songs of the various small towns and lone woodsmen. He naturally assumes that any travelers he meets are just as interested in such things as he is and so he tries to share his efforts with the party whether they want to hear it or not.

Huebart Olian: Male Human, Bard 1 (Perform +5).

If the PCs listen politely, he plays on for several minutes, but if they interrupt him he takes on a concerned air, thinking perhaps they are in some trouble. Of course Huebart wishes to help them in any way he can. As long as the PCs are not rude to him, or violently chase him away, Huebart will offer the PCs tidbits on any of the following:

- **Lady Mnemosyne Menanine-Rellen:** *"For a short time, Lady Mnemosyne was one of the late Ixtacious Rellen's heirs, but later her allegiances switched to the rival House Menanine. I believe she later married Ixtacious after his first wife's passing; though I believe the political marriage had all the warmth of the Land of Black Ice. I can also tell you that she never got on well with Ixtacious' chosen heir Calentir, or Calentir's wife Releshi. Though she is not without her friends, I believe she is very close with Imbria Tamarel who also gave birth around the same time."*
- **The Timeless Tree:** *"The Timeless Tree is both a community and a shrine. It is said that the tree itself that houses a small temple to Labelas Enoreth is taller than six giants and is so wide that a dozen men could not encircle it with their arms. The lands about the tree are home to an insular clan of grey elves that are outside the normal elven politics of the Vesve and do not mix with others. Only the elven clan called Oronodel has any contact with them, and even then, never within the Lands of the Tree. They are lead by a powerful cleric of the elven god of fate and time that stories say is a women of considerable age, even for an elf. The lands themselves are guarded not only by patrols of powerful wizards, but by the fey who spy for the grey elves. Also many powerful enchantments guard the area from certain types of magic."*

- **Succession of House Rellen:** *“That is a complicated mess. As I understand it, Ixtacious Rellen, the scion of House Rellen, lost his only son Cenet to some sort of magical construct while his son was adventuring. He then adopted several adventurers to ensure his bloodline, but his wife Alisnatta disagreed with the choice and committed suicide. Before Ixtacious himself was murdered, Mnemosyne, one of his heirs, was adopted into a rival House known as Menanine, and Calentir was elevated above all the other heirs to be Ixtacious’ chosen. Lady Mnemosyne was later married to Ixtacious, and the issue of Calentir was to be the next heir of Rellen, unless Mnemosyne could give Ixtacious an heir first. When Calentir married outside of his clan, into House Elethiel of Clan Oronodel, a rival of the Shandareth, he gave up his claim to Rellen, but his claim would fall to his child. Sadly it seems that both Mnemosyne, and Calentir’s bride Releshi have both given birth to a baby boy and both claim to be the rightful heir of the Rellen. It’s quite a mess, and the arguments have become more and more heated.”*
- **Halfling Terrorism:** *“Normally the smallfolk rarely cause problems, but apparently some, especially elves, have been the target of a recent campaign. The stories I have heard say that a crafty halfling woman known as Logan’s Woman, has been leading crack teams of halflings and gnomes in acts of vandalism and humiliation. Of particular note, the revolutionaries have some sort of magic powder that curses the target to shrink to the size of a halfling. I’ve heard tales that maybe they have some ties to those gnomes in the Kron who are always causing problems down Verbobonc way.”*
- **The “Water Horse”:** *“There are stories that the rivers near here have seen many disappearances. Some attribute these tales to age-old rumors of a water horse, a great beast of foul water and rotten kelp that some say haunts these waterways. If true, such a beast would be terrible indeed.”* (A DC 20 Knowledge (Nature) check identifies a “Water Horse” as another name for an evil fey known as a Kelpie.)

Treasure: If the DM feels that the party has gotten on well with Huebart (they were polite, and generally friendly), he will offer to teach the spell *jig of the waves* (from Stormwrack) to any of them capable of learning it, when they next come to visit the Bardic College in Highfolk. Note this access upon the PC’s AR.

Encounter Three: The Timeless Tree

Several days later, assuming mundane means of travel, the PCs arrive at the edge of the territory controlled by the grey elves of the Tree. If the PCs have magically accelerated their travels, it is possible that they arrive the same day as their previous encounter. As discussed earlier, it is not possible for the PCs to transport themselves directly into the Lands of the Tree.

Once the PCs arrive, they will encounter the fey guardians of the grey elven lands.

From the directions you were given, you must be very close to your destination. The trees here are taller than you have seen in other parts of the Vesve; huge paragons of foliage that lord over smaller cousins who struggle in the shadows of the forest floor. Getting your bearings you notice an elven woman step from behind a tree. She is attractive despite the plain grey robe she wears. “I know what you seek, follow me and I will lead you.”

The PCs have run across the first line of defense for the Lands of the Tree. Three pixies, currently invisible, and a dryad, hiding within her tree, are attempting to trick the party into proceeding the in the wrong direction.

Dryad: hp 14, see *Monster Manual* p. 90.

Pixies (3): hp 3, see *Monster Manual* p. 236.

The grey elven woman is a *permanent image* created by one of the pixies. If the follow her, she leads them quickly for 100 ft. before moving behind a tree and disappearing. The image does not respond to the PCs, other than to urge them to hurry and try to keep up. Those PCs who succeed in a DC 15 Knowledge (Geography) or Survival role will note that they are headed in the exact opposite direction than they should be to head into the Lands of the Tree.

If the PCs see through the illusion, or do not continue to follow her, the four fey will use their spell-like abilities to try and prevent the PCs from continuing (*charm person, deep slumber, entangle, or suggestion*). They do not engage in combat and indeed run from it.

Once the PCs begin to realize that all is not as it seems and they begin to make their way back to the Lands of the Tree, the fey will break off any attack if they have not already fled. In their place, six grey elves wearing grey robes *teleport* such that they surround the party. A blue orb, one of the ever-present Philidor’s Globes, also hovers into view so the situation can be monitored (see below). They immediately demand to know the PCs’ intentions.

Grey Wizards (6): Male and Female, grey elf, wizard
9.

When told of the PCs' desires to meet with the Seer of All Time, one of the lead wizards (called Xereth Elmshadow) steps forward to calmly but sternly explain that she is not meeting with unproven visitors and there is likely nothing that the party can do to change her mind. They suggest the PCs return to whence they came and forget their questions. If the PCs leave, the adventure is over.

Assuming the PCs ask how they might prove themselves, Xereth exchanges glances with some of the other mages, and suggests that while they may have performed great deeds for others, the grey elves of the Tree do not know them. Xereth and his team were about to deal with some problems at the edge of their territory. If the party would look into one of the problems, Xereth will consider taking their case to the Seer, though he makes no promise that she will see them, performing this deed will greatly increase their chance of successfully meeting with her.

If the PCs are interested in pursuing this line of action, Xereth explains the two mysteries his circle was about to investigate:

- To the north lies a swamp called Nanda En'Uquanta Aldälë, or the Bog of Unfulfilled Wishes. It has never been a source of problems in the past, but recently a routine patrol by elven scouts from the Lands of the Tree went missing while traveling there. The patrol, while composed of four grey elves talented in woodcraft, contained none who were especially skilled warriors. They are three days over due. Xereth can give general directions to the swamp, though not to the exact location of the patrol. The patrol was watching a very large area with no specific schedule, so they could be anywhere in the bog.
- The Thalainunoth River runs through the through the Lands of the Tree, and along its banks at the southern reaches of the grey elven lands, the few human woodsmen who's families that have lived in the Lands of the Tree for generations, have reported the absence of the fey who normally spy for the elves in that area. A large number of fey normally patrol the borders of the Timeless Tree and lead all travelers away. The woodsmen, who live inside the Lands of the Tree but carefully cull the forest over a large area have lost all track of their diminutive friends. Xereth does not know exactly where to look for them, or why they may have gone missing, but if the PCs are interested, they should travel to the southern edge of the Lands of the Tree (going

around the outside) to the Thalainunoth and travel south along it.

Once the party has solved one, or both, or the mysteries (hopefully returning with the missing scouts or missing fey), Xereth asks them to return to the nearest border of the Lands of the Tree. He and his circle will meet them there. He warns them not to attempt to enter the Timeless Tree.

Development: If the PCs attack the elven patrol they flee via magic and no one in the Lands of the Tree will speak civilly with them. The PCs are considered enemies of all grey elves of the Timeless Tree and they will bring all their power to bear to drive them away. The adventure is over for them.

Philidor's Globe

Along with the robed wizards, the PCs have come across one of Philidor's Globes that are known to guard the Vesve. These magical creations have been placed throughout the great wood by the enigmatic archmage Philidor. How the globe reacts depends on the individual PC race and alignment, however, all passage sets off an alarm warning the patrols of the Timeless Tree. A master crystal ball in the Timeless Tree can see through any of the globes with a *true seeing* when activated due to an alarm.

Glass Globe: 1 ft. thick; hardness 1; hp 12; AC 11.

The globe is one foot in diameter and radiates an alternating soft blue and yellow light from its bobbing height twenty feet in the air. The globe moves away from anyone who moves toward it at a rate of 30' per round, staying within 30' to watch the intruder. When controlled through the master crystal ball, the globe may be moved by the user, although, not more than a mile from its point of creation.

The globe radiates strong divination magic if detected for, provided the caster overcomes the globes SR of 18. In addition, the globe has 20/epic damage reduction. The globe can be dispelled (caster level 25), turning it into a glass globe that falls from the sky, smashing into many pieces. The globe is immune to *light, daylight, continual flame, darkness, and deeper darkness*.

The globe also has an alarm system. If any goblinoid, evil humanoid, or servant of Iuz approaches within 360 feet of the globe, it flashes blue and emits a shrill noise for six rounds or until someone activates the master crystal ball to see what the globe has detected.

Philidor's Globes can be recognized with a DC 10 Knowledge (Local: Iuz Border States) or Bardic Knowledge. Success indicates the PC knows they are a fixture in the Vesve and are used by the forces of light to spy upon the evils that dwell there.

Extended Play Option

Some PCs may wish to attempt to solve both of the mysteries facing the elves of the Timeless Tree. In this case the DM should make it clear that they are welcome to undertake such an option, but doing so increases the TU cost, time to play, and rewards for this scenario. All players must agree to participate in the extended play option before the table plays through the second encounter (either four or five depending on the order in which the PCs begin).

Also note that both encounter four and encounter five possess a flooding room trap. The trap is only present the first time they would encounter it. If the players take part in the extended play option, the trap is not present in the second encounter.

Once the PCs agree to undertake exploration of one or both of these mysteries, proceed to the appropriate encounter: encounter four if the PCs decide to look for the missing elven scouts or encounter five if they go in search of the missing fey spies.

Encounter Four: The Bog Of Unfulfilled Wishes

If the PCs choose to investigate the missing elven scouts in the nearby bog, they can easily locate the bog following the directions given to them by Xereth. Once they arrive at the bog, the party will have to locate the cause of the disturbances, and then rectify the problem.

Locating the Lair

To locate the source of the problem will require the PCs to find the lair of Lyrui and her minions. This can be accomplished several ways. PCs who possess the Track feat need only succeed in a DC 15 Survival check after one hour of looking to determine that several paths lead into the center of the swamp. A second check, also DC 15, can successfully follow the paths to the naga's lair. This check may be retried, but requires an additional hour.

If no PC in the party possesses the Track feat, an organized DC 25 Search can locate the naga's lair, one of the highest points in the center of the bog. Each check requires three hours. This check can be retired, but requires three additional hours.

In addition to direct searching, PCs might employ any number of magical methods to gather information or locate the trouble in the bog. The DM will have to adjudicate these attempts based upon the information in this encounter.

Alerting the Lair

The ecology of the bog is itself much like a living being and the invading PCs disrupt its delicate balance. Bluglupdilp and the lizardmen are well attuned to the ebbs and ripples of the bog, and keep a careful watch of the surrounding area. Every hour that the PCs spend searching the bog, there is a cumulative 5% chance that the lair becomes alerted to the presence of the PCs. This notice could take many forms: noticing smoke from torches or campfires, noticing the disruption of wildlife movements, or spotting the PCs while swimming below the dark waters of the bog from a great distance. If the PCs alert the lair, they prepare to ambush the PCs when they enter the lair; casting any preparatory spells that last for hours, and being ready to give the PCs their best if they find the lair.

If the DM feels that countermeasures taken by the PCs are likely to prevent such notices or capture any spies, the party may capture one of the lizardfolk children from room 2 below at the DM's discretion.

The Lair of the Blackscapes

Once, this lair was home to a tribe of powerful lizardmen who followed Vuthasventgixustrat the Marsh Lord, a now deceased black dragon that once haunted the eastern Vesve. Following the death of Vuthasventgixustrat at the hands of the Wrath of the Emerald Dawn, the lizardmen found themselves adrift without the spiritual leadership that had come to expect from the dragon.

The swamps common to the eastern Vesve are home to many creatures. One such creature is Lyrui the naga. Able to outwit most creatures in the swamps, but not physically strong enough to combat large groups, she allied herself with Bluglupdilp the chuul and together the pair are a force to be reckoned with. The partnership came across the blackscale tribe and saw the opportunity to control a valuable resource, one which Bluglupdilp found particularly delicious. Through lies and magic, Lyrui has turned the lizardfolk into virtual slaves while Bluglupdilp uses them as a convenient source of meals. Unfortunately while some of the lizardfolk, such as Draurath and Slaur, have taken slavishly to the new order, the tribes numbers are drastically plummeting due to the chuul's vast appetite. This decrease in population has caused the duo to capture the occasional elf to supplement their food supplies.

Once the PCs manage to locate the lair of the blackscapes and their new masters, proceed with the following read aloud text.

Crossing several feet of open water, you find your destination. In the depths of the humid bog, a low mass of mud and vegetation rises from the

surrounding water, a large willow with dropping limbs rises out of its center, a few small pines standing sentinel around it. Those with keen eyes note a hole between the willow's large roots leading into the mound.

The PCs must cross thirty feet of calm, stagnant water to reach the mound from the nearest piece of moist ground. The water is four feet in depth to a sucking muck below, however there is ample roots dead wood that any PC greater the four feet tall can easily walk across without drowning. Shorter PCs will have to make a DC 10 Swim check, or hold their breathe for sufficient time for them to cross thirty feet of water. The muck is considered deep bog and if walking through it rather than swimming, each square counts as four. There are no hazards beyond the water itself.

Once the PCs make their way to the entrance, they find that it proceeds shallowly into the mound. Someone has lined the steps and walls with flat rocks and timbers to reinforce the integrity of the tunnel. There is no light in the tunnel or the chambers below. The following descriptions assume the PCs have some way of seeing and must be altered accordingly if the PCs do not.

1. Entrance Room

Water oozes through the mud and covers the glistening steps as you proceed down to a water filled chamber. The water in the chamber at the end of the stairs is nearly to the ceiling, but the walls and floor seem to rise quickly as the chamber proceeds further toward the center of the room. The uneven floor of the hall beyond pokes through the surface of the water in places, suggesting that past this room, the water is not as deep.

The entrance room is trapped to eliminate non-water breathers that might try to enter the lair. Otherwise, the entrance way is relatively unremarkable. The water is muck-filled and it is impossible to see more than 1d4 x 5 feet through it. The water is just over nine feet in depth, and there is less than four inches of space between it and the rough stone ceiling. Thick, rough stone reinforces the walls, and removing it only causes wet mud to spill inward.

Trap: As soon as the first PC steps into out of the shaded area into the room, they displace water, which triggers the trap. A wall immediately descend from the ceiling where marked on the map ("T") as well as sealing off the top of the stairs trapping the PCs in the room and stairwell. Then fouled water is pumped into the room eventually drowning those within. Normally if the

Blackscales were moving through the room, they would simply outwait the water (as they can breath it normally) until one of their brethren already inside resets the trap allowing them to pass through. It is slow going, but deadly.

Sliding Stone Walls: 3 ft. thick; hardness 8; hp 540; AC 5; Break DC 50.

Extended Play Option Note: If the PCs are assaulting the Bog of Unfulfilled Wishes as part of the extended play option and have already attacked the Nocturne Grotto, this trap is not present.

APL 8 (EL 5)

Flooding Room Trap: CR 5; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 24; Disable Device DC 24; *Note:* Room floods in 3 rounds (see drowning *DMG* p. 304).

APL 10 (EL 6)

Flooding Room Trap: CR 6; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 24; Disable Device DC 24; *Note:* Room floods in 2 rounds (see drowning *DMG* p. 304).

APL 12 (EL 7)

Flooding Room Trap: CR 7; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 24; Disable Device DC 24; *Note:* Room floods in 1 rounds (see drowning *DMG* p. 304).

APL 14 (EL 8)

Flooding Room Trap: CR 8; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 29; Disable Device DC 24; *Note:* Room floods in 1 rounds (see drowning *DMG* p. 304).

APL 16 (EL 9)

Flooding Room Trap: CR 9; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 29; Disable Device DC 29; *Note:* Room floods in 1 rounds (see drowning *DMG* p. 304).

Development: Once the PCs move past this room, all rooms and tunnels in the complex have less than one foot of standing water, unless otherwise noted. This makes the whole complex difficult terrain, and raises the DC for Balance, Move Silently, and Tumble checks by 2. This does not affect any creatures of Large size or bigger, or that possess a Swim speed.

2. Blackscale Living Area

This darkness is broken by the occasional whimper and splash as a group of small lizardfolk and a few large females try to hide between a rough draconic sculpture of black stone. They cower from your light source and crowd away from you.

The few remaining lizardfolk, two sickly females and a half-dozen children hide from the PCs to the best of their limited ability. They have been terrorized by Bluglupdilp and serve as near slaves to the two remaining lizardmen males who view them more as their property than fellow members of their tribe. They cannot effectively defend themselves if attacked, and make no attempt to assault the PCs at any time. They wish only to be freed so they can travel to away from this place. If the PCs are kind to them, one of the females (Urroe) will hesitantly speak to them in draconic, but only to beg mercy and their leave to escape. She knows that her masters are in the other two chambers but will not describe them without magical compulsion. She can tell the PCs that the tribe's males stand guard over the way.

The sculpture is of their god, the Marshlord; though he has been silent for some time and no longer aids the lizardfolk. Urroe can explain this if the PCs inquire. A DC 10 Knowledge (Religion) confirms that the statue is of no deity the PCs know of, though a DC 14 Knowledge (Arcana) suggests that it bears some features of a black dragon.

In addition to the statue, the room is filled with the miscellaneous furniture and personal effects for twice the number present. None of it is valuable.

Development: If the PCs kill the lizardfolk, they offer no resistance. If the PCs free them, the lizardfolk run for freedom, hoping their master will be distracted by the attack of the outsiders.

3. Males of the Blackscale Tribe

A slim tunnel heads off the main passage to the south. The archway is carved with the likeness of a serpentine dragon, encircling the path with its snakelike body.

Once this small private chamber housed the living quarters of the tribe's chief, but since he became one of the chuul's many meals, Draurath and Slaur lair here in reward for their support of Lyruit and her chuul minion.

APL 8 (EL 5)

Draurath and Slaur: Male blackscale lizardfolk; hp 26; see *Appendix Six*; Slaur has an *elemental gem (water)*.

APL 10 (EL 6)

Draurath and Slaur: Male blackscale lizardfolk Barbarian 1; hp 40; see *Appendix Two*.

APL 12 (EL 7)

Draurath and Slaur: Male blackscale lizardfolk Barbarian 2; hp 49; see *Appendix Three*.

APL 14 (EL 8)

Draurath and Slaur: Male blackscale lizardfolk Barbarian 2/Fighter 1; hp 57; see *Appendix Four*.

APL 16 (EL 9)

Draurath and Slaur: Male blackscale lizardfolk Barbarian 2/Fighter 2; hp 65; see *Appendix Five*.

Tactics: Draurath and Slaur do their best to affect the PCs in the most detrimental way possible. In most cases, they present little threat the party, but that doesn't stop them from trying. If encountered here, they try to delay the PCs as much as possible while doing their best to inflict damage. If unable to harm a target, they happily change targets. If the PCs bypass this tunnel to attack room 4, they attack from behind. If the lair is on alert, Draurath and Slaur move to room 4 to aid Bluglupdilp in defending the Lyruit. If additional aid is needed, they do not hesitate to use the *elemental gem* to summon a water elemental.

