

In Faith for Entrell

Calinnes se Entrell

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

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An old man sits in his darkened study contemplating his options. The stillness earns him some serenity in spite of the voices from the hall. A light rap precedes a flood of light as the page opens the door. "Master? He has arrived." A grey elf wearing robes enters. With a slight gesture he touches a spent candlewick, illuminating the room with magical light. "Did you come to the same conclusion, archmage?" the elf questions. "Yes," is the man's distracted reply. The elf nods then turns to leave. "My apologies," old man pursues. "I hope we understand each other, Melf?" Melf does not turn to face him. "Yes, Ghiselinn. We must break the seal, and I must tell a friend more of his people will die." A one-round Regional adventure set in the Underdark beneath the Kingdom of Nyrond for characters level 1-13 (APLs 2-10).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liquette], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *D3 Vault of the Drow* [Gary Gygax], *Dragon* #330 [Bruce R. Cordell, April 2003], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Living Greyhawk Gazetteer* [Erik Mona, et al], *Magic Item Compendium* [Andy Collins, et al], *Monster Manual IV* [Gwendolyn F.M. Kestrel, et al], *Player's Handbook II* [David Noonan], *Races of the Wild* [Skip Williams], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *WotC Map-a-Week* [rpga.com, various], and the *Nyrond web site Gazetteer* [nyrond.org, various].

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

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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 two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2009.

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 rulebooks: *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*. For your convenience, that appendix is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round normally 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 the Kingdom of Nyrond. As of September 2007, characters no longer pay TUs to complete this adventure. All characters must pay for Upkeep, however.

Adventurer's Standard Upkeep costs 12 gp for characters with a home region of Kingdom of Nyrond, but 24 gp for all others. Rich and Luxury Upkeep costs 75 gp. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, 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

"Generations before the Walk in the Light of Truth, ages before the Twin Cataclysms, when the multiverse was young to planar travel, Dark Crafters walked the Ocean Meadows of the West.

With affection like Death, cold, deliberate he laid a keystone calling it The Bridge to Fate is Hope and raised Ritual is Law Above All Else..." – Translation from the Scrolls of History of High Arcane (Solist ili Narath)

History of the Region

A keystone was laid down several millennia ago in the region that was to become Old Aerdy West. The resulting structure's location, purpose, and civilization are lost from present knowledge. From the traces of old tread the footsteps of the first elven settlers building homes and farms across the forested hills and meadows of the South Central Lands.

In 586 CY the restructuring of the states of Nyrond turned the South Central Lands into the Duchy of Korenflass. The Duchy is geographically split into the Coast and the Northern Hills. The King added the northern region during the provincial reorganization, giving Korenflass both the majority of the Anodan Hills and a large stretch of arable farmland beyond the hills.

The Northern Hills region is farm country like most of Nyrond. The population is willing to extend a helping hand without regard for payment; they are generally down to earth, friendly, and easy to approach. The Entrell Estates are also located in the Northern Hills region. The Entrell Estates is unique because Lord Gelleflair Entrell, the only elven noble in the Nyrond courts, rules there. Lord Entrell, a high elf, maintains a respected militia of rangers, light fighters and mages, most of whom are high elven or half-elven.

In NYR6-Mo1 *A Lament in Entrell* (Sofeman zel Entrell), the PCs discovered smugglers hidden in a tunnel structure in the Anodan Hill. Among these brazen smugglers turned raiders were jackal-folk. Taking up the Sign of the Jackal they recruited human members into raiding parties. With ever increasing recruits they spread destruction throughout the surrounding region.

At the same point in time descendants of the original creators, once known as Dark Crafters or *Firana* in elven, returned to the tunnels they named *Ritual is Law Above All Else*. They entered by another doorway to rededicate the keystone called *The Bridge to Fate is Hope*. The intrusion by the raiders interrupted a ritual once conducted every 1,000 years. The Children of the Dark Crafters, or *Firanalyth* in the elven tongue set their sights on an old enemy living in the region known to the *Firanalyth* as Ocean Meadows of the West, specifically, the elves of the Entrell Estates.

In NYR6-09 *The House of Entrell* (Na'airaque nili Entrell) Eliqueavain Alelis, the Keeper of the Lore for the Entrell Estates, researched his extensive library after the discovery of the jackal sign. In one very old manuscript named the *Scrolls of History of High Arcane* (Solist ili Narath) he discovered three entries. These entries were the Sign of the Jackal, the Light of the Elves, and the Sword of Dawn. But in particular he searched for information into the reappearance of the Sign of the Jackal. Regrettably the texts did not disclose answers, as the Solist ili Narath was incomplete. He confided to Lord Gelleflair that the knowledge could not be found with his

limited resources and without assistance he feared the answers might come too late.

Gelleflair took council with the four Houses of the Entrell Estates. They convened with a plan to send envoys to the elven communities outside of Nyrond to seek consultation from their Keeper of the Lore. With an additional envoy sent to Greyhawk City. The PCs were tasked with conducting researching in the libraries of Rel Mord and Breakrock Monastery. All the envoys returned except one.

The envoy sent to Greyhawk learned in these last four millennia a particular ceremony did not occur because of the defeat suffered by the Dark Crafters at the hands of the elves. The Nyrond-based envoys learned it was House Lam'avelnis, with the help of a Suel named Nesur Joarena and his knights, who battled against the *Firana* and drove them back to their plane. They also learned the *Firanalyth* would have vengeance.

During the adventurer's investigation of the Sword of Dawn they learned of a sword in Cordrend owned by a captain named Daedre. They escorted his granddaughter, Ruessa, with them to Entrell to present this sword named La'elimsha (The Eastern Sun) to Gelleflair. They also described to him an image they saw of an elf wearing an illuminated jewel. Lord Gelleflair described this jewel as *Nuare*, a prized possession now lost. House Rumnes returned with a representative from Celene who spoke of a vision seen by Queen Yolande.

In NYR7-Mo2 *Entrell: The Sign of the Jackal* (Drerah nili Annynumil) the lost envoy was found in the borderlands of Almor being held by Sign of the Jackal recruits. The envoy was taken to Silverwat to await Director Heth's interrogation. One recruit at Director Heth's disposal was Diac who had a change of heart and sought atonement for his actions.

Diac managed to escape from the watchful eye of Director Heth and eluded his sentries. During his escape he ran into an old acquaintance that Diac believed could assist his escape. This acquaintance contacted a member of a Grey Watch who was under cover. The agent, Casphed, notified Lord Gelleflair of the abduction and hid Diac from Director Heth.

The adventurers, accepting Alelis' call for aid, recovered the lost envoy and returned to the Entrell Estates. After searching Heth's lair and interviewing Diac they learned of a new feature in the tunnel structure as well as other Sign of the Jackal 'dens' in cities throughout Nyrond.

In NYR7-1o4 *Entrell: The Light of the Elves and the Sword of Dawn* (Fisanuhesti ile Tahl'nis) adventurers formed strike forces to rout out the Sign of the Jackal dens in Oldred and Beetu. During these missions they found information describing forces readying to strike against the Entrell Estates. The true enemy of the elves, the marruspawn, led these forces.

The elves gathered at the amphitheatre to attend a meeting called by Lord Gelleflair Entrell. At the gathering there were calls to abandon Entrell until Nyrond's army was mobilized. The artistic granddaughter of Daedre rose to deliver a petition to defend the Entrell

Estates. Unexpectedly Ruessa captured the hearts of her elven people. During her impassioned speech the now found jewel named *Nuare* flared with a brilliant radiance. The elves, directed by the adventurers, bestowed the jewel and the sword to Ruessa calling out the Light of the Elves and the Sword of Dawn is again restored to its true owner.

Cheers among the elves led to deciding that the correct choice was to defend Entrell. During the battle the leader of the marruspawn named Mystic activated a taint in the jewel unknown to anyone but the *Firanalyth*. The taint triggered when Ruessa used her bardic ability. She disappeared into the jewel, which then appeared around Mystic's neck who immediately teleported away.

Afterward, Edred Everildis arrived having learned from his master, Ghiselinn, that the nature of the Light of the Elves and the Sword of Dawn is not a jewel or a weapon but the title of a leader blessed by Corellon Larethian. The jewel focused the bardic and marshal abilities of the leader. He also informed them that the only way to find Ruessa is by standing in an area once tread by Corellon Larethian, by someone of faith, and after the Testing.

ADVENTURE SUMMARY

The PCs are requested to travel to the Entrell Estates to witness a reading from a recovered portion of the Solist ili Narath (Scrolls of History of High Arcane). Those players who did not play NYR7-Mo2 *Entrell: The Sign of the Jackal* and/or NYR7-1o4 *Entrell: The Light of the Elves and the Sword of Dawn* can ask about the events leading up to this mission.

The scroll speaks of a wasteland and a leader. From the wasteland the leader sent his followers to battle other travelers he viewed as a threat. Among these travelers mentioned is the illithid race. Another reading from a journal brought back by House Kethlanna from Highfolk speaks of a battle between a spawn race and someone called Ioxatle, an illithid sorcerer.

Leaders from the Guardians of the Seal know that Ioxatle's name is still spoken of in the Underdark. It is possible some evidence of the location of the marruspawn exists which may also locate Ruessa. The PCs are asked to travel to the Underdark. However, before the Guardians open the Seal the PCs must complete the Testing.

The Entrell Militia and members of the Guardians escort the PCs to an area once tread by Corellon Larethian. They learn more about the Seal and Ioxatle.

The PCs undertake the Testing. Upon first impression, the purpose is to prove their dedication and service to the elves. But later, those passing the Testing may be assisted in the Underdark. Corellon Larethian only assists those who meet particular conditions.

Based on the results of the Testing the PCs have directions or an escort to guide them to the Underdark. Passing through the Seal the PCs begin a two-day journey

to reach the Underdark proper. On the third day they come across a goblinoid hunter named Iserg.

Continuing into the Underdark, on the fourth day, the PCs cross through a large cavern and meet hungry creatures.

Two days later the PCs locate the illithid complex but unexpectedly find the complex destroyed. Weeks earlier a githzerai hunting party attacked it. The PCs must defend themselves against a surviving illithid. In a secret room they find a planar fork tuned to Ysgard.

The PCs return to the surface and to the Entrell Estates. They inform Alelis who prepares a party to enter the plane named Ysgard.

PREPARATION FOR PLAY

This adventure is written with only enough background information for the DM to run the adventure. The intent is to give the DM a chance to discover the story as a player and avoid having the entire adventure series uncovered in this one adventure. Please keep this in mind when running the adventure. If a player asks questions not included in the adventure notes, be cautious. Do not provide ad hoc information as it may take the players in the wrong direction. This story started millennia ago. Adventurers are not going to solve the mystery in one game session. Inform the PC(s) the information is not available at this time.

If the PCs participated in any of the following adventures or are members of a listed meta-org they gain free Standard upkeep.

- NYR6-Mo1 A Lament in Entrell
- NYR6-09 The House of Entrell
- NYR7-Mo2 Entrell: The Sign of the Jackal
- NYR7-1o4 Entrell: The Light of the Elves and the Sword of Dawn
- Entrell Militia – any rank
- Sagacious Society – any rank

Meta–Play Benefits:

- **Entrell Militia:** If a PC is a member of the Entrell Militia (any rank) they gain a +1 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks versus residents of the Entrell Estates in addition to any other circumstance modifiers they may have.

For PCs who played NYR6-09 *The House of Entrell* note who has the following favors. S/he gets a version of a Player Handout described later in the adventure.

- Thronna se Soliennuhar (Knowledge from the Histories of the Monastery)
- Thronna se Tialian (Knowledge from the Magical Scholars Guild)

PCs who played NYR7-1o4 *The Light of the Elves and the Sword of Dawn* may know of a location called The

Footsteps of Corellan. They visited that location if they participated in the mission called 'Patrol the Anodan Hills.'