Development: Also in this room are three grey elves, beaten into unconsciousness and chained so that their drooping heads stay above the water. Missing limbs here and there all three show signs of being nibbled upon, and have sores and boils from infection by the stagnant water. If made conscious, the elves beg to be freed, and can tell the PCs that there is a chuul somewhere nearby, but they do not know the layout beyond this room. None of the elves are in any condition to help the PCs without the aid of a *regeneration* spell or similar magic.

Treasure: The lizardfolk carry all of the tribe's wealth on them. If the PCs defeat them, they may claim it as their own.

APL 8: Loot – 1 gp; Magic – *elemental gem (water)* – (188 gp).

APL 10: Loot – 3 gp; Magic – *elemental gem (water)* – (188 gp).

APL 12: Loot – 3 gp; Magic – *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp).

APL 14: Loot – 3 gp; Magic – *boots of speed* – (1000 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp).

APL 16: Loot – 3 gp; Magic – *boots of speed* – (1000 gp), *cloak of resistance +5* – (2083 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp).

4. Pools of Foul Water

Dark waters swallow your light in this large room. Strange bubbles form throughout the room, releasing foul gases filling the room with the reek of rotting flesh.

This large cavern is home to the duo that has enslaved the blackscale lizardfolk. They spend most of their time here, being waited on by those few lizardfolk that survive. Those areas shaded upon the map represent those squares that hide deep pits of silt filled water, each deep enough to hold Bluglupdilp. Anyone fighting from the water against someone who is not also in the deep water can gain cover (+4 AC) and may choose to take a move action to crouch and gain improved cover against those not in the deep water (causing enemies to take a -10 penalty to attacks against the creature taking improved cover).

APL 8 (EL 10)

Lyrui: Female spirit naga; hp 76; see *Appendix One* for spell list, see *Monster Manual* p. 192.

Bluglupdilp: Male chuul, hp 93; see *Monster Manual* p. 35.

APL 10 (EL 12)

Lyrui: Female spirit naga Rogue 4; hp 124; see *Appendix Two*.

Bluglupdilp: Male chuul, hp 250; see *Appendix Two*.

APL 12 (EL 14)

Lyrui: Female spirit naga Rogue 4/Arcane Trickster 2; hp 138; see *Appendix Three*.

Bluglupdilp: Male advanced chuul; hp 354; see *Appendix Three*.

APL 14 (EL 16)

Lyrui: Female spirit naga Rogue 4/Arcane Trickster 4; hp 152; see *Appendix Four*.

Bluglupdilp: Male advanced chuul Barbarian 1; hp 421; see *Appendix Four*.

APL 16 (EL 18)

Lyrui: Female spirit naga Rogue 4/Arcane Trickster 6; hp 166; see *Appendix Five*.

Bluglupdilp: Male advanced chuul Barbarian 2/Fighter 1; hp 450; see *Appendix Five*.

Tactics: Assuming they are forewarned of the party's approach Lyrui casts all the spells in their power-up suites. If given additional time and combat is imminent, she also casts round per level buff spells, starting by

making herself *invisible* if possible. If caught by surprise, they are only prepared with those spells that last an hour or more.

Bluglupdilp moves forward attempting to do as much damage to a single opponent as possible in order to eliminate the threat. He moves on to the next foe if he drops or immobilizes a foe. Lyrui uses her spells to best effect, immobilizing or separating foes where possible, and sneak attacking frail opponents with her ray spells.

If additional aid is needed, Lyrui uses her *bag of teeth* to summon a piranha swarm.

Treasure: Much of the wealth to be found here can be taken from the corpses of Lyrui and Bluglupdilp.

APL 8: Magic – *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 10: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 12: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *cloak of charisma +2* – (333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 14: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *cape of the mountebank* – (840 gp), *cloak of charisma +2* – (333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp), *wand of Melf's acid arrow* – (375 gp).

APL 16: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *belt of strength +4* – (666 gp), *bracers of armor +1* – (83 gp), *cape of the mountebank* – (840 gp), *cloak of charisma +2* – (333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp), *scroll of dimension door* – (58 gp), *wand of Melf's acid arrow* – (375 gp).

Encounter Five: Nocturne Grotto

If the PCs choose to investigate the missing fey, they can easily locate the river following the directions given to them by Xereth. Once they arrive at the river, the party will have to locate the cause of the disturbances, and then rectify the problem.

Locating the Lair

To locate the source of the problem will require the PCs to find the lair of Lochananor and his minions. This can be accomplished several ways. PCs who possess the Track feat need only succeed in a DC 15 Survival check after one hour of looking to determine that several paths lead out of the river, and the general direction they proceed (up or down river, depending on the location of

the PCs). A second check, also DC 15, can successfully follow the paths to the kelpie's lair. This check may be retried, but requires an additional hour.

If no PC in the party possesses the Track feat, an organized DC 20 Search can locate the kelpie's lair upon an island in the center of the river. Each check requires five hours. This check can be retired, but requires five additional hours.

In addition to direct searching, PCs might employ any number of magical methods to gather information or locate the trouble in the river and its surrounding area. The DM will have to adjudicate these attempts based upon the information in this encounter.

The Ruined Tower

The full length of the Thalainunoth River was home to the monstrous Kelpie who regularly traveled its vast length from north to south, taking victims here and there to avoid notice. Eventually he came across the ancient ruins of a tower upon a small island in far north and would sometimes haunt its shores, given its underwater entrance to the grotto below that was once used to supply fresh water in the case of a siege.

Upon his most recent return he found the tower had become home to a band of vicious redcaps. After killing and eating several of them in order to demonstrate his power, the kelpie was able to live quietly in close proximity, with both types of fey agreeing to limit their depredations. That changed with the arrival of Entellende the mermaid.

When Entellende first arrived in the Vesve, she was attacked by the good fey that protect the Lands of Tree who sought to steal her shall in order to control the evil Nereid and drive her off of the prime material. Fleeing her attackers, she crossed paths with the kelpie and his redcap cohorts who had long detested their weak pixie and dryad neighbors who served the elves they sometimes preyed upon. Driven by her viciousness and beauty, the band joined together in order to eliminate the threat shared by all. Using their combined talents, they have begun to quietly eliminate the grey elves fey spies. They have been so successful that they are starting to draw the attention of the Timeless Tree.

Eventually the party will locate the island that houses the ruined tower in which Lochananor and the other evil fey reside in. Once they do, you may proceed with the following read aloud text.

A mound of earth rises in the center of the slow moving Thalainunoth, an easy bowshot from shore. Amidst the dying foliage, are the dreary remains of what may long ago have been a tower. Now only a few curved half walls and several tumbled blocks of

stone play hide and seek in the green and black leaves.

The PCs must cross thirty feet of slow moving water to reach the island from the shore. The water starts at four feet in depth but by the middle of the open water progresses to ten feet to sand below. Any PC can easily walk across without drowning. PCs shorter than ten feet will have to make a DC 10 Swim check, or hold their breathe for sufficient time for them to cross thirty feet of water. The sand is considered difficult terrain and if walking across rather than swimming and each square counts as two. There are no hazards beyond the water itself.

Once the PCs manage to climb onto the island, they may proceed to searching for a path into the dungeons below. The small island, approximately one hundred feet across, is covered in dark, thorny shrubs and a few scrawny, dying trees. It is an eerie and unpleasant place.

1. The Ruined Tower

Part of a curved wall, not even as high as a full-grown halfling, is the only sign that there was once a structure upon this island. Now fallen blocks of stone rest beneath the shade of thorny bushes.

There is not enough of the structure remaining to determine who built it or why. Only the jagged remains of the southern wall are easily noticeable. A casual DC 10 Search however, locates a heavy timber trapdoor under a thin lair of dirt and dead leaves. The trapdoor is heavy, requiring a DC 20 strength check to move, and the hinges are rusted, making significant squealing when opened. Under the trapdoor is a flight of stone stairs leading into the island. The walls appear to be worked natural stone.

A DC 22 Survival check with the Track feat locates several small booted prints (the redcaps) that apparently have used the trapdoor within the last few days. There are no prints from the kelpie or the mermaid as they come and go through the river entrance.

2. Trapped Guardroom

At the bottom of the lightless stairs is a shadowed room. The moldering remains of an unknown meal litter the top of a wooden table that is surrounded by a few chairs. A single candle offers a faint glow from the centrally located table, leaving the corners of the room cloaked in darkness.

This room is made of stone bricks, laid over natural stone. It is occasionally used by the redcaps to eat or wile away the time. Anyone examining the remains of the meal on the table can make a DC 15 Heal, Knowledge (Nature), or Survival check to determine that the moldering meat was from a medium sized humanoid. It is many days old and smells horrifically.

Trap: As soon as the first PC steps into the room, their weight triggers the trap. Watertight walls immediately descend from the ceiling blocking further access to the tower's dungeons as well as sealing off the top of the stairs trapping the PCs in the room and stairwell. Then cold river water is pumped into the room eventually drowning those within. Normally the kelpie or nerieid enters through the river and deactivates the trap so the redcaps can come and go.

Sliding Stone Walls: 3 ft. thick; hardness 8; hp 540; AC 5; Break DC 50.

Extended Play Option Note: If the PCs are party is assaulting Nocturne Grotto as part of the extended play option and have already attacked the Bog of Unfulfilled Wishes, this trap is not present.

APL 8 (EL 5)

Flooding Room Trap: CR 5; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 24; Disable Device DC 24; *Note:* Room floods in 3 rounds (see drowning *DMG* p. 304).

APL 10 (EL 6)

Flooding Room Trap: CR 6; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 24; Disable Device DC 24; *Note:* Room floods in 2 rounds (see drowning *DMG* p. 304).

APL 12 (EL 7)

Flooding Room Trap: CR 7; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 24; Disable Device DC 24; *Note:* Room floods in 1 rounds (see drowning *DMG* p. 304).

APL 14 (EL 8)

Flooding Room Trap: CR 8; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 29; Disable Device DC 24; *Note:* Room floods in 1 rounds (see drowning *DMG* p. 304).

APL 16 (EL 9)

Flooding Room Trap: CR 9; mechanical; proximity trigger; manual reset; no attack roll necessary (see note below); Search DC 29; Disable Device DC 29; *Note:* Room floods in 1 rounds (see drowning *DMG* p. 304).

3. Cell Block

Nine cells of heavy iron bars, crowd the walls of this dreary place, many of them occupied by dead or unconscious defenders of the forest. A palpable feeling of despair assaults you in waves. It is almost as if there is no hope. You should probably just sit down and cry.

The cellblock is under a magical effect similar to that of a *symbol of weakness* that has been created to contain troublesome prisoners (13th caster level). Anyone in the room for more than three rounds must succeed in a DC 20 Will saving throw or be affected as per the spell *symbol of stunning* taking 3d6 points of Strength damage. Every four rounds, those who have not been affected are targeted again. The Strength loss remains only while within the cellblock, returning instantly upon leaving the room.

Cell Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28, Open Locks DC 28. Note that the redcaps in room 3 possess the key to these doors.

Currently in residence are several of the missing fey spies. In separate cells lie the deceased remains of a dryad and a satyr. It is clear that a significant portion of the dryad is missing, and matches those remains found on the table in room 2. A DC 15 Heal check reveals that the satyr has died from infected wounds inflicted during torture. In other cells are two pixies and a grig; all three paralyzed from the weakness effect. Leapfrog the grig has had all of his little cricket legs broken and some of his carapace has been pried off. Amber the pixie is unconscious from a severe beating and the amputation of her fingers and her brother Moonstone has had his wings ripped away. The fey beg to be freed, and can tell the PCs that there is a kelpie somewhere nearby, but they do not know the layout beyond the three rooms on this floor. None of the fey are in any condition to help the PCs without the aid of a *regeneration* spell or similar magic.

4. Torture Chamber

Untold horrors menace this cold stone room. Insane machines drip ichors upon a dirty floor and blood dries upon cruel spikes and wicked blades. A shredded butterfly wing, larger than an ogre's hand lies callously discarded upon the floor. This is clearly a torture chamber, though the tools were not created of by any mortal. One torch offers a weak strangled light.

The redcaps spend most of their time here, often torturing one of their captives to pass the time until they

can claim another. When the redcaps aren't torturing or eating one of their captives, they craft new additions to their torture devices.

If the PCs arrive without any forewarning, the redcaps are present here, but if they make any noises to alert the redcaps to the parties approach (extensive searching of the above island, moving the rusty hinges on the trapdoor above, or coming down the stairs noisily or with bright light), the redcaps move to the grotto and reactivate the trapped guard room from there.

Hidden in this room is a switch that can deactivate, or reset, the trap in room 2. The DC to find the hidden switch is equal to the Search DC to find the trap (e.g. DC 24 at APL 10 but DC 29 at APL 16). The redcaps activate the trap when they are not using room 2, but turn it off when they pass through to retrieve one of the fey captives.

APL 8 (EL 5)

Dirgarg, Eleot and Urtnot: Male redcap; hp 22; see *Appendix Six*; Eleot has an *elemental gem (water)*.

APL 10 (EL 6)

Dirgarg, Eleot and Urtnot: Male advanced redcap; hp 44; see *Appendix Two*.

APL 12 (EL 7)

Dirgarg, Eleot and Urtnot: Male advanced redcap; hp 66; see *Appendix Three*.

APL 14 (EL 8)

Blurg, Dirgarg, Eleot, Grum, Tsilp and Urtnot: Male advanced redcap; hp 44; see *Appendix Four*.

APL 16 (EL 9)

Dirgarg, Eleot and Urtnot: Male advanced redcap; hp 92; see *Appendix Five*.

Tactics: The redcaps swarm a single target if possible, attempting to damage that target as much as possible; using their Swarmfighting feat if available. They prefer to target the most beautiful, fragile looking PC. If more aid is needed, they do not hesitate to use their *elemental gem* to summon a water elemental.

Development: One of the redcaps carries a key that opens the cell doors in room 4. The DM may place it on any of the redcaps as he feels appropriate.

Treasure: The redcaps have little treasure, and what they have is carried with them. If the PCs defeat them, they may claim it as their own. In addition, as each redcap dies, it leaves behind one magical tooth as its body dissolves away.

APL 8: Loot – 11 gp; Magic – *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 10: Loot – 11 gp; Magic – *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 12: Loot – 11 gp; Magic – *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 14: Loot – 22 gp; Magic – *boots of speed* – (1000 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 16: Loot – 11 gp; Magic – *boots of speed* – (1000 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

5. Grotto

The twisting passage leads you to a dark and rocky shore of an underground grotto. A luminescent purple moss grows here and there giving off a shadowy light that reflects off the surface of the water.

The kelpie and nereid make their home here in this underground lake, coming and going through its connection to the river. The bottom of the oily murky lake is filled with the bones and hundreds of tokens taken from their victims. The moss provides shadowy illumination for any PC that does not possess low-light vision. Those with low-light vision see normally.

Along the west wall under the water, about twenty feet from the shore is a bypass switch that deactivates or resets the flooded room trap in room 2.

APL 8 (EL 10)

Lochananor: Male kelpie; hp 65; see *Appendix Six*.

Entellende: Female nereid, hp 13; see *Appendix Six*; has a *lesser metamagic rod, extend*.

Izon: Male octopus, hp 9; see *Monster Manual* p. 276.

APL 10 (EL 12)

Lochananor: Male advanced kelpie; hp 137; see *Appendix Two*.

Entellende: Female nereid Wizard 5; hp 33; see *Appendix Two*.

Izon: Male octopus familiar, hp 16; see *Appendix Two*.

APL 12 (EL 14)

Lochananor: Male advanced kelpie Fighter 1; hp 213; see *Appendix Three*.

Entellende: Female nereid Wizard 7; hp 41; see *Appendix Three*.

Izon: Male octopus familiar, hp 20; see *Appendix Three*.

APL 14 (EL 16)

Lochananor: Male advanced kelpie Barbarian 2/Fighter 1; hp 241; see *Appendix Four*.

Entellende: Female nereid Wizard 9; hp 49; see *Appendix Four*.

Izon: Male octopus familiar, hp 24; see *Appendix Four*.

APL 16 (EL 18)

Lochananor: Male advanced kelpie Barbarian 2/Fighter 2/Ranger 1; hp 289; see *Appendix Five*.

Entellende: Female nereid Wizard 11; hp 57; see *Appendix Five*.

Izon: Male octopus familiar, hp 28; see *Appendix Five*.

Tactics: If Lochananor and Entellende are alerted to the approach of the PCs, they precast the spells in their power-up suites. Possible ways they might be alerted include the party setting off the trap above, being warned by the redcaps, or perhaps by the approach of flickering torches; among other possibilities. If not aware of the PC's approach, they only have those spells that last for hours cast upon themselves.

The pair stays under the water if possible, where they have the advantage. Entellende casts defensive spells like *greater invisibility* upon herself and *displacement* upon Lochananor as soon as possible and then separates the party using *wall of ice* or *Evard's black tentacles* while Lochananor concentrates on those PCs who are free. As Izon is sharing several spells with his master, he stays near her. If someone moves to melee with Entellende, he moves to intercept and possible grapple the foe.

If the redcaps were alerted to the party's approach and are present here, they use similar tactics as above, but they have the added advantage of their leaders' presence.

The evil fey appreciate their decrepit hideaway, but they are not afraid to run if most of their number has been slain and there is no choice but to run.

Treasure: If the PCs defeat the kelpie and his nereid companion they may claim all of their possessions. In addition, buried in the sand just in the water is the skeleton of an elf that bears a magical *ring of swimming*.

APL 8: Magic – *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 10: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 12: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *headband of intellect +2* – (333 gp), *cloak of resistance, lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 14: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *cape of*

the mountebank – (840 gp), *headband of intellect +2* – (333 gp), *cloak of resistance, lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp), *wand of Melf's acid arrow* – (375 gp).

APL 16: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *belt of strength +4* – (666 gp), *bracers of armor +1* – (83 gp), *cape of the mountebank* – (840 gp), *headband of intellect +2* – (333 gp), *cloak of resistance +5* – (2083 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp), *scroll of dimension door* – (58 gp), *wand of Melf's acid arrow* – (375 gp).

6. Exit to River

This natural passage way travels for four hundred feet before it lets out at the bottom of the river some distance from the island. Lochananor and Entellende use this passage way to make there to and from the grotto.

Encounter Six: Questions and Answers

After solving at least one of the mysteries plaguing the Timeless Tree, the adventurers may return to the grey elven border where they will be met by Xereth and his circle of mages. This encounter assumes some measure of success by the PCs. If their mission was a total failure, the grey elves express their sorrow at the PCs wounds and dismay at their failure and bid them good travel on their way home.

Approaching the border of the Lands of the Tree, a circle of mages robed in grey stand waiting with a pulsing blue sphere floating in the air above them. Xereth steps forward at you notice. "I am glad you still live. Have you succeeded in your task?"

Xereth waits patiently for the PCs to explain what they witnessed on their quest and present any survivors they were able to rescue. He is thankful for the PCs good deeds and feel they have proven themselves worthy of questioning the Seer of All Time. What happens next depends on whether the PCs are playing the extended play option or not.

Regular Play

If the players are not participating in the extended play option but have had some measure of success (rescued some of the prisoners or at least dispatched the creatures causing the disappearances) Xereth motions for the orb to descend so that they may ask their questions.

After the details of your quest are finally laid bare, Xereth speaks. "You have done well adventurers. I believe you worthy to ask your questions." Xereth motions to the floating blue orb, which bobs closer on some unseen wind. "Speak your questions. If the Seer deems your actions worthy, she will answer you. I warn you though, the words of prophecy are often clouded by dark mists that take the light of time to clear."

The PCs may now ask any questions they wish; answers to likely questions are provided below. If the answer is not present, the orb is silent. In those cases where an answer is given, an elderly female voice emanates from the orb, which pulses blue and yellow with her words.

- **Who is the true successor of House Rellen?** *"I see a building of five sides, each supported by a column. Each of four are strong and support a roof of green leaves, but one column of five hides a secret weakness that will doom the others. Our future is bound up in the small hands of the child of roses and the child of owls. Both may be used as a vehicle to war by the fifth, and both could grant peace. One will be a strong leader who will protect the wood with his iron fist and bloody sword. The other will be a gentle soul of quick wit who will rule wisely but allow great freedoms that some might say lead to excess. The true successor lies in the shady leaves of destiny, only one choice can be made but which is better, fate cannot say, as both will change the coming dawn of the wood."*
- **Who should we trust, Mnemosyne or Releshi?** *"One is a viper whose heart poisons, while the other merely a snake that seeks to heal. Neither are deserving of trust, but both must have it if they are to save or fall."*
- **What happened to the scouts (or fey spies) that we didn't go after?** *"Their fate is lost to me."*
- **While there be a civil war among the elves of the Vesve?** *"The twists of fate are hard to see, but young heroes stand in its knot. The strands that leads to peace are frayed and may soon snap."*
- **What is the Ancient Protector and/or does it deal with the Oronodel?** *"She is the Vesve and they are her children."*
- **Why are the grey elves so insular? Why don't you use your power to stop Iuz?** *"Great magic is afoot which you know nothing about. Iuz has been upon Oerth barely a century I have been here for six, and my people for longer than any other race can tell. I saw Iuz born, and I will see him perish. He is barely a small wave coming to the shoreline of*

history. We protect the Tree and prepare for what comes."

Once the PCs have asked their questions, the grey elves tell the party that their audience is over, and bid them good travels. The PCs must now decide where to go. Proceed to encounter seven.

Extended Play

If the players are participating in the extended play option, this encounter occurs much the same with some changes in setting.

After the details of your quest are finally laid bare, Xereth speaks. "You have done well adventurers. I believe you worthy to ask your questions." Xereth motions to the floating blue orb, which bobs closer on some unseen wind before increasingly its radiance greatly until the blue glow is all that you can see. Then you are standing on a platform in the boughs of a great tree.

Hundreds of feet in the air, you stand above the great green canopy of the Vesve and can see the waves of wind ripple through the trees below as though you stood upon an island in some great green sea.

Xereth gestures to a nearby door, carved of crystal and lain directly into the trunk of the great tree. "The Seer has deemed you worthy of an audience. She has offered you the great honor of answering you in person. This is a rare gift you should not take lightly. Place your hand upon the door and you will arrive in her presence and have your answers. I warn you though, the words of prophecy are often clouded by dark mists that take the light of time to clear."

The doorway cannot be opened, and indeed there is only wood beyond it. However any PC placing his or her hand upon the crystal door will be subject to a *dimension door* spell that transports them to the crystal chamber below the Timeless Tree that is the home of the Seer of All Time, Calandryen. Any PC that is not willing to be affected by the spell remains where they are and having spurned fate, can never use the door again.

Once the PCs arrive in the crystal chamber, read or summarize the following read aloud text.

You find yourselves in a dimly lit chamber made entire of the same crystal as the door. Dozens of windows are spaced on the walls and ceiling, and each shows a different scene. In one, a horde of orcs assault a handful of dwarves who bear the symbol of a red axe upon their white shields. In another, pale

men in red robes extend a hand of friendship to elves under a full moon in what may be the Vesve. Their dress is archaic. Another window shows Highfolk from the air, but a large shadow covers the entire town, too large to define its edges. As each of the scenes play out, they are quickly replaced with others. In the center of it all, a small, frail elven woman kneels on a pillow. "I am Calandryen, and I have been waiting for you. Ask me your questions and I will share fate's plan with you."

Once the PCs have her attention, all of the windows go dark and the only faint light comes from the crystal floor itself. The PCs may now ask any questions they wish; answers to likely questions are provided in the previous section. If the answer is not present, the seer offers the response given below. In addition, an extra question is dealt with.

As the seer speaks, some PCs may feel they know her. Those PCs who succeed in a DC 15 Intelligence check and have played any of the following modules: HIG1-10 Grave Occurrence, HIG2-04 Grave Consequences, HIG2-07 Dark and Restless Dreams, HIG4-07 Cult of the Stone Serpent, HIG4-09 The Cauldron of Despair and Hope, HIG5-09 Twilight; feel as though they know the seer, possibly from a dream.

- **No Answer:** *"My eyes have not crossed paths with that fate."*
- **Do I know you? Are you Maegla the Dreamer? Are you the Dreamer of Sea and Stars?** *"My mind's eye goes many places. Perhaps we met long ago, or will meet as the march of time brings us further entwined."*

Once the PCs have asked their questions, one of the crystal window grows so bright that all they can see is its white light, till they find themselves in the Vesve outside the Lands of the Tree. The PCs must now decide where to go. Proceed to encounter seven.

Encounter Seven: Death from Above

Once the PCs leave the Lands of the Tree and head back to meet with Mnemosyne or elsewhere, they are attacked for what they might know. A powerful force deploys a group of loyal perytons to eliminate the threat posed by the PCs. This encounter takes place only if the PCs pass through some forest between the Lands of the Tree and their final meeting. If they transport themselves directly from the presence of Calandryen to Highfolk, then they avoid this encounter entirely. The DM should try to arrange this encounter so it occurs during the most plausible time.

It is a day like any other in the Vesve. The tall trees shade your passage from the setting sun, and the winds make the evening pleasant.

The perytons have significant information about the location of the PCs and their capabilities. The strike team is *teleported* a mile from the PCs and is directed to proceed immediately to the PCs under the full effects of their power-up suites and attack to kill.

APL 8 (EL 10)

Advanced Peryton (2): hp 144; see *Appendix One*.

APL 10 (EL 12)

Advanced Peryton (4): hp 144; see *Appendix Two*.

APL 12 (EL 14)

Advanced Peryton (4): hp 144; see *Appendix Three*.

Peryton Priest: Female Peryton Cleric 8; hp 238; see *Appendix Three*.

APL 14 (EL 16)

Advanced Peryton (4): hp 144; see *Appendix Four*.

Peryton Ravager: Male Peryton Barbarian 2/Fighter 2; hp 186; see *Appendix Four*.

Peryton Priest: Female Peryton Cleric 12; hp 268; see *Appendix Four*.

APL 16 (EL 18)

Peryton Ravager (4): Male Peryton Barbarian 2/Fighter 4; hp 206; see *Appendix Five*.

Peryton Priest: Female Peryton Cleric 15; hp 269; see *Appendix Five*.

Arataxis: Female young adult black dragon; hp 185; see *Appendix Five*.

Tactics: The location of the PCs is well known by the perytons, despite any attempts that may have been taken to hide themselves. Thus the perytons have precast the spells in their power-up suites before arriving.

While attacking, the perytons descend from the air and attempt to make good use of their fly-by and hover feats to limit the number of attackers that can attack them. However they have specific orders on how to proceed with their attack. If the party includes any non-Highfolk dragon disciples (see note in the Introduction) they are the primary target and all the perytons target this PC unless it is not possible. They specifically use their heart rip ability on these PCs. The second targets of priority are those elves that do not belong to Clan Oronodel. After non-Highfolk dragon disciples and non-Oronodel elves, all non-elves are targeted. Oronodel elves and Highfolk Dragon Disciples are attacked last,

and in this case, the perytons attempt to use non-lethal means to subdue or restrain such PCs. They will not use their heart rip ability upon these PCs.

The peryton priest supports as appropriate with spells but is a significant melee combatant and spends most time engaged in melee. She uses her smite on the first likely target. If any likely cleric PC seems to have DR or there are summoned creatures with DR, the peryton may use her Glorious Weapons feat.

At APL 16, the peryton priest has summoned Arataxys, a female young adult black dragon to aid in the attack. Arataxys is tasked with helping defeat the PCs after which she is free to leave. The dragon disappears when killed, as she is a summoned creature.

Development: In the unlikely event that the PCs succeed in catching one or more of the perytons alive, they refuse to cooperate. They believe that their master will guarantee their place in the afterlife as long as they hold true to their cause, and thus cannot be persuaded by mundane means to betray their master's trust. If the PCs use magical means to enforce cooperation, the target peryton begins to speak but within seconds is entirely consumed in green flame leaving only the smallest pile of ashes. No magic can return them to life or divine their purpose using the ashes.

Treasure: After defeating the perytons, all of their items may be claimed by the PCs

APL 8: Magic – *amulet of mighty fists +1* - (167 gp ea; 334 gp).

APL 10: Magic – *amulet of mighty fists +1* - (167 gp ea; 668 gp).

APL 12: Magic – *amulet of health +2* - (333 gp), *amulet of mighty fists +1* - (167 gp ea; 668 gp), *ring of protection +1* - (167 gp).

APL 14: Magic – *amulet of health +2* - (333 gp), *amulet of mighty fists +1* - (167 gp ea; 668 gp), *bracers of armor +2* - (333 gp), *cloak of resistance +1* - (83 gp), *belt of strength +4* - (667 gp), *ring of protection +1* - (167 gp).

APL 16: Magic – *amulet of health +2* - (333 gp), *amulet of mighty fists +1* - (167 gp ea; 668 gp), *bracers of armor +3* - (750 gp), *cloak of resistance +1* - (83 gp), *belt of strength +4* - (667 gp ea., 2668 gp), *ring of protection +1* - (167 gp).

Conclusion

Once the PCs have fought off the perytons, they may decide what to do with the information they now possess. Most parties will return to Mnemosyne to finish the mission they began for her, though a few other interested parties are also detail here in case the PCs consult them as well.

Mnemosyne

When and if the PCs return to meet with the Matron of House Rellen, she receives them in the ambassador's home once again. She listens to the tale of the party's adventure and offers a few questions to check for accuracy of what the PCs are telling her. All in all she is disappointed that there is not a more definitive response from the Seer, but will accept what was given. She promises to use what the PCs have told her wisely in an effort to protect the Vesve.

Treasure: If the PCs return to her with the prophecy, Mnemosyne rewards them as promised.

APL 8: Magic – *brooch of shielding* - (125 gp), *sovereign glue* - (200 gp).

APL 10: Magic – *bead of force* (250 gp), *brooch of shielding* - (125 gp), *sovereign glue* - (200 gp).

APL 12: Magic – *bag of tricks, gray* - (75 gp), *bead of force* (250 gp), *brooch of shielding* - (125 gp), *horseshoes of the zephyr* - (500 gp), *sovereign glue* - (200 gp).

APL 14: Magic – *bag of tricks, gray* - (75 gp), *bead of force* (250 gp), *brooch of shielding* - (125 gp), *horseshoes of the zephyr* - (500 gp), *Quaal's feather token: anchor* - (4 gp), *Quaal's feather token: swan boat* - (38 gp), *Quaal's feather token: tree* - (33 gp), *ring of acid resistance, minor* - (1000 gp), *sovereign glue* - (200 gp).

APL 16: Magic – *bag of tricks, gray* - (75 gp), *bead of force* (250 gp), *brooch of shielding* - (125 gp), *horseshoes of the zephyr* - (500 gp), *periapt of proof against poison* - (2250 gp), *Quaal's feather token: anchor* - (4 gp), *Quaal's feather token: swan boat* - (38 gp), *Quaal's feather token: tree* - (33 gp), *ring of acid resistance, minor* - (1000 gp), *sovereign glue* - (200 gp).

The Oronodel

How the Oronodel react depends on how many PCs contact them. If the entire party goes first to the Oronodel and seems to be siding with the Oronodel, the clan will support altering the prophecy to be more sympathetic to their claimant, but if less than the entire party comes to them or the party is not pro-Oronodel, the Oronodel thank the PCs for their honesty and note the prophecy which they plan to discuss during the next session of Court.

The Volmiryth

Ever alert for information concerning the machinations of the elven court, some PCs may wish to consult Avereen Volmiryth the Iron Spider of Clan Volmiryth. If so, they can meet with her at her small estate in the Elven District over some freshly baked cakes and apple cider. The frail grandmotherly woman listens quietly to the information and thanks the “young folk” for bringing it to her attention. She advises that they tell the matron of

House Rellen the truth, and Avereen promises to keep an eye on things. At the moment the Volmiryth have taken no stand on the issues of succession, though from conversation it is clear that Avereen favors the Shandareth claimant who is “such a nice baby.”

Others

It is quite likely that some PCs will wish to inform other regional organizations of what they found. In all cases, they organization makes note of it, but has no reason to interfere at the moment.

The End

Experience Point Summary

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

Encounter Four

Encounter the Flooded Room Trap (only once)

APL 8: 150 xp
APL 10: 180 xp
APL 12: 210 xp
APL 14: 240 xp
APL 16: 270 xp

Defeat the Lizardmen

APL 8: 150 xp
APL 10: 180 xp
APL 12: 210 xp
APL 14: 240 xp
APL 16: 270 xp

Defeat Lyrut and Bluglupdip

APL 8: 300 xp
APL 10: 360 xp
APL 12: 420 xp
APL 14: 480 xp
APL 16: 540 xp

Encounter Five

Encounter the Flooded Room Trap (only once)

APL 8: 150 xp
APL 10: 180 xp
APL 12: 210 xp
APL 14: 240 xp
APL 16: 270 xp

Defeat the Redcaps

APL 8: 150 xp

APL 10: 180 xp

APL 12: 210 xp

APL 14: 240 xp

APL 16: 270 xp

Defeat Lochananor and Entellende

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

APL 14: 480 xp

APL 16: 540 xp

Encounter Seven

Defeat the Perytons

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

APL 14: 480 xp

APL 16: 540 xp

Story Award

Rescue the elven scouts OR the fey spies

APL 8: 225 xp

APL 10: 270 xp

APL 12: 315 xp

APL 14: 360 xp

APL 16: 405 xp

Or

Rescue the elven scouts AND the fey spies

APL 8: 337 xp

APL 10: 405 xp

APL 12: 472 xp

APL 14: 540 xp

APL 16: 607 xp

Total possible experience:

APL 8: 1125 xp (1687 xp for extended play)

APL 10: 1350 xp (2025 xp for extended play)

APL 12: 1575 xp (2362 xp for extended play)

APL 14: 1800 xp (2700 xp for extended play)

APL 16: 2025 xp (3037 xp for extended play)

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

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

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

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

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

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

Encounter Four

Defeat the Lizardmen

APL 8: Loot – 1 gp; Magic – *elemental gem (water)* – (188 gp).

APL 10: Loot – 3 gp; Magic – *elemental gem (water)* – (188 gp).

APL 12: Loot – 3 gp; Magic – *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp).

APL 14: Loot – 3 gp; Magic – *boots of speed* – (1000 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp).

APL 16: Loot – 3 gp; Magic – *boots of speed* – (1000 gp), *cloak of resistance* – (2083 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp).

Defeat Lyruit and Bluglupdip

APL 8: Magic – *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 10: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 12: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *cloak of charisma +2* – (333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 14: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *cape of the mountebank* – (840 gp), *cloak of charisma +2* – (333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp), *wand of Melf's acid arrow* – (375 gp).

APL 16: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *belt of strength +4* – (666 gp), *bracers of armor +1* – (83 gp), *cape of the mountebank* – (840 gp), *cloak of charisma +2* – (333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp), *scroll of dimension door* – (58 gp), *wand of Melf's acid arrow* – (375 gp).

Encounter Five

Defeat the Redcaps

APL 8: Loot – 11 gp; Magic – *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 10: Loot – 11 gp; Magic – *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 12: Loot – 11 gp; Magic – *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 14: Loot – 22 gp; Magic – *boots of speed* – (1000 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

APL 16: Loot – 11 gp; Magic – *boots of speed* – (1000 gp), *decanter of endless water* – (750 gp), *elemental gem (water)* – (188 gp), *redcap tooth* – (83 gp).

Defeat Lochananor and Entellende

APL 8: Magic – *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 10: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 12: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *headband of intellect +2* – (333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* – (208 gp).

APL 14: Magic – *amulet of health +2* – (333 gp), *bag of teeth* – (167 gp), *bracers of armor +1* – (83 gp), *cape of the mountebank* – (840 gp), *headband of intellect +2* –

(333 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* - (208 gp), *wand of Melf's acid arrow* - (375 gp).

APL 16: Magic – *amulet of health +2* - (333 gp), *bag of teeth* - (167 gp), *belt of strength +4* – (666 gp), *bracers of armor +1* – (83 gp), *cape of the mountebank* – (840 gp), *headband of intellect +2* – (333 gp), *cloak of resistance +5* – (2083 gp), *lesser metamagic rod, extend* – (250 gp), *ring of swimming* - (208 gp), *scroll of dimension door* - (58 gp), *wand of Melf's acid arrow* - (375 gp).

Encounter Seven:

Defeat the perytons

APL 8: Magic – *amulet of mighty fists +1* - (167 gp ea; 334 gp).

APL 10: Magic – *amulet of mighty fists +1* - (167 gp ea; 668 gp).

APL 12: Magic – *amulet of health +2* - (333 gp), *amulet of mighty fists +1* - (167 gp ea; 668 gp), *ring of protection +1* - (167 gp).

APL 14: Magic – *amulet of health +2* - (333 gp), *amulet of mighty fists +1* - (167 gp ea; 668 gp), *bracers of armor +2* - (333 gp), *cloak of resistance +1* - (83 gp), *belt of strength +4* - (667 gp), *ring of protection +1* - (167 gp).

APL 16: Magic – *amulet of health +2* - (333 gp), *amulet of mighty fists +1* - (167 gp ea; 668 gp), *bracers of armor +3* - (750 gp), *cloak of resistance +1* - (83 gp), *belt of strength +4* - (667 gp ea., 2668 gp), *ring of protection +1* - (167 gp).

Conclusion:

Return the Prophecy to Mnemosyne

APL 8: Magic – *brooch of shielding* - (125 gp), *sovereign glue* - (200 gp).

APL 10: Magic – *bead of force* (250 gp), *brooch of shielding* - (125 gp), *sovereign glue* - (200 gp).

APL 12: Magic – *bag of tricks, gray* - (75 gp), *bead of force* (250 gp), *brooch of shielding* - (125 gp), *horseshoes of the zephyr* - (500 gp), *sovereign glue* - (200 gp).

APL 14: Magic – *bag of tricks, gray* - (75 gp), *bead of force* (250 gp), *brooch of shielding* - (125 gp), *horseshoes of the zephyr* - (500 gp), *Quaal's feather token: anchor* - (4 gp), *Quaal's feather token: swan boat* - (38 gp), *Quaal's feather token: tree* - (33 gp), *ring of acid resistance, minor* - (1000 gp), *sovereign glue* - (200 gp).

APL 16: Magic – *bag of tricks, gray* - (75 gp), *bead of force* (250 gp), *brooch of shielding* - (125 gp), *horseshoes of the zephyr* - (500 gp), *peritapt of proof against poison* - (2250 gp), *Quaal's feather token: anchor* - (4 gp), *Quaal's feather token: swan boat* - (38 gp), *Quaal's feather token: tree* - (33 gp), *ring of acid resistance, minor* - (1000 gp), *sovereign glue* - (200 gp).

Total Possible Treasure (Regular Play)

APL 8: L: 11 gp; M: 1388 gp - Total: 1300 gp (Actual Total: 1399 gp)

APL 10: L: 11 gp; M: 2472 gp - Total: 2300 gp (Actual Total: 2783 gp)

APL 12: L: 11 gp; M: 4713 gp - Total: 3300 gp (Actual Total: 4724 gp)

APL 14: L: 22 gp; M: 9086 gp - Total: 6600 gp (Actual Total: 9108 gp)

APL 16: L: 11 gp; M: 16561 gp - Total: 9900 gp (Actual Total: 16572 gp)

Total Possible Treasure (Extended Play)

APL 8: L: 12 gp; M: 2034 gp - Total: 1950 gp (Actual Total: 2046 gp)

APL 10: L: 14 gp; M: 3618 gp - Total: 3450 gp (Actual Total: 3632 gp)

APL 12: L: 14 gp; M: 7025 gp - Total: 4950 gp (Actual Total: 7039 gp)

APL 14: L: 25 gp; M: 13613 gp - Total: 9900 gp (Actual Total: 13638 gp)

APL 16: L: 14 gp; M: 23895 gp - Total: 14850 gp (Actual Total: 23909 gp)

Special

Bard Friend: You have made friends with Huebart the bard. He offers to teach the spell *jig of the waves* (from *Stormwrack*, p. 117) to you if you are capable of learning it, when you next come to visit the Bardic College in Highfolk. Traveling to learn this spell takes 1 TU.