While in the Underdark the party finds progress difficult. They must provide a light source during the entire journey. Passing through the Underdark there is constant rustling, twittering and scraping. Bats, rats and other vermin are common. Camping in the middle of tunnels is possible because of the limits to random encounters and the mechanics of the game however it is encouraged to describe such actions are troublesome. Throughout the resting period each watch order hears moaning, falling rock, approaching footsteps and other disturbances. PCs start the day fatigued and casters are unable to prepare spells. To avoid these conditions the party must camp in a side tunnels or defensible alcoves. These are found on a successful DC 15 Survival check.

Provide Player Supplement: Elven Translation. The PCs do not need to study this handout prior to the start of the scenario. They can use it as reference material throughout the adventure. This handout only contains elven words. All drow words are translated in the adventure notes.

INTRODUCTION

The PCs are requested to travel to the Entrell Estates. They are reintroduced to Alelis and if they ask, they are given a brief history of what has come before.

A summons by Elriqueavain Alelis has brought you to the Entrell Estates. It is evident that heaviness hangs in the hearts of every elven citizen. The months since Ruessa's disappearance have felt like an age among a race that is essentially untouched by time. A long-lived race whose behavior to make unhurried, deliberate plans has taken on the appearance of bees in a beehive. Above, the low clouds drape the land turning the Gardens of Radiance into a colorless menagerie.

It is in these gardens where you find yourself with Alelis, the Keeper of the Lore. Dressed in his traditional robes of blue hues he greets you on approach. "My thanks for making the journey to the Estates. I hope your travels were safe?"

♣Elriqueavain Alelis male elf (high) wizard 5/bard 5

Alelis asks for introductions for any PC(s) he has not met and welcomes back those who have played any of the previous Entrell adventures.

"Please, this way to Amalisynn's home." Alelis waits for you to follow him.

He makes general conversation but withholds any information as to their present need until they have arrived at the home of Amalisynn.

If asked, Alelis can summarize the past events for any PCs that did not participate in NYR7-Mo2 *Entrell: The Sign of the Jackal* or NYR7-1o4 *Entrell: The Light of the Elves and the Sword of Dawn*. Provide Player Handout #1. At a minimum, he says the following before arriving at Amalisynn's home.

"Captain Daedre has since moved to the Entrell Estates. Despite his grief, he has led the elves assigned to him with exemplary service to help fortify the Estates. Our High Priest has prayed to the Protector <Corellon Larethian> and continues to provide council to the Houses." Alelis leads you to a large tree with stairs attractively winding up the trunk.

Centaurs who wish to, may carefully navigate the stairs, or may choose to wait at the bottom. In this case, the readings and the conversation will come to them.

"Until recently" he continues, "we did not know where Fisanuhesti ile Tahlis [FEE-sahn-U-estee EE-leh T AHL-nees] is imprisoned. Edred arrived last week with a theory as to her location. I have discussed our next steps with the council. You are to meet them soon. I must inform you of what may occur as we are in disagreement. Some may not agree to your involvement, others do. I am on your side, but you must speak to those who strictly follow our traditions. Please, we are expected." Alelis motions for you to take the stairs up to the elven home.

Alelis explains Fisanuhesti ile Tahlis is elven for the term "The Light of the Elves and the Sword of Dawn." The elves now refer to Ruessa only by this name.

1: LES'FAERE IL TAL'NISE

Alelis reads from a lost portion of the Solist ili Narath (Scrolls of History of High Arcane) brought back by House Azah'ali after an envoy to Highfolk. It speaks of a wasteland and a leader. From the wasteland the leader sent his followers to battle other travelers he viewed as a threat. Among these travelers was the illithid race. Another reading from a journal brought back by House Kethlanna after an envoy to Sunndi speaks of a battle between a spawn race and Ioxatle, an illithid sorcerer. The information does not hinge on making all the Knowledge checks. Alelis and Selevain have studied the entries and believe they know their meanings. They will provide the PCs with any of the information that the PCs cannot attain on their own.

Leaders from the Guardians of the Seal know of a place in the Underdark where Ioxatle's name is still spoken. Some evidence to the location of the marruspawn or following any leads may also locate Ruessa. The PCs are asked to travel to the Underdark. However, before the leaders will open the Seal, at least

one of the PCs must complete the Testing, so that they may know their heart.

Amalisynn's home is constructed of living tree branches with the walls, floor, and ceiling molded to impossible angles. The interior is furnished with plush sofas, paintings, ceramics, and soft rugs.

A high elf meets you at the entrance. "Greetings, I am Amalisynn, an elder in the elven community. I assist Gelleflair Entrell with day-to-day issues when he is away. At present Lord Gelleflair is in Rel Mord meeting with Melf and Jallarzi."

Seated on one of the sofas are two other high elves. "May I reintroduce Selevain, our high priest, and Aelise, a captain in the Entrell Militia? Please, make yourselves comfortable," he concludes nodding to some inviting wine filled crystal goblets.

☞ **Amalisynn** male elf (high) wizard 6

☞ **Selevain** female elf (high) cleric 7

If they have not already done so allow the PCs a moment to ask any questions about the history of this story or the NPCs. Melf and Jallarzi are members of the Circle of Eight. Once they are ready to discuss why they were summoned or the questioning turns in that direction continue reading the following.

"Lord Gelleflair has given me the authority to recruit adventurers to investigate the best leads we have uncovered to locate Fisanuhesti ile Tahlis." Amalisynn takes out some pages from within his robes and reads them to the assembled host.

These readings are the two central leads from text and journals recovered from the envoys sent to Sunndi and Highfolk. Provide Player Handout #2. These leads are included below for the DM's convenience.

House Azah'ali provided the first central lead after an envoy to Highfolk. It speaks of a wasteland and a leader. From the wasteland the leader sent his followers to battle other travelers he viewed as a threat. Of these travelers was the illithid race.

The firestorm of terror began long ago. Kind battled against like kind. Devastated and shattered. Life became a wasteland. It was in this world of decay one rose to lead them. When our progenitor was already an ancient memory, a leader became known to us. Rumored to possess divine acumen we called him Wisdom. In this ruined place he prophesized our kind would live again. "Expand forth from the waste and wipe clean from the all the planes that which is not of our kind." The aberrant planar travelers are the first to feel the cut of our blade.