Druidic Symposium: You have attended a meeting of druids during which you learned some of their secrets and gained access to the spell *tern's persistence* (from *Stormwrack*, p. 123).

Favor of the Blackscapes: You saved the women and children of the blackscale tribe and for that, an elderly matron has rewarded you with a blackscale the size of a fist. The next time you are forced to save versus dragon fear, the scale crumbles away and you automatically succeed.

Influence Point with Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters.

Redcap's Tooth: When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

Rescued Fey: For rescuing the fey spies, they are willing to share with you one of the mysteries of the fey. If capable of casting it, you may summon kelpies with a *summon nature's ally IX* spell.

Winner of the Duel: You have impressed Kilareo Nasilia of the Amastodel School during a duel by beating him, or being the member of any Fighting School. As per your agreement, he will teach you the feat Powerful Charge (*Miniatures Handbook*, p. 27) the next time you come to Highfolk. Learning this feat takes 1 TU.

- Quaal's Feather Token: Tree (Adventure; DMG; 400 gp)
- Ring of Acid Resistance, Minor (Adventure; DMG; 12,000 gp)
- Wand of Melf's Acid Arrow (Adventure; DMG; 4,500 gp)

APL 16 (all of APLs 8-14 plus the following):

- Bracers of Armor +3 (Adventure; DMG; 9,000 gp)
- Cloak of resistance +5 (Adventure; DMG; 25,000 gp)
- Periapt of Proof Against Poison (Adventure; DMG; 27,000 gp)

Items for the Adventure Record

Item Access

APL 8:

- Amulet of Mighty Fists +1 (Adventure; DMG; 2,000 gp)
- Brooch of Shielding (Adventure; DMG; 1,500 gp)
- Elemental Gem (water) (Adventure; DMG; 2,250 gp)
- Lesser Metamagic Rod of Extend (Adventure; DMG; 3,000 gp)
- Redcap's Tooth (Adventure; See above; 1,000 gp)
- Ring of Swimming (Adventure; DMG; 2,500 gp)
- Sovereign Glue (Adventure; DMG; 2,400 gp)

APL 10 (all of APL 8 plus the following):

- Bead of Force (Adventure; DMG; 3,000 gp)

APL 12 (all of APLs 8-10 plus the following):

- Bag of Teeth (Adventure; Stormwrack; 2000 gp)
- Bag of Tricks, Gray (Adventure; DMG; 900 gp)
- Decanter of Endless Water (Adventure; DMG; 9,000 gp)
- Horseshoes of the Zephyr (Adventure; DMG; 6,000 gp)

APL 14 (all of APL 8-12 plus the following):

- Belt of Strength +4 (Adventure; DMG; 8,000 gp)
- Boots of Speed (Adventure; DMG; 12,000 gp)
- Bracers of Armor +2 (Adventure; DMG; 4,000 gp)
- Cape of the Mountebank (Adventure; DMG; 10,080 gp)
- Quaal's Feather Token: Anchor (Adventure; DMG; 50 gp)
- Quaal's Feather Token: Swan Boat (Adventure; DMG; 450 gp)

Appendix One – APL 8

Encounter Two

Kilareo Nasilia: Male high elf fighter 4/swashbuckler 1/dervish 7; CR 12; Medium humanoid (elf); HD 12d10+60; hp 136; Init +5; Spd 40 ft.; AC 27 [+3 Dex, +6 armor, +3 shield, +2 deflection, +2 dervish, +1 insight], touch 18, flat-footed 21; BAB/Grp: +12/+17; Atk: +19 melee (1d8+8/19-20 plus 1d6 merciful, +1 *merciful longsword*) or +16 ranged (1d8+4/x3, composite longbow); Full Atk: +17/+12/+7 melee (1d8+8/19-20 plus 1d6 merciful, attack +1 *merciful longsword*) and +16/+11(1d6+3/19-20 plus 1d6 electrical, +1 *shocking shortsword*) or +16/+11/+6 ranged (1d8+4/x3, composite longbow); SA Dance of death, dervish dance (+4 to hit and damage) 4/day, slashing blades; SQ Elaborate parry, improved reaction, movement mastery; AL CG; SV Fort +13, Ref +9, Will +7; Str 16 [20], Dex 17, Con 16 [20], Int 13, Wis 12, Cha 8.

Skills and Feats: Balance +8, Bluff +3, Diplomacy +3, Listen +16, Perform (Dance) +14, Sense Motive +5, Tumble +15; Combat Expertise, Dodge, Improved Two Weapon Fighting, Mobility, Power Attack, Spring Attack, Two Weapon Fighting, Weapon Finesse, Weapon Focus (longsword), Weapon Specialization (longsword).

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the

bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the use of the Cleave feats while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use total defense in melee combat.

Languages: Common, Elven, and Sylvan.

Possessions: *Mithral breastplate +1, +1 animated heavy steel shield, +1 merciful longsword, +1 shocking keen sword, belt of strength +4, Amulet of health +4, ring of deflection +2, dusty rose prism ioun stone, potion of fly, boots of haste, MW longsword, MW shortsword, might composite longbow [+4], 20 MW arrows.*

Physical Description: (if significant) [Details about appearance]

Encounter Four

Lyrunit: *Possessions:* lesser metamagic rod, extend, ring of swimming.

Spells Known (6/7/7/5; base DC = 13 + spell level):
0th – acid splash, cure minor wounds, detect magic, ghost sound, mage hand, read magic, touch of fatigue,
1st – cure light wounds, divine favor, mage armor, magic missile, shield of faith, 2nd – false life, scorching ray, see invisibility; 3rd – displacement, fireball.

Power-Up Suite (*false life*, *mage armor*, *shield of faith*, see *invisibility*) – hp 89; AC 23 (+4 armor, +3 deflection), touch 19, flat-footed 20.

Encounter Seven

Advanced Peryton: CR 8; Large Magical Beast; HD 14d10+56; hp 144; Init +2; Spd 20 ft., fly 60 ft. (poor); AC 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp: +14/+26; Atk: +22 melee (1d6+9, claw); Full Atk: +22 melee (1d6+9, 2 claws) and +20 melee (1d4+5, 2 slams) and +20 melee (1d8+5, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip; SQ DR 5/magic, scent; AL CE; SV Fort +12, Ref +11, Will +6; Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11; Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: Amulet of mighty fists +1.

Appendix Two – APL 10

Encounter Four

Bluglupdilp: Male advanced chuul; CR 9; Huge aberration (aquatic); HD 19d8+152; hp 250; Init +6; Spd 30 ft., swim 20 ft.; AC 23 (-2 size, +2 Dex, +13 natural), touch 10, flat-footed 21; BAB/Grp: +14/+31; Atk: +21 melee (4d6+9/19-20, claw); Full Atk: +21 melee (4d6+9/19-20, 2 claws); Space/Reach 15 ft./10 ft.; SA Constrict 4d6+9, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +14, Ref +8, Will +14; Str 28, Dex 14, Con 24 [26], Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +8, Listen +19, Spot +19, Swim +17; Alertness, Blind-Fight, Combat Reflexes, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Power Attack.

Constrict (Ex): On a successful grapple check, a chuul deals 4d6+9 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+4 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Languages: Common.

Possessions: amulet of health +2.

Power-Up Suite (mage armor, shield of faith) – AC 30 (-2 size, +2 Dex, +13 natural, +4 armor, +3 deflection), touch 13, flat-footed 25.

Lyrui: Female spirit naga Rogue 4; CR 11; Large aberration; HD 9d8+4d6+52; hp 124; Init +1; Spd 40 ft.; AC 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB/Grp: +9/+17; Atk: +12 melee (2d6+6 plus poison, bite); Full Atk: +12/+7 melee (2d6+6 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Charming gaze, poison, sneak attack +2d6, spells (7th-level caster); SQ Darkvision 60 ft., evasion, trapfinding, trap sense

+1, uncanny dodge; AL CE; SV Fort +8, Ref +10, Will +10; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 18.

Skills and Feats: Concentration +13 (+17 to cast defensively), Decipher Script +8, Disable Device +8, Escape Artist +8, Knowledge (Arcana) +5, Listen +11, Spellcraft +10, Spot +14; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes, Precise Shot.

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Languages: Abyssal, Common, Elven.

Possessions: bag of teeth, lesser metamagic rod, extend ring of swimming.

Sorcerer Spells Known (6/7/7/5; base DC = 14 + spell level): 0th – acid splash, cure minor wounds, detect magic, mage hand, ray of frost, read magic, touch of fatigue, 1st – cure light wounds, divine favor, mage armor, magic missile, shield of faith; 2nd – false life, scorching ray, see invisibility; 3rd – displacement, fireball.

Power-Up Suite (false life, mage armor, shield of faith, see invisibility) – hp 137; AC 23 (+4 armor, +3 deflection), touch 19, flat-footed 20.

Draurath and Slaur: Male blackscale lizardfolk Barbarian 1; CR 4; Large monstrous humanoid (reptilian); HD 4d8+1d12+10; hp 40; Init +0; Spd 50 ft.; AC 19 (-1 size, +7 natural, +3 armor), touch 9, flat-footed 19; BAB/Grp: +5/+13; Atk: +8 melee (1d6+4, claw) or +8 melee (2d8+6, greatclub) or +4 ranged (1d8+4, javelin); Full Atk: +8 melee (1d6+4, 2 claws) and +6 melee (1d6+2, bite) or +8 melee (2d8+6, greatclub) and +6 melee (1d6+2, bite) or +4 ranged (1d8+4, javelin); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., hold breath, resistance to acid 5; AL NE; SV Fort +5, Ref +4, Will +4; Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7.

Skills and Feats: Balance +5, Jump +12, Listen +4, Spot +4, Swim +10; Multiattack, Power Attack.

Hold Breath (Ex): A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

Languages: Draconic.

Possessions: Greatclub, 5 javelins, studded leather armor, elemental gem (water) (Slaur only).

Encounter Five

Lochananor: Male advanced kelpie; CR 11; Large fey (Aquatic); HD 14d6+70; hp 137; Init +5; Spd 50 ft., swim 50 ft.; AC 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21; BAB/Grp: +7/+18; Atk: +14 melee (1d6+7, hoof); Full Atk: +14 melee (1d6+7, 2 hooves) and +8 melee (1d8+3, bite); Space/Reach 10 ft./5 ft.; SA Spell-like abilities, trip; SQ Alternate form, cold resistance 20, fire resistance 20, DR 10/cold iron, low-light vision, scent; AL CE; SV Fort +9, Ref +11, Will +12; Str 24, Dex 13, Con 18 [20], Int 10, Wis 13, Cha 14.

Skills and Feats: Bluff +19, Diplomacy +6, Disguise +6 (+8 acting), Hide +5, Intimidate +4, Listen +18, Move Silently +18, Sense Motive +18, Spot +18, Swim +20; Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (hoof).

Spell-Like Abilities: At will — *detect thoughts*, 3/day — *charm person*, *good hope*, *crushing despair*. Caster level 7th; save DC 12 + spell level.

Trip (Ex): A kelpie that hits with a hoof attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity, if the attempt fails, the opponent cannot react to trip the kelpie.

Alternate Form (Su): A kelpie can assume the form of a human (either gender) as a standard action. This ability is similar to the *polymorph self* spell, except that it allows only human forms. Switching back to its natural form is also a standard action.

Scent (Ex): A kelpie can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Languages: Common and Sylvan.

Possessions: amulet of health +2.

Power-Up Suite (*detect thoughts*, *good hope*, *mage armor*[†]) — AC 26 (+4 armor, -1 size, +1 Dex, +12 natural), touch 10, flat-footed 25; Atk: +16 melee (1d6+9, hoof); Full Atk: +16 melee (1d6+9, 2 hooves) and +10 melee (1d8+5, bite); SV Fort +11, Ref +13, Will +14; +2 on skill and ability checks.

[†]cast by Entellende

Entellende: Female nereid Wizard 5; CR 9; Medium fey (aquatic, extraplanar); HD 5d4+3d6+8; hp 33; Init +7; Spd 30 ft. (6 squares), swim 40 ft.; AC 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13; BAB/Grp: +3/+5; Atk: +6 melee (drown, touch) or +6 melee (1d4-1/19-20, dagger); Full Atk: +6 melee (drown, touch) or +6 melee (1d4-1/19-20, dagger); SA Drown, spell-like abilities, *summon water elemental*; SQ Deflection, displacement, low-light vision, resistance to cold 10 and fire 10, shawl, speak with animals; AL CE; SV Fort

+3, Ref +7, Will +8; Str 8, Dex 17, Con 12, Int 16, Wis 12, Cha 16.

Skills and Feats: Concentration +12, Escape Artist +9, Handle Animal +9, Hide +9 (+17 in water), Knowledge (the planes) +7, Listen +9, Ride +5, Spellcraft +13, Spot +9, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +9 (+11 involving bindings); Alertness, Improved Counterspell, Improved Initiative, Practiced Spellcaster, Scribe Scroll, Weapon Finesse.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*air breathing* (DC 16); 3/day—*control currents*, 1/day—*control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but *see invisibility* has no effect.

Shawl (Su): Every nereid is wrapped in a delicate shawl of seafoam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Treat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the speak with animals spell).

Languages: Aquan and Common.

Possessions: bag of teeth, lesser metamagic rod, extend.

Spells Prepared (4/4/3/2; base DC = 13 + spell level, 8th-level caster): 0th – *acid splash, detect magic, mage hand, read magic*; 1st – *mage armor* (x2), *magic missile* (x2); 2nd – *false life, glitterdust, scorching ray*; 3rd – *dispel magic, fireball*.

Power-Up Suite (*false life, good hope[†], mage armor*) – hp 44; AC 20 (+4 armor, +3 Dex, +3 deflection), touch 16, flat-footed 17; Atk: +8 melee (drown, touch) or +8 melee (1d4+1/19-20, dagger); Full Atk: +8 melee (drown, touch) or +8 melee (1d4+1/19-20, dagger); SV Fort +5, Ref +9, Will +10; +2 on skill and ability checks.

[†]cast by Lochananor

Izon: Male octopus familiar; CR -; Small animal (aquatic); HD 5d8; hp 16; Init +3; Spd 20 ft., swim 30 ft.; AC 19 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 16; BAB/Grp: +3/+4; Atk: +7 melee (0, arms); Full Atk: +7 melee (0, arms) and +2 melee (1d3, bite); SA Improved grab; SQ Deliver touch spells, empathic link, familiar (give master +3 grapple), improved evasion, ink cloud, jet, low-light vision, share spells, speak with master; AL N; SV Fort +3, Ref +7, Will +8; Str 12, Dex 17, Con 11, Int 8, Wis 12, Cha 3.

Skills and Feats: Concentration +11, Escape Artist +19, Handle Animal +2, Hide +14, Knowledge (the planes) +3, Listen +7, Ride +2, Spellcraft +9, Spot +7, Swim +9, Use Magic Device +2, Use Rope +9 (+11 involving bindings); Weapon Finesse.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Power-Up Suite (*false life, good hope[†], mage armor*) – hp 27; AC 23 (+4 armor, +1 size, +3 Dex, +5 natural), touch 14, flat-footed 20; Atk: +9 melee (0, arms); Full Atk: +9 melee (0, arms) and +4 melee (1d3+2, bite); SV Fort +5, Ref +9, Will +10; +2 on skill and ability checks.

[†]cast by Lochananor

Dirgarg, Eleot and Urtnot: Male advanced redcap; CR 3; Small fey; HD 6d6+18; hp 44; Init +6; Spd 30 ft.; AC 18 (+1 size, +2 Dex, +2 natural, +3 armor), touch 13, flat-footed 16; BAB/Grp: +3/+6; Atk: +8 melee (2d4+4/x4, medium scythe) or +7 ranged (1d6+4, medium sling); Full Atk: +8 melee (2d4+4/x4, medium scythe) or +7 ranged (1d6+4, medium sling); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low-light vision; AL CE; SV Fort +5, Ref +7, Will +6; Str 16, Dex 15, Con 16, Int 11, Wis 12, Cha 13.

Skills and Feats: Hide +16, Intimidate +11, Listen +11, Move Silently +12, Spot +11, Survival +11; Improved Initiative, Power Attack, Weapon Focus (scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common and Sylvan.

Possessions: Scythe, sling, 10 bullets, studded leather armor, *elemental gem (water)* (Eleot only).

Encounter Seven

Advanced Peryton: CR 8; Large Magical Beast; HD 14d10+56; hp 144; Init +2; Spd 20 ft., fly 60 ft. (poor); AC 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp: +14/+26; Atk: +22 melee (1d6+9, claw); Full Atk: +22 melee (1d6+9, 2 claws) and +20 melee (1d4+5, 2 slams) and +20 melee (1d8+5, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip; SQ DR 5/magic, scent; AL CE; SV Fort +12, Ref +11, Will +6; Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11; Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: Amulet of mighty fists +1.

Appendix Three – APL 12

Encounter Four

Bluglupdilp: Male advanced chuul; CR 11; Huge aberration (aquatic); HD 27d8+216; hp 354; Init +6; Spd 30 ft., swim 20 ft.; AC 24 (-2 size, +2 Dex, +13 natural, +1 armor), touch 10, flat-footed 22; BAB/Grp: +20/+38; Atk: +29 melee (4d6+10/19-20, claw); Full Atk: +29 melee (4d6+10/19-20, 2 claws); Space/Reach 15 ft./10 ft.; SA Constrict 4d6+9, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +16, Ref +10, Will +19; Str 30, Dex 14, Con 24 [26], Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +8, Listen +27, Spot +27, Swim +18; Ability Focus (paralytic tentacles), Alertness, Blind-Fight, Combat Reflexes, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Power Attack, Power Critical (claw), Weapon Focus (claw).

Constrict (Ex): On a successful grapple check, a chuul deals 4d6+10 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 25 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+5 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Languages: Common.

Possessions: amulet of health +2, bracers of armor +1.

Power-Up Suite (mage armor, shield of faith) – AC 30 (-2 size, +2 Dex, +13 natural, +4 armor, +3 deflection), touch 13, flat-footed 25.

Lyrui: Female spirit naga Rogue 4/Arcane Trickster 2; CR 13; Large aberration; HD 9d8+4d6+2d4+60; hp 138; Init +1; Spd 40 ft.; AC 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB/Grp: +10/+18; Atk: +13 melee (2d6+6 plus poison, bite); Full Atk: +13/+8 melee (2d6+6 plus poison, bite); Space/Reach 10 ft./5 ft.; SA

Charming gaze, poison, ranged legerdemain 1/day, sneak attack +3d6, spells (9th-level caster); SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +8, Ref +13, Will +13; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 18 [20].

Skills and Feats: Concentration +14 (+18 to cast defensively), Decipher Script +8, Disable Device +8, Escape Artist +8, Knowledge (Arcana) +5, Listen +11, Spellcraft +10, Spot +14, Tumble +10; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes, Point Blank Shot, Precise Shot.

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 21 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Languages: Abyssal, Common, Elven.

Possessions: bag of teeth, cloak of Charisma +2, lesser metamagic rod, extend ring of swimming.

Sorcerer Spells Known (6/8/7/7/5; base DC = 15 + spell level): 0th – acid splash, cure minor wounds, detect magic, ghost sound, mage hand, ray of frost, read magic, touch of fatigue, 1st – cure light wounds, divine favor, mage armor, magic missile, shield of faith; 2nd – false life, glitterdust, scorching ray, see invisibility; 3rd – displacement, fireball, fly; 4th – dimension door, greater invisibility.

Power-Up Suite (false life, mage armor, shield of faith, see invisibility) – hp 153; AC 23 (+4 armor, +3 deflection), touch 19, flat-footed 20.

Draurath and Slaur: Male blackscale lizardfolk Barbarian 2; CR 5; Large monstrous humanoid (reptilian); HD 4d8+2d12+12; hp 49; Init +0; Spd 50 ft.; AC 19 (-1 size, +7 natural, +3 armor), touch 9, flat-footed 19; BAB/Grp: +6/+14; Atk: +9 melee (1d6+4, claw) or +9 melee (2d8+6, greatclub) or +5 ranged (1d8+4, javelin); Full Atk: +9 melee (1d6+4, 2 claws) and +7 melee (1d6+2, bite) or +9/+4 melee (2d8+6, greatclub) and +7 melee (1d6+2, bite) or +5/+0 ranged (1d8+4, javelin); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., hold breath, resistance to acid 5, uncanny dodge; AL NE; SV Fort +6, Ref +4, Will +4; Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7.