This next central lead is provided from a journal brought back by House Kethlanna after an envoy to Sunndi. It

describes a battle between a spawn race and Ioxatle. The writing is of the drow language.

Vanished, swept away for reasons long forgotten, the progenitors beget a war that touched off a flood. In a wasteland, in a land called Tathyl, the filorhastho set forth. In the Caverns of Fil'brak the filorhastho warred with the valghaun. Clever Ioxatle laid a trap destroying all but a few who became his thralls.

- A DC 15 Decipher Script, or use if the spell *comprehend languages*, reveals Filorhastho is drow for 'the dark spawn' and valghaun literally means 'tentacled slayer.'
- A DC 25 Knowledge (history) check reveals the Caverns of Fil'brak is a location in the Underdark.
- A DC 30 Knowledge (history) or Bardic Knowledge check has the PC remember a vague reference to the name Ioxatle who lived centuries ago. The name was synonymous with stories told to frighten and entertain people.
- A DC 15 Knowledge (dungeoneering) check reveals 'tentacled slayer' is most likely a mind flayer.
- A DC 20 Knowledge (the planes) or Bardic Knowledge tells the PC Tathyl is a wasteland not in the prime material plane. It is in another plane however the location is unknown.

Additionally, it is possible the PCs gained other leads by participating in NYR6-09 *The House of Entrell*. These additional leads are based on the AR favors from that adventure. In the time between NYR6-09 *The House of Entrell* and this adventure, Alelis has spent time with other historians to uncover this additional knowledge. He congratulates the PC(s) for providing the opportunity for these additional readings.

For PC(s) with the favor Thronna se Soliennuhar (Knowledge from the Histories of the Monastery) provide them *Player Handout #3*. This entry was found in the library at the monastery after the head monk, Bren, took an interest in the adventurer's previous finds. He recently forwarded this entry to Alelis as a point of interest.

The entry comes from a journal owned by a human wizard who lived a solitary life in the Rakers. No one knew if this account was written about him or a book collected for his library. Neither the wizard's nor the author's name is included with the journal. The entry implies there was an ongoing battle between the marruspawn and illithids, with humanoids used as bait.

DM Note: the reason names are not provided is to prevent this entry from becoming a red herring. The intent is to reinforce evidence leading to the Underdark.

The night came on us, black as pitch to match its evil soul. We were unguarded, left in the wilderness for an unholy purpose. Arlam was the first to go. I cannot purge his screams from my mind. Bound they are to this haunt as were the chains on our wrists. Duoro was next. He struggled. It did nothing but prolong the nightmare. Unsated from its feast it came at me. The night's bloated white eyes carried nothing but malevolence. I could not control my scream when its jaws closed over my head. My neck was constricted yet it did not silence me. Then a howl seeped from behind us. Our purpose was now clear. We were meat for the slaughter. A blade cut into the night. The blade was held by a creature that was more wolf than man. Suddenly I could breathe again. The wolf struck again. The night fell at my feet. Its blood soaked the ground. From the night came an incantation familiar to me. With the last of my strength I leaned into my would-be slayer. I placed my hand on it as the arcane words completed. In that moment we were no longer in the wilderness but on a shore and I was free of my bonds. It turned to me in surprise. The night reached out with its tentacles again but my discipline prevailed. I released my magic in spite of the pain. It did not rise again. Now in my twilight years do I write these words. All is a nightmare I will never forget. But I survived the night.

A PC succeeding at a DC 10 Intelligence or DC 5 Bardic Knowledge check understands the term 'the night' is most likely a designation to a person or creature. Succeeding on a DC 18 Knowledge (dungeoneering) check reveals the creature described to be a mind flayer. A successful DC 10 Wisdom check realizes the wolf creature is most likely a marruspawn.

Provide *Player Handout #4* if any of the PCs have the favor Thronna se Tialian (Knowledge from the Magical Scholars Guild). Condella who is an expert researcher at Rel Mord University found this entry. Any PC with this favor met her while spending time in the library. This entry is from a journal written in elven. Adventurers recovered it after returning from the Underdark. Its original owner was probably elven and fell into the hands of a non-elven creature after a raid in to the surface world. The book dates back to roughly -350 CY.

'Ritual and obedience above all.' That is their way. In crèches spread throughout a wasteland these creatures follow time-honored adherence to rituals and remembrance of the ancients. It is believed the forefathers will return only after the strictness of obedience and commitment. One leader believes that not until all other races are eliminated will their forefathers return. From where I have yet to uncover.

DM Note: A crèche is a communally assemblage that cares for the dependent young of the community.

The first two pieces, with or without the second two, have given Alelis and Selevain a sense that the journey next leads to the Underdark. The second two pieces, if they are present, reinforce this and provide a little background into the marruspawn. Once they have read the entries, read or paraphrase the following.

Alelis speaks, “From the writings we believe traveling to the Underdark is the next path in the journey. However, your experience and expertise is valued. Do you concur with our conclusion?”

They would prefer to have the PCs study these entries and come to same conclusion. They assist the party if they struggle through the material. Once the PCs are satisfied they have uncovered the purpose of the mission continue with the following text:

Aelise speaks, “It will be our honor to escort you to the Underdark. Striking against these creatures is of the utmost importance. We must open the Seal to begin our quest to recover Fisanuhesti ile Tahlnis at all cost.”

At that moment an unknown voice from the doorway speaks, “Watch what you say, Aelise. ‘At all costs’ has led many down the path of evil. It is not our way for an ideal to become an obsession or cause harm to another. Good against evil is of the highest order but we must guard against those who risk falling from the light”

Amalisyann stands, “Well spoken. May I introduce Kethsha. He is a member of the Guardians of the Seal. Kethsha these are the adventurers who will assist us.” He nods to each of you in greeting.

🗡️ **Kethsha:** male elf (high) duskblade 7.

Kethsha is a First Captain in the Guardians of the Seal. He has guarded the Seal to the Underdark for many years in elven terms, and lifetimes in human terms. He does not allow the Seal to be opened for any reason until at least one of the PCs passes the Testing, or an elf NPC who has passed the Testing agrees to lead them. He cannot be convinced otherwise. If the PCs ask for a member of the Guardians to escort them, he will tell them that none are currently available for this mission.

Kethsha continues, “We are the Guardians of the Seal. By the bow we will not open it until it is proven these adventurers have the faith and heart to travel into the Underdark on behalf of the elves. The place is evil. We have lost many to that foul place.” He looks at each of you intently. “Understand, what I mean when I say ‘lost.’ Loss is not death alone. Those of good heart may return wicked causing much devastation. We, as the protectors of the Seal, cannot let anyone pass until they have succeeded in the Testing.”

Selevain suddenly speaks, “But only those who have walked in the Footsteps of Corellon can

undertake the Testing. And as we all know outsiders are not permitted to even know of such a place.”

PCs who played NYR7-104 *The Light of the Elves and the Sword of Dawn* may know of such a place if they participated in the mission called ‘Patrol the Anodan Hills.’ If no one in the party participated in that adventure Aelise speaks of it. Read or paraphrase the following.

“I must speak the truth. I escorted a party of adventurers to its location recently. During the days we eliminated the Sign of the Jackal dens. I took them because I felt it was important our friends knew of its existence. Please do not have me explain my reason only know it comes from my love for the Entrell Estates and our people.”

Selevain is clearly not pleased. Aelise defends his action saying he revealed the location only after much prayer. Kethsha does not have an opinion. His duty is to protect the Seal and administer the Testing. Selevain offers to pray over the issue, which may take a few days, but in general agrees with Kethsha. Alelis supports the PCs. The final word rests with Amalisyann. He allows a PC to take the Testing under the following conditions. The candidate must be:

- An elf or half-elf;
- Good-aligned; and
- A follower of Corellon Larethian.

Amalisyann can be convinced to make an exception to any of the above conditions if the PCs think to ask for it. However, Selevain is against it and the PCs must succeed on a DC 15 Diplomacy check to convince Selevain before Amalisyann concedes. This exception is not initiated or offered by any Entrell Estates official; the players must think of it for themselves. Gaining the opportunity to make the Diplomacy check is a reward for good roleplaying and being engaged in the story.

If at least one of the PCs meets the conditions or they have been given an exception, passing the Testing is detailed in Encounter 2. If the PCs do not meet the conditions and did not initiate a dialog to make an exception, Pylyth, a member of Aelise’s Militia patrol, asks to lead them through the Seal. Aelise, Selevain, Amalisyann, and Kethsha all agree. Assuming the PCs also agree to let Pylyth lead them, then skip directly to the Development section of Encounter 2, as Pylyth has already been tested, and scored a 9. Adjust the situation and boxed text accordingly. In this situation, if the PCs will not accept an NPC “leader,” the adventure has concluded for them.

2: THE TESTING

Members of the Entrell Militia and members of Guardians escort the PCs to the area tread by Corellon Larethian. They learn more about the Seal and Ioxatle.

Here is another opportunity for players who did not play NYR7-Mo2 Entrell: The Sign of the Jackal and/or NYR7-104 Entrell: The Light of the Elves and the Sword of Dawn to ask about the events leading up to this mission. Give them Player Handout #1 if they have not already seen it.

PCs who participated in any of the Entrell adventures recognize the patrol. They have met these same elves in different encounters in all of the Entrell adventures.

🔱 **Aelise** male elf (high) fighter 4/wizard 3

Aelise is a ranking leader of the Entrell Militia. He has an insignia signifying he belongs to the rank of Olv'nachani.

🔱 **Ariavain** male elf (high) cleric 2/wizard 1

Ariavain has the insignia belonging to the rank of Vol'tae. A green circle bordered in steel with a tree centered under a silver Elven glyph.

🔱 **Gaellas** male elf (high) fighter 3/sorcerer 2

Gaellas has the insignia belonging to the rank of T'alminyae. A green circle, bordered in red with a tree centered under a silver Elven glyph.

🔱 **Pyllyth** male high elf bard 2/fighter 2

Pyllyth has the insignia belonging to the rank of Sil'zaeth. A green circle, bordered in white with a tree centered under a silver Elven glyph.

🔱 **Ruevaryn** (now deceased) was a member of the patrol. He was formerly of the rank of Vol'tae. He fell while defending the Entrell Estates in an attack by the Sign of the Jackal (NYR6-09 The House of Entrell).

After a two-day journey into the northeast of the Anodan, the hills begin to rise higher than the surrounding area. Crags with drops between 50 to 100 feet begin to appear. With you are Aelise, the Entrell Militia unit under his command, Kethsha, Selevain and Alelis.

Aelise leads you deep into these hills then abruptly turns off onto a narrow game trail. After ascending the treacherous switchbacks he stops at a cliff overlooking a lush vale. The midday light shines brightly into the green valley. A moment later Aelise speaks, "The Protector, the Creator of all Elvenkind, once walked through this vale. We were entrusted to protect it from any creature that would defile it."

Alelis speaks, "I pray our presence here does not spoil that charge." Kethsha counters, "I cannot fathom a better location for the Testing. If the Protector blesses our mission it would be here. Would you agree Selevain?" Selevain does not answer. Instead she closes her eyes and starts to pray

paying no mind to the tears streaming down her cheeks. Kethsha pauses for her to finish then spurs his horse down the trail toward the vale. The others follow.

If any PC asks why she was crying she answers she that was overcome. Besides the shrine in the Entrell Estates there is no other place she feels as close to Corellon as this location. She knew of it but has not seen this place in over one hundred years.

Upon first impression, the purpose of the Testing is to prove the PCs' dedication and service to the elves. But later, those passing the Testing may be assisted in the Underdark. Corellon Larethian only assists those who meet particular conditions.

A score of at least six (6) is required to pass the Testing. PCs that do not pass or opt out of taking it may still enter the Underdark under escort by anyone who passed. Only PCs who met the conditions given earlier or who have been given an exception may participate. To participate in the Testing each PC fires an arrow into the air from a bow given to them by Kethsha. They may not keep the bow. The anticipation is for Corellon to accept them. If he does the arrow returns and lands at the feet of the PC that fired it. If, by any manner, it does not land at his/her feet, it is interpreted that Corellon Larethian did not bless the PC and the PC is therefore unfit to qualify as the one who convinces Kethsha to open the Seal.