Skills and Feats: Balance +5, Jump +12, Listen +6, Spot +4, Swim +10; Multiattack, Power Attack, Reckless Rage.

Hold Breath (Ex): A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

Languages: Draconic.

Possessions: Greatclub, 5 javelins, studded leather armor, *elemental gem (water)* (Slaur only), *decanter of endless water* (Draurath only).

Encounter Five

Entellende: Female nereid Wizard 7; CR 11; Medium fey (aquatic, extraplanar); HD 7d4+3d6+10; hp 41; Init +7; Spd 30 ft. (6 squares), swim 40 ft.; AC 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13; BAB/Grp: +4/+6; Atk: +7 melee (drown, touch) or +7 melee (1d4-1/19-20, dagger); Full Atk: +7 melee (drown, touch) or +7 melee (1d4-1/19-20, dagger); SA Drown, spell-like abilities, *summon water elemental*, SQ Deflection, displacement, low-light vision, resistance to cold 10 and fire 10, shawl, speak with animals; AL CE; SV Fort +4, Ref +8, Will +9; Str 8, Dex 17, Con 12, Int 16 [18], Wis 12, Cha 16.

Skills and Feats: Concentration +14, Escape Artist +9, Handle Animal +9, Hide +9 (+17 in water), Knowledge (the planes) +13, Listen +9, Ride +5, Spellcraft +17, Spot +9, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +9 (+11 involving bindings); Alertness, Arcane Mastery, Improved Counterspell, Improved Initiative, Practiced Spellcaster, Scribe Scroll, Weapon Finesse.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*air breathing* (DC 16); 3/day—*control currents*; 1/day—*control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss

chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but *see invisibility* has no effect.

Shawl (Su): Every nereid is wrapped in a delicate shawl of seafoam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Treat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the speak with animals spell).

Languages: Aquan and Common.

Possessions: *bag of teeth*, *headband of intellect +2*, *lesser metamagic rod*, *extend*.

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level, 10th-level caster): 0th – *acid splash*, *detect magic*, *mage hand*, *read magic*; 1st – *mage armor* (x2), *magic missile* (x2), *ray of enfeeblement*; 2nd – *false life*, *glitterdust*, *scorching ray*, *see invisibility*; 3rd – *dispel magic*, *fireball*, *slow*; 4th – *enervation*, *greater invisibility*.

Power-Up Suite (*false life*, *good hope*[†], *mage armor*) – hp 54; AC 20 (+4 armor, +3 Dex, +3 deflection), touch 16, flat-footed 17; Atk: +9 melee (drown, touch) or +9 melee (1d4+1/19-20, dagger); Full Atk: +9 melee (drown, touch) or +9 melee (1d4+1/19-20, dagger); SV Fort +6, Ref +10, Will +11; +2 on skill and ability checks.

[†]cast by Lochananor

Izon: Male octopus familiar; CR -; Small animal (aquatic); HD 7d8; hp 20; Init +3; Spd 20 ft., swim 30 ft.; AC 20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17; BAB/Grp: +4/+5; Atk: +8 melee (0, arms); Full Atk: +8 melee (0, arms) and +3 melee (1d3, bite); SA Improved grab; SQ Deliver touch spells, empathic link, familiar (give master +3 grapple), improved evasion, ink cloud, jet, low-light vision, share spells, speak with master, speak with octopi; AL N; SV Fort +4, Ref +8, Will +9; Str 12, Dex 17, Con 11, Int 9, Wis 12, Cha 3.

Skills and Feats: Concentration +13, Escape Artist +19, Handle Animal +2, Hide +14, Knowledge (the planes) +8, Listen +7, Ride +2, Spellcraft +12, Spot +7,

Swim +9, Use Magic Device +2, Use Rope +9 (+11 involving bindings); Weapon Finesse.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Power-Up Suite (*false life, good hope[†], mage armor*) – hp 33; AC 24 (+4 armor, +1 size, +3 Dex, +6 natural), touch 14, flat-footed 21; Atk: +10 melee (0, arms); Full Atk: +10 melee (0, arms) and +5 melee (1d3+2, bite); SV Fort +6, Ref +10, Will +11; +2 on skill and ability checks.

[†]cast by Lochananor

Lochananor: Male advanced kelpie Fighter 1; CR 13; Huge fey (Aquatic); HD 18d6+1d10+133; hp 213; Init +5; Spd 50 ft., swim 50 ft.; AC 25 (-2 size, +1 Dex, +15 natural, +1 armor), touch 9, flat-footed 24; BAB/Grp: +10/+25; Atk: +20 melee (2d6+11, hoof); Full Atk: +20 melee (2d6+11, 2 hooves) and +18 melee (2d6+5, bite); Space/Reach 15 ft./10 ft.; SA Spell-like abilities, trip; SQ Alternate form, cold resistance 20, fire resistance 20, DR 10/cold iron, low-light vision, scent; AL CE; SV Fort +15, Ref +13, Will +14; Str 32, Dex 12, Con 22 [24], Int 10, Wis 13, Cha 14.

Skills and Feats: Bluff +19, Diplomacy +6, Disguise +6 (+8 acting), Hide +5, Intimidate +6, Listen +18, Move Silently +18, Sense Motive +18, Spot +18, Swim +24; Alertness, Improved Initiative, Improved Natural Attack (hoof), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (hoof).

Spell-Like Abilities: At will — *detect thoughts*. 3/day — *charm person, good hope, crushing despair*. Caster level 7th; save DC 12 + spell level.

Trip (Ex): A kelpie that hits with a hoof attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity, if the attempt fails, the opponent cannot react to trip the kelpie.

Alternate Form (Su): A kelpie can assume the form of a human (either gender) as a standard action. This ability is similar to the *polymorph self* spell,

except that it allows only human forms. Switching back to its natural form is also a standard action.

Scent (Ex): A kelpie can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Languages: Common and Sylvan.

Possessions: *amulet of health +2, bracers of armor +1.*

Power-Up Suite (*detect thoughts, good hope, mage armor[†]*) – AC 28 (-2 size, +1 Dex, +15 natural, +4 armor), touch 9, flat-footed 27; Atk: +22 melee (2d6+13, hoof); Full Atk: +22 melee (2d6+13, 2 hooves) and +20 melee (2d6+7, bite); SV Fort +17, Ref +15, Will +16; +2 on skill and ability checks.

[†]cast by Entellende

Dirgarg, Eleot and Urtnot: Male advanced redcap; CR 4; Small fey; HD 8d6+32; hp 66; Init +8; Spd 30 ft.; AC 21 (+1 size, +4 Dex, +3 natural, +3 armor), touch 15, flat-footed 17; BAB/Grp: +4/+8; Atk: +10 melee (2d4+6/x4, medium scythe) or +10 ranged (1d6+5, medium sling); Full Atk: +10 melee (2d4+6/x4, medium scythe) or +10 ranged (1d6+5, medium sling); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low-light vision; AL CE; SV Fort +6, Ref +9, Will +7; Str 18, Dex 18, Con 18, Int 11, Wis 12, Cha 13.

Skills and Feats: Hide +20, Intimidate +13, Listen +13, Move Silently +16, Spot +13, Survival +13; Improved Initiative, Power Attack, Weapon Focus (scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common and Sylvan.

Possessions: Scythe, sling, 10 bullets, studded leather armor, *elemental gem (water)* (Eleot only), *decanter of endless water* (Dirgarg only).

Encounter Seven

Advanced Peryton: CR 8; Large Magical Beast; HD 14d10+56; hp 144; Init +2; Spd 20 ft., fly 60 ft. (poor); AC 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp: +14/+26; Atk: +22 melee (1d6+9, claw); Full Atk: +22 melee (1d6+9, 2 claws) and +20 melee (1d4+5, 2 slams) and +20 melee (1d8+5, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip; SQ DR 5/magic, scent; AL CE; SV Fort +12, Ref +11, Will +6; Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11; Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: *Amulet of mighty fists* +1.

Power-Up Suite (*shield of faith*) – AC 19 (+2 Dex, +5 natural, -1 size, +3 deflection), touch 14, flat-footed 17.

Peryton Priest: CR 12; Female Peryton Cleric 8; Large Magical Beast; HD 8d8+14d10+110; hp 238; Init +2; Spd 20 ft., fly 60 ft. (poor); AC 17 (+2 Dex, +5 natural, +1 deflection, -1 size), touch 12, flat-footed 15; BAB/Grp: +20/+32; Atk: +27 melee (1d6+8, claw); Full Atk: +27 melee (1d6+8, 2 claws) and +25 melee (1d4+4, 2 slams) and +25 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip; SQ DR 5/magic, rebuke undead (3/day), scent; AL NE; SV Fort +19, Ref +14, Will +13; Str 26, Dex 14, Con 16 [18], Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +20, Intimidate +2, Listen +11, Move Silently +10, Spot +20, Survival +12; Flyby Attack, Glorious Weapons, Hover, Improved Toughness, Multiattack, Power Attack, Reach Spell.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their

overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: *Amulet of health* +2, *ring of protection* +1.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 16 + spell level): 0th – *cure minor wounds* (x2), *detect magic* (x2), *guidance*, *resistance*, 1st – *magic fang**, *bless*, *divine favor*, *protection from good*, *shield of faith* (x2); 2nd – *bull strength*, *hold person* (x2), *remove paralysis*, *resist energy**; 3rd – *cure serious wounds*, *dispel magic*, *greater magic fang**, *invisibility purge*, *prayer*; 4th – *death ward*, *inflict critical wounds**, *freedom of movement*.

*Domain spell. *Domains:* Destruction (smite 1/day, +4 to attack, +8 damage); Dragon (Bluff & Intimidate are class skills).

Power-Up Suite (*bull strength*, *death ward*, *freedom of movement*, *greater magic fang*, *protection from good*, *resist fire* (20 points)) – AC 18 (+2 Dex, +5 natural, +2 deflection, -1 size), touch 13, flat-footed 16 vs. Good; Grp: +34; Atk: +30 melee (1d6+11, claw); Full Atk: +30 melee (1d6+11, 2 claws) and +28 melee (1d4+6, 2 slams) and +28 melee (1d8+6, bite); SV Fort +20, Ref +15, Will +14 (vs. Good); Str 30.

Appendix Four – APL 14

Encounter Four

Bluglupdilp: Male advanced chuul Barbarian 1; CR 13; Huge aberration (aquatic); HD 31d8+1d12+256; hp 421; Init +6; Spd 40 ft., swim 20 ft.; AC 25 (-2 size, +2 Dex, +14 natural, +1 armor), touch 10, flat-footed 23; BAB/Grp: +24/+42; Atk: +33 melee (4d6+10/19-20, claw); Full Atk: +33 melee (4d6+10/19-20, 2 claws); Space/Reach 15 ft./10 ft.; SA Constrict 4d6+9, improved grab, paralytic tentacles, rage 1/day; SQ Amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +19, Ref +11, Will +22; Str 31, Dex 14, Con 24 [26], Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +16, Listen +33, Spot +33, Swim +18; Ability Focus (paralytic tentacles), Alertness, Blind-Fight, Combat Reflexes, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Power Attack, Power Critical (claw), Weapon Focus (claw).

Constrict (Ex): On a successful grapple check, a chuul deals 4d6+10 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 25 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+5 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Languages: Common.

Possessions: amulet of health +2, bracers of armor +1, cape of the mountebank.

Power-Up Suite (mage armor, shield of faith) – AC 31 (-2 size, +2 Dex, +14 natural, +4 armor, +3 deflection), touch 13, flat-footed 26.

Lyrui: Female spirit naga Rogue 4/Arcane Trickster 4; CR 15; Large aberration; HD 9d8+4d6+4d4+68; hp 152; Init +2; Spd 40 ft.; AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB/Grp: +11/+19; Atk: +14 melee (2d6+6 plus poison, bite); Full Atk: +14/+9/+4

melee (2d6+6 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Charming gaze, impromptu sneak attack 1/day, poison, ranged legerdemain 1/day, sneak attack +4d6, spells (11th-level caster); SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +9, Ref +15, Will +14; Str 18, Dex 14, Con 18, Int 12, Wis 17, Cha 18 [20].

Skills and Feats: Concentration +19 (+23 to cast defensively), Decipher Script +8, Disable Device +8, Escape Artist +9, Knowledge (Arcana) +5, Listen +11, Spellcraft +10, Spot +14, Tumble +16; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes, Point Blank Shot, Precise Shot.

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 21 negates. The save DC is Charisma-based.

Impromptu Sneak Attack: Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Languages: Abyssal, Common, Elven.

Possessions: bag of teeth, cloak of charisma +2, lesser metamagic rod, extend, ring of swimming, wand of Melf's acid arrow.

Sorcerer Spells Known (6/8/7/7/6/5; base DC = 15 + spell level): 0th – acid splash, cure minor wounds, detect magic, ghost sound, light, mage hand, ray of frost, read magic, touch of fatigue, 1st – divine favor, mage armor, magic missile, protection from good, shield of faith, truestrike, 2nd – false life, glitterdust, scorching ray, see invisibility, web; 3rd – bands of steel, displacement, fireball, fly; 4th – cure critical wounds, greater invisibility, orb of force; 5th – teleport, wall of force.

Power-Up Suite (*false life, fly, mage armor, shield of faith, see invisibility*) – hp 168; AC 24 (-1 size, +2 Dex, +6 natural, +4 armor, +3 deflection), touch 14, flat-footed 22.

Draurath and Slaur: Male blackscale lizardfolk Barbarian 2/Fighter 1; CR 6; Large monstrous humanoid (reptilian); HD 4d8+1d10+2d12+14; hp 57; Init +0; Spd 50 ft.; AC 19 (-1 size, +7 natural, +3 armor), touch 9, flat-footed 16; BAB/Grp: +7/+15; Atk: +10 melee (1d6+4, claw) or +11 melee (2d8+6, greatclub) or +6 ranged (1d8+4, javelin); Full Atk: +10 melee (1d6+4, 2 claws) and +8 melee (1d6+2, bite) or +11/+6 melee (2d8+6, greatclub) and +8 melee (1d6+2, bite) or +6/+1 ranged (1d8+4, javelin); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., hold breath, resistance to acid 5, uncanny dodge; AL NE; SV Fort +8, Ref +4, Will +4; Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7.

Skills and Feats: Balance +5, Jump +13, Listen +6, Spot +4, Swim +10; Multiattack, Power Attack, Reckless Rage, Weapon Focus (greatclub).

Hold Breath (Ex): A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

Languages: Draconic.

Possessions: Greatclub, 5 javelins, studded leather armor, *boots of speed* (Slaur only), *elemental gem (water)* (Slaur only), *decanter of endless water* (Draurath only).

Encounter Five

Entellende: Female nereid Wizard 9; CR 13; Medium fey (aquatic, extraplanar); HD 9d4+3d6+12; hp 49; Init +8; Spd 30 ft. (6 squares), swim 40 ft.; AC 17 (+4 Dex, +3 deflection), touch 17, flat-footed 13; BAB/Grp: +5/+7; Atk: +9 melee (drown, touch) or +9 melee (1d4-1/19-20, dagger); Full Atk: +9 melee (drown, touch) or +9 melee (1d4-1/19-20, dagger); SA Drown, spell-like abilities, *summon water elemental*; SQ Deflection, displacement, low-light vision, resistance to cold 10 and fire 10, shawl, speak with animals; AL CE; SV Fort +5, Ref +10, Will +10; Str 8, Dex 18, Con 12, Int 16 [18], Wis 12, Cha 16.

Skills and Feats: Concentration +16, Escape Artist +10, Handle Animal +9, Hide +10 (+18 in water), Knowledge (the planes) +19, Listen +9, Ride +6, Spellcraft +19, Spot +9, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +10 (+12 involving bindings); Alertness, Arcane Mastery, Extra Slot, Improved Counterspell, Improved Initiative, Practiced Spellcaster, Scribe Scroll, Weapon Finesse.

Concentration +14, Knowledge (the planes) +12

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*air breathing* (DC 16); 3/day—*control currents*; 1/day—*control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but *see invisibility* has no effect.

Shawl (Su): Every nereid is wrapped in a delicate shawl of seafoam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Treat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the speak with animals spell).

Languages: Aquan and Common.

Possessions: *bag of teeth, headband of intellect +2, lesser metamagic rod, extend, wand of Melf's acid arrow.*

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level, 12th-level caster): 0th – *acid splash, detect magic, mage hand, read magic*; 1st – *mage armor* (x2), *magic missile* (x2), *ray of enfeeblement*; 2nd – *false life, glitterdust, gust of wind, scorching ray, see invisibility*; 3rd – *dispel magic* (x2), *fireball, slow*; 4th – *dimension*

door, enervation, Evard's black tentacles, greater invisibility; 5th – cone of cold.

Power-Up Suite (*false life, good hope^f, mage armor, see invisibility*) – hp 64; AC 21 (+4 armor, +4 Dex, +3 deflection), touch 17, flat-footed 17; Atk: +11 melee (drown, touch) or +11 melee (1d4+1/19-20, dagger); Full Atk: +11 melee (drown, touch) or +11 melee (1d4+1/19-20, dagger); SV Fort +7, Ref +12, Will +12; +2 on skill and ability checks.

†cast by Lochananor

Izon: Male octopus familiar; CR -; Small animal (aquatic); HD 9d8; hp 24; Init +3; Spd 20 ft., swim 30 ft.; AC 21 (+1 size, +3 Dex, +7 natural), touch 14, flat-footed 18; BAB/Grp: +5/+6; Atk: +9 melee (0, arms); Full Atk: +9 melee (0, arms) and +4 melee (1d3, bite); SA Improved grab; SQ Deliver touch spells, empathic link, familiar (give master +3 grapple), improved evasion, ink cloud, jet, low-light vision, share spells, speak with master, speak with octopi; AL N; SV Fort +5, Ref +9, Will +10; Str 12, Dex 17, Con 11, Int 10, Wis 12, Cha 3.

Skills and Feats: Concentration +15, Escape Artist +19, Handle Animal +2, Hide +14, Knowledge (the planes) +15, Listen +7, Ride +2, Spellcraft +15, Spot +7, Swim +9, Use Magic Device +2, Use Rope +9 (+11 involving bindings); Weapon Finesse.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Power-Up Suite (*false life, good hope^f, mage armor, see invisibility*) – hp 39; AC 25 (+4 armor, +1 size, +3 Dex, +7 natural), touch 14, flat-footed 22; Atk: +11 melee (0, arms); Full Atk: +11 melee (0, arms) and +6 melee (1d3+2, bite); SV Fort +7, Ref +11, Will +12; +2 on skill and ability checks.

†cast by Lochananor

Lochananor: Male advanced kelpie Barbarian 2/Fighter 1; CR 15; Huge fey (Aquatic); HD 18d6+1d10+2d12+147; hp 241; Init +5; Spd 60 ft., swim 50 ft.; AC 25 (-2 size, +1 Dex, +15 natural, +1 armor),

touch 9, flat-footed 24; BAB/Grp: +12/+27; Atk: +22 melee (2d6+11/19-20, hoof); Full Atk: +22 melee (2d6+11/19-20, 2 hooves) and +20 melee (2d6+5, bite); Space/Reach 15 ft./10 ft.; SA Rage 1/day, spell-like abilities, trip; SQ Alternate form, cold resistance 20, fire resistance 20, DR 10/cold iron, low-light vision, uncanny dodge, scent; AL CE; SV Fort +18, Ref +13, Will +15; Str 32, Dex 12, Con 22 [24], Int 10, Wis 14, Cha 14.

Skills and Feats: Bluff +19, Diplomacy +6, Disguise +6 (+8 acting), Hide +5, Intimidate +7, Listen +26, Move Silently +18, Sense Motive +19, Spot +19, Swim +24; Alertness, Improved Critical (hoof), Improved Initiative, Improved Natural Attack (hoof), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (hoof).

Spell-Like Abilities: At will — *detect thoughts*. 3/day — *charm person, good hope, crushing despair*. Caster level 7th; save DC 12 + spell level.

Trip (Ex): A kelpie that hits with a hoof attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity, if the attempt fails, the opponent cannot react to trip the kelpie.