Read the following when the PCs are ready to start and after the last PC agrees to participate.

Kethsha hands you a bow and arrow of exquisite craftsmanship. "Stand there in the clearing and fire this arrow toward the sky. If Corellon blesses you it will return to your feet. If not, well, perhaps for you and your companions this adventure is at its end."

Selevain speaks, "Before we continue I will lead us in prayer. Corellon, may your grace grant us the blessings to guide our actions and spirit today."

Fifty feet from you is a clearing bordered by maple trees. The elves wait in anticipation. Each face carries hope that you can prove your faith.

Give each PC one full action before a PC enters the clearing. No spells or other actions are allowed that gives aid of any kind to a PC taking the Testing. Have the participating PC state what s/he does before, during and after firing the arrow. Keep all notes and results hidden until every PC has fired the arrow. Any PC that declined to take the Testing cannot participate once the first PC enters the clearing. In other words, players cannot change their mind once they see the mechanics of the test.

If no PCs pass the Testing, Pyllyth, who has already been tested, steps forward to lead the party. If Pyllyth participates in the adventure his stat block is found in Appendix 1.

Criterion	Modifier
Elf or half-elf	+1

Follower of Corellon Larethian	+2
Chaotic-aligned	+1
Good-aligned	+1
Knowledge (religion) 5+ ranks	+1
True Believer feat & follower of Corellon	+3
Bow is primary weapon (archer-type)	+1
Offers a prayer to Corellon before firing	+3
Paladin or cleric of Corellon	+2
Roleplay of PC is caring of elves	+3
PC has levels in Ruathar prestige class	+3
Half-orc	-3
Any non-elf race	-1
Lawful-aligned	-1
Roleplay of PC is uncaring of elves	-5

Once every participating PC has fired an arrow read the following the results. It is left to the DM to recite the results either in the order the PCs fired the arrow or in the order from worst to best to create suspense.

Scores of 3 or less:

The arrow flies high. Before it reaches its apex it bursts into flames and burns away. The gathering from the Entrell Estates do not look pleased. Kethna's expression is one of extreme distrust.

For the remainder of the adventure the PC has a -2 sacred penalty on all ranged and melee attacks.

Scores of 4 or 5

The arrow flies high. It reaches its apex then begins to descend toward you. It then begins to drift. Further and further it is carried away from you as if caught by a strong wind. It falls far into the woods. The gathering from the Entrell Estates drops their head in disappointment. Kethsha's expression is one of doubt.

For the remainder of the adventure the PC has a -1 sacred penalty on all ranged and melee attacks.

Scores of 6 or 7

The arrow flies high. It reaches its apex then begins to descend toward you. The fletching on the arrow begins to blur then turns from green to white. The arrow bites into the earth directly at your feet. The gathering from the Entrell Estates raises their hands in praise to Corellon and cheer. Kethsha's expression is one of trust.

For clerics and paladins of Corellon Larethian add the following:

A divine voice speaks directly to you. His words reassure your faith.

For the remainder of the adventure any PC with this score has a +1 sacred bonus on all ranged and melee

attacks. The PC may keep the arrow but it does not provide any further bonuses or penalties.

Scores of 8 or more

The arrow flies high. When it reaches its apex it bursts into countless rays of color. The rays begin to descend then reform into six white arrows. All six bite into the earth directly at your feet. The gathering from the Entrell Estates raises their hands in prayer to Corellon. Kethsha's expression is one of faith.

For clerics and paladins of Corellon Larethian add the following:

You see a vision of an elf standing in a grove of trees. A divine voice speaks directly in your mind. His words reassure your faith.

The six white arrows are +1 *shocking arrows* (+1d6 electrical damage; 132 gp each). They work only for the PC(s) who scored eight (8) or above. For any other PCs they function as mundane masterwork arrows. Selevain and Alelis know of the properties. They also tell the PC(s) s/he is favored by Corellon.

Development: On the return trip to the Estates, before leaving for the Seal, Aelise discusses equipment with the party and makes the following available if the PCs require additional gear. The PC is limited to a quantity of one (1) item or in the case of ammunition they can take a quantity of ten (10). The item taken must be returned to the Entrell Estates at the conclusion of the adventure, unless it is a consumable that was used of course.

- Simple weapons from PHB Table 7-5.
- Adventuring Gear in PHB Table 7-8 (up to 100 gp in cost).
- Ten (10) Swiftwing arrows from *Races of the Wild* Table 7-1 (Dmg 1d6 or 1d8 by size, X3 crit, 100 ft. range, reduces range increment penalty to -1)
- Honey leather cloak from *Races of the Wild* Table 7-3 (water protection for camp equipment, +1 circumstance on Survival checks when worn while moving or +2 when stationary).

For members belonging to the Entrell Militia meta-org the following equipment is loaned. As above, it must be returned at the adventure's conclusion unless it is a consumable. The character may only choose one (1) item for their personal use. Borrowing an item for use by another PC is not allowed. The Entrell Militia members are held to their word and considered honorable.

- One (1) suit of leafweave studded leather or chain shirt. See Appendix 2.
- One (1) suit of elven chain
- One (1) potion of 50 gp (APL 2), 150 (APL 4), 300 gp (APL 6+) in value.

Once the PCs are satisfied with their equipment and ready to proceed, read or paraphrase the following text.

Kethsha escorts you once again into the Anodan Hills. The path taken is concealed from the common roads, or even the less traveled roads for that matter. You are led into a clearing bordered by deep hillsides. At the opposite end is a granite archway masterfully sculpted with elven motifs. At each side of the doorway is an elf with a drawn bow. Kethsha salutes to them and properly introduces you in elven. The guards bow to you in greeting.

Kethsha approaches the archway and begins praying to Corellon Larethian. During the prayer he places a hand on different motifs. At its conclusion a doorway on the hillside opens. He turns to address you, "This is where we part ways, Cal'nifera. Take this map. It will get you to the Underdark. Keep to the path marked. If you stray you will most certainly become lost. Once you reach the Underdark you must depend on your own resources to find the ancient lair of Ioxatle. I will pray to Corellon to guide you on your path. Farewell."

The map provided by Kethsha includes markers set by elven patrols. Patrols are periodically sent to keep the caverns leading up to the Seal clear of creatures that could threaten the Seal. Once the PCs are ready to proceed go to Encounter 3.

3: FIL'BRAK

Based on the results of the Testing the PCs have directions or an escort. Passing through the Seal the PCs begin a three-day journey to reach the Underdark. Their first objective is to find where the name Ioxatle was last mentioned. Natural light does not exist unless otherwise noted. Ask the PCs to announce how they see in the dark and to keep track of durations. On the third day they come across a pair of hunters.

The PCs arrive from the designated tunnel, while the varag(s) are hiding in the areas specified. Relying on scent more than sight the varag await to attack by ambush. If necessary they carry a torch when moving through the tunnels. There are many tunnels leading further into the Underdark (see Continuing on From Here). Only the tunnel noted as "Correct Path" leads to Encounter 4.

The first two days of travel below Nyrond was generally without incident. Most residents in the caverns were vermin with occasional orcs and goblins. Many ran away save for some misguided individuals who met a quick end when they took a stand against you. Journeying deeper you finally reach the last of the elven markers that signifies the entrance to the Underdark.

APL 2 (EL 4)

☛ **Iserg**: male varag barbarian 2; hp 41; Appendix 1.

APL 4 (EL 6)

☛ **Iserg**: male varag barbarian 2/scout 2; hp 55; Appendix 1.

☛ **Hunting mate**: male varag barbarian 2; hp 41; Appendix 1.

APL 6 (EL 8)

☛ **Iserg**: male varag barbarian 2/scout 3/fighter 1; hp 79; Appendix 1.

☛ **Hunting mate**: male varag barbarian 2/scout 2; hp 55; Appendix 1.

APL 8 (EL 10)

☛ **Iserg**: male varag barbarian 2/scout 3/fighter 1/ravager 2; hp 94; Appendix 1.

☛ **Hunting mate**: male varag barbarian 2/scout 3/fighter 1; hp 79; Appendix 1.

APL 10 (EL 12)

☛ **Iserg**: male varag barbarian 2/scout 3/fighter 1/ravager 4; hp 109; Appendix 1.

☛ **Hunting mate**: male varag barbarian 2/scout 3/fighter 1/ravager 2; hp 94; Appendix 1.

Tactics: Iserg uses his Move Silent ability to sneak up to within striking distance. At APL 4+ the hunting mate coordinates his attacks with Iserg. The varags attempt to lure PCs into a poorly defensible position by using their spring attack ability. They target lightly armored, weaker PCs at every opportunity favoring poorly armored casters above other classes. These tactics are an attempt to create havoc and to frustrate their adversaries enough that one charges out into the caverns alone or one is left alone. At which point they concentrate attacks on that individual and carry the victim away to feast.

Treasure:

☛ **APL 2:** Loot: 41 gp; Coin: 0 gp; Magic: 25 gp – potion cure moderate wounds (25 gp)

☛ **APL 4:** Loot: 82 gp; Coin: 0 gp; Magic: 50 gp – (2) potion cure moderate wounds (25 gp each)

☛ **APL 6:** Loot: 55 gp; Coin: 0 gp; Magic: 50 gp – (2) potion cure moderate wounds (25 gp each), +1 scimitar (193 gp)

☛ **APL 8:** Loot: 55 gp; Coin: 0 gp; Magic: 510 gp – (2) potion cure moderate wounds (25 gp each), +1 scimitar (218 gp), skirmisher boots (267 gp)

☛ **APL 10:** Loot: 55 gp; Coin: 0 gp; Magic: 2010 gp – (2) potion cure moderate wounds (25 gp each), +1 scimitar (218 gp), skirmisher boots (267 gp), stormstrider boots (1,500 gp)

Detect Magic Results: potion cure moderate wounds (faint conjuration), +1 scimitar (faint transmutation),

skirmisher boots (faint transmutation), *stormstrider boots* (moderate transmutation)

Development: Prior to their encounter with Iserg place the PCs in a marching order. Confirm all spells are prepared. Any buffs cast by the PCs must be hours in duration. For purposes of durations this encounter occurs in the sixth hour of an eight-hour travel day (i.e. two hours before normal camping time).

Place the PCs as noted on the Fil'brak map in Appendix 4. The tunnels are tight and interconnected which works well with the hunting pack's spring attack ability. Iserg and his hunting mate are hiding and listening for any creature to approach. Any PCs that fail their Spot and Listen checks do not act in the surprise round (unless they use a *Feign Surprise* card).

The varags do not fight to the death. Once they are at 25% of their hit points they flee. If captured for questioning they do not know the location of Ioxatle's lair. With a DC 35 Diplomacy check or a successful Intimidation check, they become docile and assist the party with scouting. However, at their first opportunity they will flee. Otherwise, they remain hostile.

CONTINUING ON FROM HERE

There are four possibilities the PCs have to continue in the correct direction. The DM is free to use these options in combination, or alternatively, allow creative PCs to find the correct path.

- **Captured a varag:** Although it does not know the location of Ioxatle's lair it is helpful. Because of its low intelligence it miscomprehends their question and leads them to the next encounter.
- **Luck:** Sheer luck they choose the correct tunnels.
- **Guidance:** The PC with highest score in the Testing prays to Corellon for guidance.
- **Divination:** If a PC casts *divination* or takes other similar actions they gain the following lead: *Footsteps lead the way.* This should give them a clue to track.

If the PCs do not find the path they must succeed at a DC 20 Survival check or become lost. PCs with Knowledge (dungeoneering) can make the check on a DC 25 or assist the Survival check at +4 instead of the usual +2. If they do become lost it takes four days to arrive back at this area. At which point they may choose another tunnel or ask for guidance.

4: UNDERDARK HUNTERS

Continuing through the Underdark the PCs arrive at a large cavern. Hidden inside are creatures looking for their next meal. During combat a swarm is roused from their solace.

After another day of travel the tunnel opens up into a massive cavern. The ceiling and path ahead disappear into darkness. Scattered throughout are stalagmites and stalactites.