Alternate Form (Su): A kelpie can assume the form of a human (either gender) as a standard action. This ability is similar to the *polymorph self* spell, except that it allows only human forms. Switching back to its natural form is also a standard action.

Scent (Ex): A kelpie can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Languages: Common and Sylvan.

Possessions: *amulet of health +2, bracers of armor +1, cape of the mountebank.*

Power-Up Suite (*detect thoughts, good hope, mage armor^f*) – AC 28 (-2 size, +1 Dex, +15 natural, +4 armor), touch 9, flat-footed 27; Atk: +24 melee (2d6+13/19-20, hoof); Full Atk: +24 melee (2d6+13/19-20, 2 hooves) and +22 melee (2d6+7, bite); SV Fort +20, Ref +15, Will +17; +2 on skill and ability checks.

†cast by Entellende

Blurg, Dirgarg, Eleot, Grum, Tsilp and Urtnot: Male advanced redcap; CR 4; Small fey; HD 8d6+32; hp 66; Init +8; Spd 30 ft.; AC 21 (+1 size, +4 Dex, +3 natural, +3 armor), touch 15, flat-footed 17; BAB/Grp: +4/+8; Atk: +9 melee (2d4+6/x4, medium scythe) or +10 ranged (1d6+5, medium sling); Full Atk: +9 melee (2d4+6/x4, medium scythe) or +10 ranged (1d6+5, medium sling); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low-light vision; AL CE; SV Fort +6, Ref +9, Will +7; Str 18, Dex 18, Con 18, Int 11, Wis 12, Cha 13.

Skills and Feats: Hide +20, Intimidate +13, Listen +13, Move Silently +16, Spot +13, Survival +13; Improved Initiative, Power Attack, Swarmfighting.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common and Sylvan.

Possessions: Scythe, sling, 10 bullets, studded leather armor, *boots of speed* (Grum only), *elemental gem (water)* (Eleot only), *decanter of endless water* (Dirgarg only).

Encounter Seven

Advanced Peryton: CR 8; Large Magical Beast; HD 14d10+56; hp 144; Init +2; Spd 20 ft., fly 60 ft. (poor); AC 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp: +14/+26; Atk: +22 melee (1d6+9, claw); Full Atk: +22 melee (1d6+9, 2 claws) and +20 melee (1d4+5, 2 slams) and +20 melee (1d8+5, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip; SQ DR 5/magic, scent; AL CE; SV Fort +12, Ref +11, Will +6; Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11; Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace

kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: *Amulet of mighty fists +1*.

Power-Up Suite (*hero's feast*) – hp 157; Atk: +23 melee (1d6+9, claw); Full Atk: +23 melee (1d6+9, 2 claws) and +21 melee (1d4+5, 2 slams) and +21 melee (1d8+5, bite); SV Will +7.

Peryton Ravager: CR 12; Male Peryton Barbarian 2/Fighter 2; Large Magical Beast; HD 2d12+16d10+72; hp 186; Init +2; Spd 30 ft., fly 60 ft. (poor); AC 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp: +18/+32; Atk: +28 melee (1d8+10/19-20, claw); Full Atk: +28 melee (1d8+10/19-20, 2 claws) and +25 melee (1d4+5, 2 slams) and +25 melee (1d8+5, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip, rage 1/day; SQ DR 5/magic, scent, uncanny dodge; AL CE; SV Fort +18, Ref +11, Will +6; Str 27, [31] Dex 14, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +6, Listen +18, Move Silently +10, Spot +19, Survival +11; Flyby Attack, Hover, Improved Critical (Claw), Improved Natural Attack (Claw), Improved Toughness, Multiattack, Power Attack, Power Critical (Claw), Weapon Focus (Claw).

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: *Belt of strength +4*.

Power-Up Suite (*freedom of movement, greater magic fang, hero's feast, resist energy (fire, 30 pts), shield of faith, stonesskin (150 pts)*) – hp 199; AC 20 (+2 Dex, +5 natural, -1 size, +4 deflection), touch 15, flat-footed 18; Atk: +30 melee (1d8+11/19-20, claw); Full Atk: +30 melee (1d8+11/19-20, 2 claws) and +27 melee (1d4+6, 2 slams) and +27 melee (1d8+6, bite), SV Will +7.

Peryton Priest: CR 14; Female Peryton Cleric 12; Large Magical Beast; HD 12d8+14d10+130; hp 268; Init

+2; Spd 20 ft., fly 60 ft. (poor); AC 19 (+2 Dex, +5 natural, +2 armor, +1 deflection, -1 size), touch 12, flat-footed 17; BAB/Grp: +23/+35; Atk: +30 melee (1d6+8, claw); Full Atk: +30 melee (1d6+8, 2 claws) and +28 melee (1d4+4, 2 slams) and +28 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip; SQ DR 5/magic, rebuke undead (3/day), scent; AL NE; SV Fort +22, Ref +17, Will +16; Str 26, Dex 14, Con 16 [18], Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +24, Intimidate +2, Listen +11, Move Silently +10, Spot +20, Survival +12; Flyby Attack, Glorious Weapons, Hover, Improved Toughness, Multiattack, Power Attack, Practiced Spellcaster, Reach Spell.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: Amulet of health +2, bracers of armor +2, cloak of resistance +1, ring of protection +1.

Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; base DC = 16 + spell level): 0th – *cure minor wounds* (x2), *detect magic* (x2), *guidance*, *resistance*, 1st – *bles*, *divine favor*, *entropic shield*, *magic fang**, *protection from good*, *shield of faith* (x2); 2nd – *bull strength*, *hold person* (x2), *remove paralysis*, *resist energy** (x2); 3rd – *cure serious wounds*, *dispel magic*, *greater magic fang**, *invisibility purge*, *magic vestment*, *prayer*; 4th – *death ward*, *freedom of movement* (x2), *inflict critical wounds**; 5th – *flamestrike*, *mass cure light wounds*, *spell resistance*, *true seeing**; 6th – *heal*, *hero's feast*, *stoneskin**.

*Domain spell. *Domains:* Destruction (smite 1/day, +4 to attack, +12 damage); Dragon (Bluff & Intimidate are class skills).

Power-Up Suite (*bull strength*, *death ward*, *entropic shield*, *freedom of movement*, *hero's feast*, *magic fang (bite)*, *magic vestment*, *resist energy (fire, 30 pts)*, *shield of faith*, *spell resistance (SR 28)*, *true seeing*) – hp 281; AC 26 (+4 enhancement, +2 Dex, +5 natural, +2 armor, +4 deflection, -1 size), touch 15, flat-footed 24; Grp: +37; Atk: +33 melee (1d6+10, claw); Full Atk: +33 melee (1d6+10, 2 claws) and +31

melee (1d4+5, 2 slams) and +32 melee (1d8+6, bite); SV Will +17.

Appendix Five – APL 16

Encounter Four

Bluglupdilp: Male advanced chuul Barbarian 2/Fighter 1; CR 15; Huge aberration (aquatic); HD 31d8+1d10+2d12+272; hp 450; Init +6; Spd 40 ft., swim 20 ft.; AC 27 (-2 size, +2 Dex, +16 natural, +1 armor), touch 10, flat-footed 24; BAB/Grp: +26/+46; Atk: +37 melee (4d6+13/19-20, claw); Full Atk: +37 melee (4d6+13/19-20, 2 claws); Space/Reach 15 ft./10 ft.; SA Constrict 4d6+13, improved grab, paralytic tentacles, rage 1/day; SQ Amphibious, darkvision 60 ft., immunity to poison, uncanny dodge; AL CE; SV Fort +22, Ref +11, Will +22; Str 32 [36], Dex 14, Con 24 [26], Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +16, Listen +33, Spot +33, Swim +21, Survival +8; Ability Focus (paralytic tentacles), Alertness, Blind-Fight, Combat Reflexes, Improved Critical (claw), Improved Initiative, Improved Natural Armor (x3), Improved Natural Attack (claw), Power Attack, Power Critical (claw), Weapon Focus (claw).

Constrict (Ex): On a successful grapple check, a chuul deals 4d6+13 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 25 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+6 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Languages: Common.

Possessions: *amulet of health +2, belt of strength +4, bracers of armor +1, cape of the mountebank.*

Power-Up Suite (hero's feast, mage armor, shield of faith, stonesskin (130 pts)) – hp 462; AC 34 (-2 size, +2 Dex, +16 natural, +4 armor, +4 deflection), touch 14, flat-footed 29; Atk: +38 melee (4d6+13/19-20, claw); Full Atk: +38 melee (4d6+13/19-20, 2 claws); SV Will +22.

Lyruut: Female spirit naga Rogue 4/Arcane Trickster 6; CR 15; Large aberration; HD 9d8+4d6+6d4+76; hp 166; Init +2; Spd 40 ft.; AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB/Grp: +12/+20; Atk: +15 melee (2d6+6 plus poison, bite); Full Atk: +15/+12/+5 melee (2d6+6 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Charming gaze, impromptu sneak attack 1/day, poison, ranged legerdemain 2/day, sneak attack +5d6, spells (13th-level caster); SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +16, Will +15; Str 18, Dex 14, Con 18, Int 12, Wis 17, Cha 18 [20].

Skills and Feats: Concentration +19 (+23 to cast defensively), Decipher Script +8, Disable Device +8, Escape Artist +9, Knowledge (Arcana) +5, Listen +11, Spellcraft +20, Spot +14, Tumble +16; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes, Point Blank Shot, Precise Shot, Weapon Focus (ray).

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 21 negates. The save DC is Charisma-based.

Impromptu Sneak Attack: Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Possessions: *bag of teeth, cloak of charisma +2, lesser metamagic rod, extend, ring of swimming, scroll of dimension door, wand of Melf's acid arrow.*

Sorcerer Spells Known (6/8/7/7/7/4; base DC = 15 + spell level): 0th – *acid splash, cure minor wounds, detect magic, ghost sound, light, mage hand, ray of frost, read magic, touch of fatigue*; 1st – *divine favor, mage armor, magic missile, protection from good, shield of faith, truestrike*; 2nd – *false life, glitterdust, scorching ray, see invisibility, web*; 3rd – *bands of steel,*

displacement, fireball, fly; 4th – *cure critical wounds, greater invisibility, orb of force, stoneskin*; 5th – *cone of cold, teleport, wall of force*; 6th – *disintegrate, hero's feast*.

Power-Up Suite (*false life, fly, hero's feast, mage armor, shield of faith, see invisibility, stoneskin* (130 pts)) – hp 194; AC 25 (-1 size, +2 Dex, +6 natural, +4 armor, +4 deflection), touch 15, flat-footed 23; Atk: +16 melee (2d6+6 plus poison, bite); Full Atk: +16/+13/+6 melee (2d6+6 plus poison, bite); SV Will +16.

Draurath and Slaur: Male blackscale lizardfolk Barbarian 2/Fighter 2; CR 7; Large monstrous humanoid (reptilian); HD 4d8+2d10+2d12+16; hp 65; Init +0; Spd 50 ft.; AC 19 (-1 size, +7 natural, +3 armor), touch 9, flat-footed 19; BAB/Grp: +8/+17; Atk: +12 melee (1d6+5, claw) or +13 melee (2d8+7, greatclub) or +7 ranged (1d8+5, javelin); Full Atk: +12 melee (1d6+5, 2 claws) and +10 melee (1d6+2, bite) or +13/+8 melee (2d8+7, greatclub) and +10 melee (1d6+2, bite) or +7/+2 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SA Rage 1/day; SQ Darkvision 60 ft., hold breath, resistance to acid 5, uncanny dodge; AL NE; SV Fort +9, Ref +4, Will +4 (SV Fort +14, Ref +9, Will +9 for Slaur); Str 20, Dex 10, Con 14, Int 8, Wis 11, Cha 7.

Skills and Feats: Balance +5, Jump +15, Listen +6, Spot +4, Swim +11; Instantaneous Rage, Multiattack, Power Attack, Reckless Rage, Weapon Focus (greatclub).

Hold Breath (Ex): A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

Languages: Draconic.

Possessions: Greatclub, 5 javelins, studded leather armor, *boots of speed* (Slaur only), *elemental gem (water)* (Slaur only), *cloak of resistance +5* (Slaur only), *decanter of endless water* (Draurath only).

Power-Up Suite (*hero's feast*) – hp 76; Atk: +13 melee (1d6+5, claw) or +14 melee (2d8+7, greatclub) or +8 ranged (1d8+5, javelin); Full Atk: +13 melee (1d6+5, 2 claws) and +11 melee (1d6+2, bite) or +14/+9 melee (2d8+7, greatclub) and +11 melee (1d6+2, bite) or +8/+3 ranged (1d8+5, javelin); SV Will +5 (SV Will +10 for Slaur).

Encounter Five

Entellende: Female nereid Wizard 11; CR 15; Medium fey (aquatic, extraplanar); HD 11d4+3d6+14; hp 57; Init +8; Spd 30 ft. (6 squares), swim 40 ft.; AC 17 (+4 Dex, +3 deflection), touch 17, flat-footed 13; BAB/Grp: +6/+8; Atk: +10 melee (drown, touch) or +10 melee (1d4-1/19-20, dagger); Full Atk: +10 melee (drown, touch) or +10

melee (1d4-1/19-20, dagger); SA Drown, spell-like abilities, *summon water elemental*; SQ Deflection, displacement, low-light vision, resistance to cold 10 and fire 10, shawl, speak with animals; AL CE; SV Fort +10, Ref +15, Will +16; Str 8, Dex 18, Con 12, Int 16 [18], Wis 12, Cha 16.

Skills and Feats: Concentration +18, Escape Artist +10, Handle Animal +9, Hide +10 (+18 in water), Knowledge (Arcana) +10, Knowledge (the planes) +19, Listen +9, Ride +6, Spellcraft +21, Spot +9, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +10 (+12 involving bindings); Alertness, Arcane Mastery, Extra Slot (x2), Improved Counterspell, Improved Initiative, Practiced Spellcaster, Scribe Scroll, Weapon Finesse.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*air breathing* (DC 16); 3/day—*control currents*; 1/day—*control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but *see invisibility* has no effect.

Shawl (Su): Every nereid is wrapped in a delicate shawl of seafoam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Treat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the speak with animals spell).

Languages: Aquan and Common.

Possessions: bag of teeth, cloak of resistance +5, headband of intellect +2, lesser metamagic rod, extend, scroll of dimension door, wand of Melf's acid arrow.

Spells Prepared (4/5/5/5/4/3/1; base DC = 14 + spell level, 14th-level caster): 0th – acid splash, detect magic, mage hand, read magic; 1st – mage armor (x2), magic missile (x2), ray of enfeeblement; 2nd – false life, glitterdust, gust of wind, scorching ray, see invisibility; 3rd – dispel magic (x2), displacement, fireball, slow; 4th – dimension door, enervation, Evard's black tentacles, greater invisibility, ice storm; 5th – baleful polymorph, cone of cold, magic jar; 6th – greater dispel magic.

Power-Up Suite (false life, good hope[†], mage armor, see invisibility) – hp 73; AC 21 (+4 armor, +4 Dex, +3 deflection), touch 17, flat-footed 17; Atk: +12 melee (drown, touch) or +12 melee (1d4+1/19-20, dagger); Full Atk: +12 melee (drown, touch) or +12 melee (1d4+1/19-20, dagger); SV Fort +12, Ref +17, Will +18; +2 on skill and ability checks.

[†]cast by Lochananor

Izon: Male octopus familiar; CR -; Small animal (aquatic); HD 11d8; hp 28; Init +3; Spd 20 ft., swim 30 ft.; AC 22 (+1 size, +3 Dex, +8 natural), touch 14, flat-footed 19; BAB/Grp: +6/+7; Atk: +10 melee (0, arms); Full Atk: +10 melee (0, arms) and +5 melee (1d3, bite); SA Improved grab; SQ Deliver touch spells, empathic link, familiar (give master +3 grapple), improved evasion, ink cloud, jet, low-light vision, share spells, speak with master, speak with octopi, SR 16; AL N; SV Fort +5, Ref +9, Will +11; Str 12, Dex 17, Con 11, Int 10, Wis 12, Cha 3.

Skills and Feats: Concentration +17, Escape Artist +19, Handle Animal +2, Hide +14, Knowledge (Arcana) +6, Knowledge (the planes) +15, Listen +7, Ride +2, Spellcraft +17, Spot +7, Swim +9, Use Magic Device +2, Use Rope +9 (+11 involving bindings); Weapon Finesse.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Power-Up Suite (false life, good hope[†], mage armor, see invisibility) – hp 44; AC 26 (+4 armor, +1 size, +3 Dex, +8 natural), touch 14, flat-footed 23; Atk: +12 melee (0, arms); Full Atk: +12 melee (0, arms) and +8 melee (1d3+2, bite); SV Fort +7, Ref +11, Will +13; +2 on skill and ability checks.

[†]cast by Lochananor

Lochananor: Male advanced kelpie Barbarian 2/Fighter 2/Ranger 1; CR 17; Huge fey (Aquatic); HD 18d6+1d8+2d10+2d12+184; hp 289; Init +5; Spd 60 ft., swim 50 ft.; AC 25 (-2 size, +1 Dex, +15 natural, +1 armor), touch 9, flat-footed 24; BAB/Grp: +14/+31; Atk: +26 melee (2d6+13/19-20, hoof); Full Atk: +26 melee (2d6+13/19-20, 2 hooves) and +24 melee (2d6+6, bite); Space/Reach 15 ft./10 ft.; SA Favored enemy +2 (elf), rage 1/day, spell-like abilities, trip; SQ Alternate form, cold resistance 20, fire resistance 20, DR 10/cold iron, low-light vision, uncanny dodge, scent, wild empathy; AL CE; SV Fort +21, Ref +15, Will +15; Str 32 [36], Dex 12, Con 22 [24], Int 10, Wis 14, Cha 14.

Skills and Feats: Bluff +19, Diplomacy +6, Disguise +6 (+8 acting), Hide +5, Intimidate +9, Listen +26, Move Silently +18, Sense Motive +19, Spot +25, Swim +26; Alertness, Improved Critical (hoof), Improved Initiative, Improved Natural Attack (hoof), Improved Toughness, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (hoof).

Spell-Like Abilities: At will — *detect thoughts*. 3/day — *charm person, good hope, crushing despair*. Caster level 7th; save DC 12 + spell level.

Trip (Ex): A kelpie that hits with a hoof attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity, if the attempt fails, the opponent cannot react to trip the kelpie.

Alternate Form (Su): A kelpie can assume the form of a human (either gender) as a standard action. This ability is similar to the *polymorph self* spell, except that it allows only human forms. Switching back to its natural form is also a standard action.

Scent (Ex): A kelpie can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Languages: Common and Sylvan.

Possessions: amulet of health +2, belt of strength +4, bracers of armor +1, cape of the mountebank.

Power-Up Suite (detect thoughts, good hope, mage armor[†]) – AC 28 (-2 size, +1 Dex, +15 natural, +4 armor), touch 9, flat-footed 27; Atk: +28 melee

(2d6+13/19-20, hoof); Full Atk: +28 melee (2d6+13/19-20, 2 hooves) and +26 melee (2d6+7, bite); SV Fort +23, Ref +17, Will +17; +2 on skill and ability checks.

† cast by Entellende

Dirgarg, Eleot and Urtnot: Male advanced redcap; CR 6; Small fey; HD 10d6+50; hp 92; Init +9; Spd 30 ft.; AC 23 (+1 size, +5 Dex, +4 natural, +3 armor), touch 16, flat-footed 18; BAB/Grp: +5/+10; Atk: +12 melee (2d4+7/x4, medium scythe) or +12 ranged (1d6+6, medium sling); Full Atk: +12 melee (2d4+7/x4, medium scythe) or +12 ranged (1d6+6, medium sling); SA Eldritch stone, powerful build; SQ DR 10/cold iron, low-light vision; AL CE; SV Fort +8, Ref +11, Will +8; Str 20, Dex 20, Con 20, Int 11, Wis 12, Cha 13.

Skills and Feats: Hide +23, Intimidate +15, Listen +15, Move Silently +19, Spot +15, Survival +15; Improved Initiative, Power Attack, Swarmfighting, Weapon Focus (scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Languages: Common and Sylvan.

Possessions: Scythe, sling, 10 bullets, studded leather armor, *boots of speed* (Urtnot only), *elemental gem (water)* (Eleot only), *decanter of endless water* (Dirgarg only).

Encounter Seven

Peryton Ravager: CR 14; Male Peryton Barbarian 2/Fighter 4; Large Magical Beast; HD 2d12+18d10+80; hp 206; Init +2; Spd 30 ft., fly 60 ft. (poor); AC 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp: +20/+35; Atk: +31 melee (1d8+14/19-20, claw); Full Atk: +31 melee (1d8+14/19-20, 2 claws) and

+28 melee (1d4+6, 2 slams) and +26 melee (1d8+6, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip, rage 1/day; SQ DR 5/magic, scent, uncanny dodge; AL CE; SV Fort +18, Ref +12, Will +7; Str 28 [32], Dex 14, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +10, Listen +18, Move Silently +10, Spot +19, Survival +11; Flyby Attack, Hover, Improved Critical (Claw), Improved Natural Attack (Claw), Improved Toughness, Multiattack, Power Attack, Power Critical (Claw), Weapon Focus (Claw), Weapon Specialization (Claw).

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: *Amulet of mighty fists +1*, *belt of strength +4*.

Power-Up Suite (*mass bull strength, hero's feast, unholy aura*) – hp 220; AC 20 (+2 Dex, +5 natural, -1 size, +4 deflection), touch 15, flat-footed 18; Atk: +32 melee (1d8+14/19-20, claw); Full Atk: +32 melee (1d8+14/19-20, 2 claws) and +29 melee (1d4+6, 2 slams) and +27 melee (1d8+6, bite); SV Fort +22, Ref +16, Will +12.

Peryton Priest: CR 16; Female Peryton Cleric 15; Large Magical Beast; HD 15d8+14d10+145; hp 298; Init +2; Spd 20 ft., fly 60 ft. (poor); AC 20 (+2 Dex, +5 natural, +3 armor, +1 deflection, -1 size), touch 12, flat-footed 18; BAB/Grp: +25/+37; Atk: +32 melee (1d6+8, claw); Full Atk: +32 melee (1d6+8, 2 claws) and +30 melee (1d4+4, 2 slams) and +30 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Heart-rip; SQ DR 5/magic, rebuke undead (3/day), scent; AL NE; SV Fort +23, Ref +18, Will +18; Str 26, Dex 14, Con 16 [18], Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +30, Intimidate +2, Listen +12, Move Silently +10, Spot +21, Survival +13; Flyby Attack, Glorious Weapons, Hover, Improved Toughness, Multiattack, Power Attack, Practiced Spellcaster, Quicken Spell, Reach Spell.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their

overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

Languages: Common (understood, not spoken).

Possessions: *Amulet of health* +2, *bracers of armor* +3, *cloak of resistance* +1, *ring of protection* +1.

Spells *Prepared*

(6/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1; base DC = 16 + spell level): 0th – *cure minor wounds* (x2), *detect magic* (x2), *guidance*, *resistance*, 1st – *bless*, *entropic shield*, *magic fang**, *protection from good* (x2), *shield of faith* (x2); 2nd – *bear's endurance*, *hold person* (x2), *remove paralysis*, *resist energy** (x3); 3rd – *cure serious wounds*, *daylight*, *dispel magic*, *greater magic fang**, *invisibility purge*, *magic vestment* (x2); 4th – *death ward* (x2), *divine power*, *freedom of movement* (x2), *inflict critical wounds**; 5th – quickened *divine favor*, *flamestrike*, *mass cure light wounds*, *spell resistance*, *true seeing**; 6th – *heal*, *hero's feast*, *mass bull strength*, *stoneskin**; 7th – *dragon ally**, *mass cure serious wounds*, quickened *prayer*; 8th – *disintegrate**, *unholy aura*.

*Domain spell. *Domains:* Destruction (smite 1/day, +4 to attack, +15 damage); Dragon (Bluff & Intimidate are class skills).

Power-Up Suite (*death ward*, *entropic shield*, *freedom of movement*, *hero's feast*, *magic fang (bite)*, *magic vestment*, *mass bull strength*, *resist energy* (30 pts, cold), *resist energy* (30 pts, fire), *shield of faith*, *spell resistance* (SR 30), *stoneskin* (150 pts), *true seeing*, *unholy aura*) – hp 312; AC 27 (+2 Dex, +5 natural, +3 armor, +4 deflection, -1 size, +4 enhancement), touch 15, flat-footed 25; Grp: +39; Atk: +35 melee (1d6+10, claw); Full Atk: +35 melee (1d6+10, 2 claws) and +33 melee (1d4+5, 2 slams) and +32 melee (1d8+6, bite); SV Fort +27, Ref +22, Will +23; Str 30.

Arataxys: Female young adult black dragon; CR – (summoned); Large dragon (water); HD 18d12+54; hp 185; Init 0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 24 (-1 size, +15 natural), touch 9, flat-footed 24; BAB/Grp: +18/+26; Atk: +21 melee (3d6+4, bite); Full Atk: +21 melee (3d6+4, bite) and +21 melee (1d8+2, 2 claws) and +21 (1d6+2, 2 wings) and +21 melee (1d8+6, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA

Breath weapon, frightful presence, spell-like abilities, spells; SQ Blindsight 60-ft., DR 5/magic, immunity to acid, sleep and paralysis, keen senses, SR 17, water breathing; AL CE; SV Fort +14, Ref +11, Will +12; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Concentration +24, Hide +17, Listen +22, Move Silently +21, Sense Motive +22, Spot +22, and Swim +25; Clinging Breath, Hover, Improved Multiattack, Improved Natural Attack (Bite), Multiattack, Power Attack, Wingover.

Breath Weapon (Su): A black dragon has one type of breath weapon, an 80-ft. line of acid (10d4, DC 22 Reflex halves).

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 150 feet are subject to the effect if they have fewer than 18 HD. A potentially affected creature that succeeds on a Will save (DC 20) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spell-Like Abilities: 3/day—darkness (50-ft. radius).

Languages: Common, Draconic.

Spells Known (5/3; base DC = 11 + spell level): 0th – *acid splash*, *detect magic*, *read magic*, *resistance*, 1st – *mage armor*, *trueshield*.

Power-Up Suite (*bear's endurance*, *death ward*, *freedom of movement*, *greater magic fang*, *hero's feast*, *mass bull strength*, *mage armor*, *magic vestment*, *resist energy* (30 pts, fire), *shield of faith*, *unholy aura*) – hp 217; AC 36 (-1 size, +15 natural, +4 armor, +4 enhancement, +4 deflection), touch 13, flat-footed 35; Grp: +28; Atk: +25 melee (3d6+6, bite); Full Atk: +23 melee (3d6+6, bite) and +23 melee (1d8+4, 2 claws) and +23 (1d6+4, 2 wings) and +23 melee (1d8+10, tail slap); SQ SR 25 vs. Good; SV Fort +20, Ref +15, Will +17; Str 23; *Skills:* Concentration +26, Swim +27.

Appendix Six – New Rules

New Creatures

KELPIE

Reference: Fiend Folio, p. 114 (updated to 3.5e).

Large Fey (Aquatic)

Hit Dice: 10d6+30 (65 hp)

Initiative: +5

Speed: 50 ft., swim 50 ft.

AC: 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21

Base Attack/Grapple: +5/+16

Attack: Hoof +11 melee

Full Attack: 2 hooves +11 melee and bite +6 melee

Damage: Hoof 1d6+7, bite 1d8+3

Face/Reach: 10 ft./5 ft.

Special Attacks: Spell-like abilities, trip

Special Qualities: Alternate form, cold resistance 20, fire resistance 20, damage reduction 10/cold iron, low-light vision, scent

Saves: Fort +6, Ref +10, Will +10

Abilities: Str 24, Dex 13, Con 17, Int 10, Wis 13, Cha 14

Skills: Bluff +15, Diplomacy +6, Disguise +2 (+4 acting), Hide +5, Intimidate +4, Listen +14, Move Silently +14, Sense Motive +14, Spot +14, Swim +20

Feats: Alertness, Improved Initiative, Iron Will, Lightning Reflexes

Climate/Terrain: Any aquatic and land

Organization: Solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 11-15 HD (Large); 16-20 HD (Huge)

Not all fey are shy and reclusive nature spirits. Kelpies are bloodthirsty and evil fey that thrive on mayhem and murder. They live in rivers, lakes, pools, and other bodies of water where they can drown their prey before devouring the corpses.

In its natural form, a kelpie looks like a large warhorse with coal-black eyes. Its body constantly drips water and is covered in bits of rotted vegetation. A kelpie exudes an odor of death and decay. Horses get agitated and nervous when they are within a kelpie's territory,

A kelpie can assume the form of a human. Even in this form, a kelpie retains a feral and disturbing aura about it, with long stringy hair, darting eyes, and a gruff voice. The creatures dress in tattered clothing that smells of rotting fish and dampness.

While in this guise, a kelpie often feigns being a fisher, hunter, or lost traveler. A common tactic is for one to act as if it is drowning in the middle of a lake, so that it can lure a victim to dive in to assist.

Kelpies make their lair in ponds, lakes, rivers, and other inland bodies of water. If someone makes a careful search of such an area, great amounts of bones and carcasses will be found littering the muddy floor.

Kelpies speak Common and Sylvan.

COMBAT

A kelpie usually takes on human form and tries to woo or convince individuals to approach its watery lair. Alternatively, a kelpie remains just under the surface of the water and waits for a victim to get close. It uses *charm person* to draw victims in and then *emotion* to either fill victims with fear or root them in place for an easy kill.

Once a victim is close to or in the water, the kelpie reverts to its natural form and attacks. It is adept at tripping opponents in the water so that they are in danger of drowning.

Kelpies can be summoned using a *summon nature's ally IX* spell.

Spell-Like Abilities: At will—*detect thoughts*. 3/day—*charm person*, *good hope*, *crushing despair*. Caster level 7th; save DC 12 + spell level.

Trip (Ex): A kelpie that hits with a hoof attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity, if the attempt fails, the opponent cannot react to trip the kelpie.

Alternate Form (Su): A kelpie can assume the form of a human (either gender) as a standard action. This ability is similar to the *polymorph self* spell, except that it allows only human forms. Switching back to its natural form is also a standard action.

Scent (Ex): A kelpie can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Kelpies have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

LIZARDFOLK, BLACKSCALE

Reference: Monster Manual III, p. 95.

Large Monstrous Humanoid (Reptilian)

Hit Dice: 4d8+8 (26 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +4/+12

Attack: Claw +7 melee (1d6+4) or greatclub +7 melee (2d8+6) or javelin +3 ranged (1d8+4)

Full Attack: 2 claws +7 melee (1d6+4) and bite +5 melee (1d6+2) or greatclub +7 melee (2d8+6) and bite +5 melee (1d6+2) or javelin +3 ranged (1d8+4)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: –

Special Qualities: Darkvision 60 ft., hold breath, resistance to acid 5

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

Abilities: Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7

Skills: Balance +5, Jump +12, Spot +4, Swim +10

Feats: Multiattack, Power Attack

Environment: Temperate forests

Organization: Solitary, gang (2-3), band (3-6 plus 1 leader of 3rd – 6th level), or tribe (20-40 plus 50% noncombatants plus 2 lieutenants of 3rd – 6th level and 1 leader of 4th – 10th level)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +3

This stocky, heavily-muscled reptilian humanoid stands almost nine feet in height. Deep-socketed eyes and flat nasal openings give its face the appearance of a skull. Its scales are black, and a leathery crest running down from the top of its head to the middle of its back rises up as it sees you. It flexes talon-tipped fingers and snarls, revealing a row of vicious fangs.

Like their smaller cousins, blackscale lizardfolk are primitive reptilian humanoids that can be very dangerous if provoked.

A blackscale lizardfolk is usually 8 ½ to 9 ½ feet tall and weighs about six hundred pounds. Its tail is four to five feet long.

Blackscale lizardfolk speak Draconic, and a blackscale lizardfolk with an Intelligence score of 12 or greater will also speak Common.

Combat

Blackscale lizardfolk are proud and fierce fighters, concerned with heroic action and personal glory. Left on their own, they will fight as disorganized individuals, but their leaders can force them to work together for short periods of time. The blackscals have little patience for tricks and traps, considering such tools to be the trade of lesser lizardfolk.

Hold Breath (Ex): A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, blackscale lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks.

Blackscale Lizardfolk With Class Levels

Most blackscals advance as barbarians, the race's favored class. Blackscale priests are actually adepts and can select spells from the Protection and Sun domains.

NEREID

Reference: Stormwrack, p. 155.

Medium Fey (Aquatic, Extraplanar)

Hit Dice: 3d6+3 (13 hp)

Initiative: +7

Speed: 30 ft. (6 squares), swim 40 ft.

Armor Class: 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13

Base Attack/Grapple: +1/+0

Attack: Touch +4 melee (drown) or dagger +4 melee (1d4-1/19-20)

Full Attack: Touch +4 melee (drown) or dagger +4 melee (1d4-1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Drown, spell-like abilities, *summon water elemental*

Special Qualities: Deflection, displacement, low-light vision, resistance to cold 10 and fire 10, shawl, speak with animals

Saves: Fort +2, Ref +6, Will +4

Abilities: Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 16

Skills: Escape Artist +9, Handle Animal +9, Hide +9 (+17 in water), Knowledge (the planes) +7, Listen +7, Ride +5, Spot +7, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +3 (+5 involving bindings)

Feats: Improved Initiative, Weapon Finesse

Environment: Temperate aquatic

Organization: Solitary or splash (2-4, plus 1-2 octopi, squid, or porpoises)

Challenge Rating: 4

Treasure: No coins; 50% goods (metal or stone only); 50% items (no scrolls)

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +3

A graceful, nymph like being rises from the water, draped in a flowing white shawl reminiscent of a cresting wave.

Nereids are retiring fey native to the Elemental Plane of Water. They resemble tritons and share a common ancestry, but unlike their cousins they have never moved permanently to the Material Plane. Nereids occasionally leave their home plane to explore Material Plane seas.

Tales speak of nereids as beautiful women who drown men with a kiss, but in fact they are extremely shy. A nereid is nearly impossible to detect in its element, with a shimmering body that is almost transparent. On the rare occasions that a nereid leaves the water, it takes on a more solid-looking appearance, resembling a pale elf wearing a distinctive shawl.

Nereids are often found in the company of sea creatures and water elementals. They speak Aquan with voices that sound like the soft hiss of surf.

COMBAT

A nereid relies on concealment and camouflage to avoid danger, and it does not attack unless in the most desperate circumstances (such as retrieving a stolen shawl). Nereids use their water magic to hold back attackers and summon elemental allies to assist them in combat.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*air breathing** (DC 16); 3/day—*control currents**; 1/day—*control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but *see invisibility* has no effect.

Shawl (Su): Every nereid is wrapped in a delicate shawl of seafoam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service

of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Treat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the speak with animals spell).

Skills: Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged.

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

PERYTON

Reference: Monsters of Faerun, p. 69. (Updated to 3.5e)

Medium-Size Magical Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +3 (Dex)

Speed: 20 ft., fly 60 ft. (poor)

AC: 16 (+3 Dex, +3 natural)

Attacks: 2 claws +8 melee, 2 slams +6 melee, Bite +6 melee

Damage: Claw 1d4+3, slam 1d3+1, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Attacks: Heart-rip

Special Qualities: Damage reduction 5/magic, scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 17, Dex 16, Con 12, Int 10, Wis 13, Cha 10

Skills: Intimidate +2, Listen +5, Move Silently +5, Spot +9, Survival +9

Feats: Fly by Attack, Multiattack

Climate/Terrain: Temperate forest, hills, and mountains

Organization: Solitary, pair, or nest (4)

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 6-10HD (Medium-size); 11-15 HD (Large)

Like hunters who kill animals to carve off one trophy piece, perytons hunt humans to tear out their hearts.

Perytons have the 7-foot-long body of a giant eagle and the head of a demonic purple stag.

Rather than soaring high like birds of prey, perytons prefer to fly nap-of-the-earth attack routes, swooping upon the unwary with their claws, their horns, and a vicious fanged bite.

As a consequence of their origin as the creation of a twisted deity, perytons are the most miserable creatures in existence. They hate life. Perytons believe that they can ascend to something better by consuming the perfect human or humanoid heart. Perytons live for the chance to find that perfect heart, tear it free, eat it fresh and ascend to wherever they hope to go. Some perytons who believe that the perfect heart must be eaten under specific conditions herd captive humanoids, "preparing" them by starving them or even forcing them to breed. Whatever the ultimate efficacy of the perytons' methods, they do have one immediately obvious consequence: Perytons lack a true shadow of their own, and cast the shadow of the creature whose heart they last consumed.

Perytons understood Common and one other language per point of Intelligence bonus, but they cannot spoken.

COMBAT

Perytons attempt to pop over the crest of a hill or from behind a bunk of trees to use their Flyby attack on the most vulnerable-looking foe. Against feeble or nonmagically proficient foes, they escape this initial contact in order to circle around for another flyby attack. Against magical-capable prey, or when they are certain they have lost surprise, perytons drop into melee and use their wings to hop and hover around head height, swinging their heavy antlers, scratching with their claws, and biting softer-looking targets.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

PERYTON SOCIETY

Peryton sometimes fly and hunt in groups, but they have difficulty cooperating in combat—each peryton fears that one of its fellows will consume the perfect heart, which holds the key to escape. They have little interest in fighting constructs, undead, vermin, incorporeal creatures, and other beings that lack beating hearts. Elves (but not half-elves) are also on the perytons list of undesirable targets—a peryton will kill an elf for spite, but will never consume its heart.

PIRANHA SWARM

Reference: Stormwrack, p. 162.

Tiny Animal (Aquatic, Swarm)

Hit Dice: 8d8+11 (47 hp)

Initiative: +6

Speed: Swim 40 ft. (8 squares)

Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13

Base Attack/Grapple: +6/—

Attack: Swarm (3d6)

Full Attack: Swarm (3d6)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction

Special Qualities: Half damage from slashing and piercing weapons, low-light vision, scent, swarm traits

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 4, Dex 15, Con 12, Int 1, Wis 12, Cha 2

Skills: Hide +10, Listen +9, Spot +8, Swim +5

Feats: Alertness, Improved Initiative, Toughness

Environment: Warm aquatic

Organization: Solitary or school (2-4 swarms)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

The water boils with small, darting fish, each armed with a jaw full of razor-sharp teeth.

One of the most feared denizens of warm aquatic environments is the piranha swarm, capable of devouring even a Large creature with amazing quickness.

COMBAT

Due to a piranha's unusually strong jaws and sharp teeth, piranha swarms deal more damage than a swarm of their Hit Dice normally would.

Distraction (Ex): Any living creature vulnerable to the piranha swarm's damage that begins its turn

with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the *Monster Manual*.

Skills: A piranha swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

REDCAP

Reference: Monster Manual III, p. 138.

Young Redcap

Small Fey

Hit Dice: 4d6+8 (22 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

AC: 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+4

Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +4 ranged (1d6+3)

Full Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +4 ranged (1d6+3)

Face/Reach: 5 ft./ 5 ft.

Special Attacks: Eldritch stone, powerful build

Special Qualities: Damage reduction 5/cold iron, low-light vision

Saves: Fort +3, Ref +5, Will +5

Abilities: Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13

Skills: Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9

Feats: Improved Initiative, Power Attack

Climate/Terrain: Temperate hills

Organization: Solitary, gang (3 or 5), or band (7, 9, or 11)

Challenge Rating: 2

Treasure: 1/2 coins only (plus 1 redcap tooth)

Alignment: Always chaotic evil

Advancement: 5-20 HD (Small)

Level Adjustment: +4

*Includes adjustments for Power Attack feat.

Elder Redcap

Small Fey

Hit Dice: 12d6+72 (114 hp)

Initiative: +9

Speed: 30 ft. (6 squares)

AC: 21 (+1 size, +5 Dex, +5 natural), touch 16, flat-footed 16

Base Attack/Grapple: +6/+12

Attack: Medium scythe +11 melee (2d4+13/x4)* or Medium sling +13 ranged (1d6+7)

Full Attack: Medium scythe +11/+6 melee (2d4+13/x4)* or Medium sling +13 ranged (1d6+7)

Face/Reach: 5 ft./ 5 ft.

Special Attacks: Eldritch stone, powerful build

Special Qualities: Damage reduction 10/cold iron, low-light vision

Saves: Fort +10, Ref +13, Will +9

Abilities: Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13

Skills: Hide +24, Intimidate +16, Listen +18, Move Silently +20, Spot +18, Survival +16

Feats: Alertness, Cleave, Improved Initiative, Power Attack, rack

Climate/Terrain: Temperate hills

Organization: Solitary, gang, (1 plus 2 or 4 young redcaps), or band (2 plus 5, 5, 7, or 9 young recaps)

Challenge Rating: 7

Treasure: 1/2 coins only (plus 1 redcap tooth)

Alignment: Always chaotic evil

Advancement: 13-20 HD (Small)

Level Adjustment: +4

*Includes adjustments for Power Attack feat.

You see a very short, tough-looking old man with leathery skirt, iron boots, and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Redcaps are the most evil fey you're ever likely to meet. They are mass-murdering psychotic killers who live on other creatures' pain. A redcap stands 3 to 4 feet tall, weighs about 50 pounds, and looks like a tough old man with protruding teeth. On their heads redcaps wear bright red hats—kept fresh and moistly colored by dipping in their victims' blood—and on their feet they wear boots of iron.

Redcaps prefer to roost in old abandoned keeps and towers, preferably ones left vacant by some horrific tragedy. These fey absorb some of the essence of every creature they kill. Thanks to this ability, a redcap that manages to live a long life can amass tremendous strength and near invulnerability. When a redcap dies, it vanishes from the world, leaving only a single tooth behind.

Redcaps speak Common and Sylvan.

COMBAT

Redcaps prefer to attack from ambush, usually waiting until their intended victims are preparing to settle in for the evening. Brutal combatants, redcaps attack without mercy, opening up combat with their slings and magic stones but quickly closing to finish opponents with their wicked scythes.

A redcap normally attacks using its Power Attack feat, taking a -2 penalty on its attack rolls and gaining a +2 bonus on damage rolls (+4 if using a scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

ELDER REDCAP

The elder redcap entry represents a redcap that has advanced to 12 HD by slaying victims and absorbing their essence (see Advancement, below).

Combat

An elder redcap fights in a similar manner to the younger version, relying on ambush whenever possible. It is capable of tracking weak or wounded prey for miles, waiting until the intended victims letdown their guard.

ADVANCEMENT

After a redcap has slain a victim, it dips its cap into the victim's blood, thereby gradually gaining strength and power. This ability is reflected in special rules for advancement that apply only to redcaps. For each additional Hit Die a redcap has, it gains +1 Strength, +1 Dexterity, and +1 Constitution as well as the normal benefits for advancing in Hit Dice. For every 2 additional Hit Dice, an advanced redcap gains +1 natural armor. The redcaps damage reduction also

improves as its Hit Dice increase, as indicated on the table below.

Redcap's Total HD	Natural Armor	Damage Reduction	CR
5-6	+2	5/cold iron	3
7-8	+3	5/coid iron	4
9-10	+4	10/cold iron	6
11-12	+5	10/cold iron	7
13-14	+6	10/cold iron	8
15-16	+7	15/cold iron	10
17-18	+8	15/cold iron	11
19-20	+9	15/cold iron	12

SOCIETY

Redcaps assemble in small bands, occasionally squatting in old ruins or caves after slaughtering the previous tenants. Redcaps argue and fight with each other constantly, and flaring tempers often result in bloodshed. They will massacre each other with little provocation, but they do not douse their hats in each others blood, fearful that some curse will be visited upon them. It takes one or more redcap elders to maintain some semblance of control over a group, essentially bullying the younger redcaps into submission.

Redcaps can live up to 150 years, although they typically die at a much younger age. They are asexual creatures that propagate by budding. A redcap buds once or twice in its lifetime, carrying each bud on its back like a hump for six months before it falls off and sprouts a head and limbs, A newborn redcap must fend for itself immediately and quickly develops a ravenous and foul demeanor. It grows to its full size within a year after its birth.

Redcaps have their own elaborately interwoven superstitions. They believe rivers contain water spirits that can snatch their souls, so they bathe only in still water. Dubious of even-numbered quantities, they always travel in odd-numbered groups, and no redcap will carry an even number of coins in its pouch. Redcaps are not devout creatures, but redcaps who live near human settlements sometimes worship Erythnul, the god of slaughter. Redcap adepts are rare, and redcap clerics rarer still.

REDCAP'S TOOTH

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

REDCAPS IN EBERRON

Murderous gangs of redcaps prowl the hills of Korari as far west as the foothills of the Byeshk Mountains in Droaam and as far east as the foothills of the Hoarfrost Mountains in the Lhazaar Principalities. Redcaps are found in considerable numbers in the Mror Holds, where they display a particularly fiendish hatred for dwarves. Redcaps that spend their days hunting dwarves near the Goradra Gap refer to themselves as "dwarfsplitters."

REDCAPS IN FAERUN

Redcaps are found throughout Faerun, although they are a particular nuisance to the halflings of Luiren. In many halfling fairy tales, redcaps are described as halflings who were cursed with murderous rage as punishment for some dreadful act of betrayal. However, these tales are nothing more than whimsy.

New Feats

Arcane Mastery [General]

Reference: Complete Arcane, p. 73.

You are quick and certain in your efforts to defeat to defeat the arcane defenses and spells of others.

Prerequisites: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level check was a skill check). You can use this feat even while under stress.

Clinging Breath [Metabreath]

Reference: Draconomicon, p. 67.

Your breath weapon clings to creatures and continues to affect them in the round after you breath.

Prerequisites: CON 13, breath weapon.

Benefits: Your breath weapon has its normal effect, but also clings to anything caught area. A clinging breath weapon lasts for 1 round. In the round after you breath, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that makes its save). In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of cold

damage, and foes that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire or sonic), ability damage, or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath weapon lasts an additional round.

Extra Slot

Reference: Complete Arcane, p. 79.

You can cast an additional spell.

Prerequisites: Caster level 4th.

Benefits: You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time each day. Likewise, a 4th-level wizard can prepare any extra 0-level or 1st-level spell he knows. Once selected, the extra spell slot never changes level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest level of spell you can currently cast.

Glorious Weapons [Divine]

Reference: Complete Divine, p. 82.

You can channel positive or negative energy to imbue your allies' weapons with an alignment.

Prerequisites: Ability to turn or rebuke undead.

Benefits: You can spend a turn or rebuke attempt as a standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the

appropriate alignment. The effect lasts until the end of your next turn.

Improved Toughness [General]

Reference: Complete Warrior, p. 101.

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

Improved Multiattack [Monstrous]

Reference: Draconomicon, p. 70.

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a –5 penalty (or a –2 penalty of you have the Multiattack feat).

Instantaneous Rage [General]

Reference: Complete Warrior, p. 102.

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefits: Your rage begins at any time you wish, even when its not your turn or when your surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter rage only during your turn.

Power Critical [General]

Reference: Complete Warrior, p. 103.

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Practiced Spellcaster [General]

Reference: Complete Arcane, p. 82.

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks

Benefits: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Reach Spell [Metamagic]

Reference: Complete Divine, p. 84.

You can cast touch spells without touching the spell recipient.

Benefits: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Reckless Rage [General]

Reference: Races of Stone, p. 143.

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

Prerequisites: Con 13, rage ability

Benefits: Whenever you activate your rage ability, you take an additional –2 penalty to your armor class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Swarmfighting [General]

Reference: Complete Warrior, p 105.

You and your allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

New Spells

AIR BREATHING

Reference: Stormwrack, p. 113.

Transmutation [Air]

Level: Cleric 3, druid 3, sorcerer/
wizard 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature can breathe air freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe water.

Air breathing counters and dispels *water breathing*.

Arcane Material Component: A tiny vial of water.

BANDS OF STEEL

Reference: Spell Compendium, p. 24.

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

CONTROL CURRENTS

Reference: Stormwrack, p. 114.

Transmutation [Water]

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft./level

Area: 20-ft./level radius emanation centered on you

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You alter the flow of water in the area surrounding you. You can change the direction of an existing current, boost its strength, or cause still water to flow at a desired rate. The new current speed and direction persists until the spell ends or you decide to alter the effect, which requires concentration. You can choose to create an area of calm water up to 80 feet in diameter at the center of the affected area if you so desire, and you can create a limited effect in a smaller circular area within the spell's range.

Current Direction: You can choose one of two basic current patterns to function over the spell's area.

You can direct the current to flow in one direction across the entire area from one side to the other.

You can create a rotation, causing the water to swirl around the center in a clockwise or counterclockwise direction.

Current Strength: For every three caster levels, you can increase or decrease the current's speed by 10 feet. For example, a 9th level druid could increase the speed of a vigorous current (20 feet per round) to a dangerous current (50 feet per round) or reduce it to calm, placid water. See Currents and Streams, page 10, for more information about current strength and Swim checks.

DRAGON ALLY

Reference: Spell Compendium, p. 72.

Conjuration (Calling)

Level: Dragon 7, Sorcerer/Wizard 7

Effect: One called dragon of 18 HD or less

This spell functions like *lesser dragon ally*, except that you call a single dragon of up to 18 HD.

XP Cost: 250 XP.

LESSER DRAGON ALLY

Reference: Spell Compendium, p. 72.

Conjuration (Calling)

Level: Sorcerer/Wizard 5

Components: V, XP

Casting Time: 10 minutes

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

Effect: One called dragon of 15 HD or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell calls a dragon. You can ask the dragon to perform on task in exchange for a payment from you. Tasks might range from simple (fly us across the chasm, help us fight a battle) to the complex (spy on our enemies, protect us on our foray into the dungeon). You must be able to communicate with the dragon to bargain for its services.

The summoned dragon requires payment for its services, which takes the form of coins, gems, or other precious objects the dragon can add to its hoard. This payment must be made before the dragon agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

Tasks required up to 1 minute per caster level require a payment of 50 gp per HD of the called dragon. For a task require 1 hour per caster level, the creature requires a 250 gp per HD. Long-term tasks

(those requiring 1 day per caster level) require 500 gp per HD.

Especially hazardous tasks require a greater gift up to twice the given amount. A dragon never accepts less than the indicated amount, even for a nonhazardous task.

At the end of its task, or when the duration bargained for elapses, the creature returns to the place it was called from (after reporting back to you, is appropriate and possible).

XP Cost: 1000 XP.

Special: Sorcerers cast this spell at +1 caster level.

ORB OF FORCE

Reference: Spell Compendium, p. 151.

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

New Item

Bag of Teeth

Reference: Stormwrack, p. 131.

This small sack is made of fish skin and contains a handful of piranha teeth. By opening the bag and scattering its contents in a body of water, the user creates a piranha swarm (see page 162).

The swarm is average in all regards and remains for 10 minutes. The swarm moves toward and attacks the closest living creature in the water, and the user has no control over its target or direction of travel. If no other creature is available, the swarm remains where it was summoned and attacks the first creature that approaches.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon swarm*; Price 2,000 gp; Weight 1 lb.

New Prestige Class

Dervish

Reference: Complete Warrior, p. 25.

Wild, exotic, and as dangerous as her whirling blades, the dervish epitomizes speed, quickness, and abandon. Her motions appear to be as random as they are graceful, but the steps of her lethal dance play out according to their own rhythm.

Nearly all dervishes belong to nomadic cultures. These nomads are not simple wanderers with no roots to call their own—they have their ancient traditions, and their societies simply do not consider permanent settlements an important part of their nature. They are gypsies, keeping their own traditions and forging their own familial and societal bonds while they move throughout the world. Often, these tribes adopt the attitudes and even some of the laws of the lands they live in—for the sake of expedience, if nothing else. The dervish treats fighting styles the same way. A dervish learns the dance of war as she grows up among her family and her tribe. She watches others as she travels, however, and brings new steps to the dance as she goes.

Fighters, rangers, and monks often take up the role of the dervish. Many paladins look at the wildness of the dance and assume it has some roots in chaos, but those who look past the seeming randomness can find things to learn. Barbarians seldom choose to learn the ways of the dance—the dervish depends on subtlety more than brute force. The way of the dervish has been known to appeal to some druids, bards, and even sorcerers—those who wish to learn a type of fighting that does not rely on heavy arms or armor find the class interesting.

Halflings and elves make good dervishes, and many nomadic halfling tribes have dervishes as their primary protectors.

NPC dervishes seldom wander without their tribes. They can be sent on missions, or serve as scouts in new lands, but the dervish is too important to the tribal unit to go off on her own for extended periods of time. Some dervishes balk at this responsibility, however, so exceptions to this rule do show up occasionally. A dervish found wandering alone is usually seeking new challenges and new knowledge.

Hit Die: d10.

Requirements

To qualify to become a dervish, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Perform (dance) 3 ranks, Tumble 3 ranks.

Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).

Class Skills

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the dervish prestige class.

Weapon and Armor Proficiency: Dervishes gain no proficiency with any weapon or armor.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by and extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the use of the Cleave feats while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use total defense in melee combat.

Tireless Dance: When a dervish reaches 9th level, the character no longer becomes fatigued for the duration of the encounter at the end of a dervish dance.

A Thousand Cuts (Ex): When a dervish reaches 10th level, once per day she may double the number of melee attacks she makes while performing a full attack action (whether in a dervish dance or not). If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites. She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability can receive an extra attack from the *haste* spell, but the bonuses provided by the spell do not stack with the bonuses provided by the class.

Level	BAB	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+0	+2	+2	+0	Dervish dance 1/day, movement mastery, slashing blades
2nd	+2	+0	+3	+3	+1	Fast movement +5 ft.
3rd	+3	+1	+3	+3	+1	Spring Attack, dervish dance 2/day
4th	+4	+1	+4	+4	+1	Dance of death
5th	+5	+1	+4	+4	+2	Fast movement +10 ft., dervish dance 3/day
6th	+6	+2	+5	+5	+2	Improved reaction
7th	+7	+2	+5	+5	+2	Elaborate parry, dervish dance 4/day
8th	+8	+2	+6	+6	+2	Fast movement +15 ft.
9th	+9	+3	+6	+6	+3	Tireless dance, dervish dance 5/day
10th	+10	+3	+7	+7	+3	A thousand cuts

Appendix Seven: 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 scenarios, 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 scenario (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 scenario)

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 scenario

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 scenario, 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 scenario (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 scenario (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 scenario (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 scenario

3 Influence Points

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

6 Influence Points

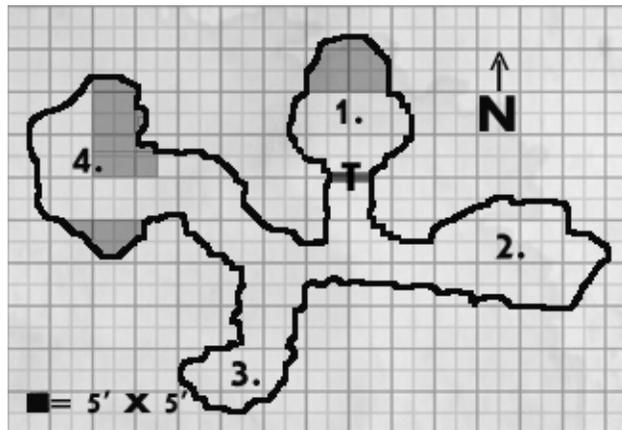
- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

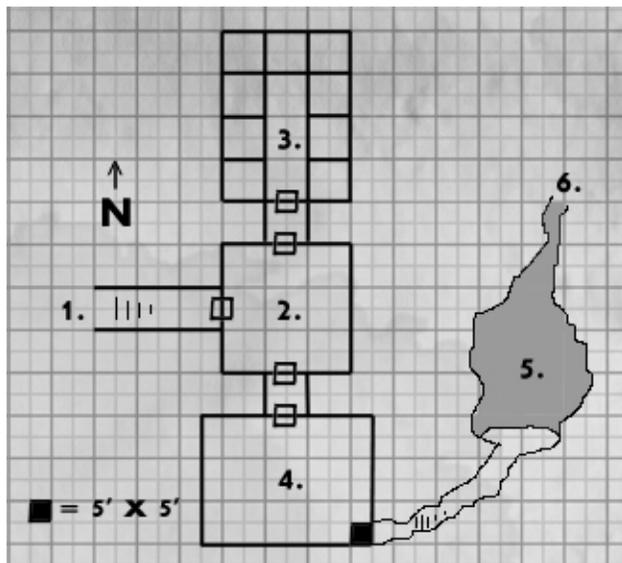
- Death sentence may be commuted to exile from the lands of Highfolk

Appendix Eight: DM Maps

Map 8A: The Bog Of Unfulfilled Wishes



Map 8B: Nocturne Grotto



Appendix Nine: The Timeless Tree

The following is reprinted directly from *Greyhawk Adventures: The Marklands*. The statistics present are in 2nd-edition and have not been updated. They are provided as a general reference, but should not be considered correct for the Living Greyhawk campaign.

The Timeless Tree

The Timeless Tree is both a community and a shrine. This vast oak stands in the central part of the Vesve forest. It measures 160 feet high and its trunk has a circumference of 55 feet. Its branches span a 200-foot radius.

Within this tree's massive network of branches are tree houses of extraordinary elven design. Rope bridges and trailing vine ladders are everywhere, seeming almost to be part of the vast tree itself.

This is the heart of the lands of the grey elves. Here their Seer, High Priestess Calandryen of Labelas Enoreth, holds court inside a glittering crystal chamber within the roots of the oak. This chamber may only be reached from above, by a dimension door effect. The oak is said to have grown from the same tiny group of acorns, which also gave rise to Oakvein in the Gnarley Forest. Calandryen can magically communicate with the Oakvein's loremasters as she wishes.

The grey elves protect the boundaries of their lands carefully, with the aid of dryads, brownies and other faerie spies. They do not permit anyone of non-good alignment to enter. They use illusion and non-damaging spells like *wall of force*, *phantasmal* and *spectral force* to deny access to unwanted visitors. In addition, *Philidor's globes* (see below) protect all of these lands, and Calandryen can see virtually anywhere within her domain as she wishes.

The grey elves seem only to passively resist the approach and advance of Iuz and the goblinoids of the Vesve. They certainly don't cooperate much with woodsmen, rangers, or even the high elves. Their own patrols are strictly watchful and defensive.

If anyone were to ask Calandryen why the grey elves choose this path, she would say, "Great magic is afoot which you know nothing about. Iuz has been upon Oerth barely a century I have been here for six, and my people for longer than any other race can tell. I saw Iuz born, and I will see him perish. He is barely a small wave coming to the shoreline of history." She is a priestess of Labelas Enoreth, and it is impossible to convey any urgency or haste to her.

Anyone attempting to attack these lands would face powerful wizardry. Calandryen is served by a ring of grey mages. These are all powerful wizards of 11th level and higher. These defenders of the Timeless Tree wear grey robes as a badge of office.

Grey elf patrols will always be Superior (see the encounter tables in *From the Ashes*), and accompanied by a wizard of level 6 + 1d6.

Calandryen, High Priestess of Labelas Enoreth: 15th-level Grey Elf Priestess. (Dex 15, Int 18, Wis 18, Cha 17). AC -6 (*Bracers of defense AC2, cloak of displacement, ring of protection +5*), hp 66, AL CG. Calandryen employs many magical items, including a *ring of free action*, a *ring of djinni summoning*, and a *brazier of sleep smoke*. She always wears an amulet which gives her the ability to *detect lie*, even negating *undetected lie* spells and similar stratagems. Calandryen is nearly 630 years old, a tiny (4' 7") grey elf with skin the color of faded parchment and violet eyes. Her silver hair is tied back from her face and braided down to the small of her back. She is peaceful and composed, taking a long time to think over what she says. The interdicted crystal chamber she rarely leaves radiates *protection from evil* throughout and any creature of evil alignment must save versus spells each round it is within it or be stunned. She can revoke this effect as she wills. Because of her age, Calandryen is a living font of lore and first hand knowledge, possibly unequalled in the Flanaess. Whether player characters learn any of it depends on whether they gain the trust of this otherworldly, secluded mystic.