Make opposed Spot and Hide checks. PCs who do not make the Spot check do not act in the surprise round. For APL 2-8, on the second round a swarm manifests and attacks. For APL 10, the swarm arrives from the northern exit tunnel.

APL 2 (EL 4)

• **Darkmantle** (3): hp 6; *Monster Manual* pg 38.

• **Spider Swarm**: hp 9; *Monster Manual* pg 239.

APL 4 (EL 6)

• **Bugbear** (2): hp 16; *Monster Manual* pg 38.

• **Bat Swarm** (2): hp 13; *Monster Manual* pg 237.

APL 6 (EL 8)

• **Ogre** (2): hp 29; *Monster Manual* pg 199.

• **Centipede Swarm** (2): hp 31; *Monster Manual* pg 238.

APL 8 (EL 10)

• **Umbler Hulk** (2): hp 71; *Monster Manual* pg 249.

• **Centipede Swarm** (2): hp 31; *Monster Manual* pg 238.

APL 10 (EL 12)

• **Troll Hunter**: hp 130; *Monster Manual* pg 247.

• **Hellwasp Swarm**: hp 93; *Monster Manual* pg 238.

Tactics: At APL 2, the darkmantle uses its *darkness* ability centered on itself prior to dropping from the 30-foot ceiling. It is not affected by concealment because of its blindsight. The darkmantle will wait until the PCs are under them or nearly under them. At APLs 4-6, the creatures attack from behind cover to aid in their initial Hide check. They enter melee on the first round. They will retreat, if possible, if any spell is used that disables their sight, such as *glitterdust*. They will reengage once the effect's duration has expired.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: For each stalactite there is corresponding stalagmite beneath it. For purposes of this encounter the ceiling is 30-feet, the stalactite is 10-feet, and the stalagmite is 10-feet. The creatures are hiding amidst or above these large cave deposits. Areas designated in the corresponding map with small rock deposits are treated as difficult terrain costing double movement. Creatures must make a DC 8 Balance check or fall prone. Those who stand in these areas and do not have five (5) or more ranks in Balance are flat-footed.

CONTINUING ON FROM HERE

There are three possibilities the PCs have to continue in the correct direction. The DM is free to use these options in combination or alternatively allow creative PCs to find the correct path.

- **Captured a Creature:** To bargain for their life the creature, if it has a language, tells the PCs to the illithid complex as they have no love for mind flayers.
- **Tracking:** On a combined DC 25 Survival check the PCs pick up the trail of many shackled and bound feet heading into the correct tunnel. The PC also picks up tracks of native underground creatures avoiding the tunnel. This should give the PC an indication the mind flayer's are leading prisoners to the complex while the native denizens avoid it. Only creatures with the Track feat can make the Survival check.
- **Guidance:** The PC with highest score in the Testing prays to Corellon for guidance.

5: IOXATLE THE WISE

Two days later the PCs locate the illithid complex but unexpectedly find the complex destroyed. Weeks earlier a githzerai Rrakma (mind flayer hunting party) attacked it. The PCs must defend themselves against a surviving half-illithid. In a secret room they find a *planar fork* tuned to Ysgard, along with some treasure.

The worked tunnel is flanked by a pair of alcoves at regular intervals. In the furthest pair of alcoves is an unmoving, prone creature. The tunnel ends at an archway decorated with alien looking patterns. Beyond the archway the area is unlit and silent.

Each alcove flanking the entrance hallway (area 16) contains the remains of a bugbear sentry overcome in a surprise attack launched by Githzerai. A DC 10 Heal check reveals the bugbears were killed with a slashing weapon. Throughout the complex the PCs find illithids and thralls cut down (a total of 13). A single half-illithid survived the attack. He waits in the shadows away from the tunnel entrance to observe anyone who may enter. Upon entering the complex read the following.

The bodies of bugbears, humans, and orcs litter the ground. Among them are creatures with tentacles on their faces in place of a mouth and nose. Broken weapons and scorched tunnels are the telltale signs of a hard fought battle. Among the weapons are otherworldly swords made of silver and monk weapons.

A DC 15 Knowledge (the planes) check reveals that silver swords are used by githzerai and githyanki. From the

presence of monk weapons, the PC making the check would reasonably believe they belonged to githzerai.

APL 2 (EL 4)

☛ **Mezulle:** male half-illithid shadar-kai; hp 18; Appendix 1.

APL 4 (EL 6)

☛ **Mezulle:** male half-illithid shadar-kai sorcerer 2; hp 29; Appendix 1.

APL 6 (EL 8)

☛ **Mezulle:** male half-illithid shadar-kai sorcerer 3/barbarian 1; hp 43; Appendix 1.

APL 8 (EL 10)

☛ **Mezulle:** male half-illithid shadar-kai sorcerer 4/barbarian 1/rage mage 1; hp 54; Appendix 1.

APL 10 (EL 12)

☛ **Mezulle:** male half-illithid shadar-kai sorcerer 5/barbarian 1/rage mage 2; hp 65; Appendix 1.

Tactics: Mezulle has *shield* and *detect thoughts* pre-cast (it is assumed he made his caster level check for spell resistance). In the first round he casts *suggestion* or *charm monster* on the heaviest fighter. If successful he instructs him/her to protect him. He then follows with *Mind Blast* to affect the most PCs except for any PC under *suggestion* or *charm monster*.

If no one is affected by his *Mind Blast* or other mind-affecting spells, he uses his *Hide in Plain Sight* ability, unless *daylight* or better is in effect. While hiding Mezulle buffs (blades of fire, karmic aura, etc) before raging and entering melee combat.

Mezulle makes use of his *Arcane Strike* for combat and *Hide in Plain Sight* ability to retreat, heal, and/or remove conditions (blindness).

Treasure:

☛ **APL 2:** Loot: 55 gp; Coin: 0 gp; Magic: 140 gp – +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp)

☛ **APL 4:** Loot: 55 gp; Coin: 0 gp; Magic: 140 gp – +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp)

☛ **APL 6:** Loot: 28 gp; Coin: 0 gp; Magic: 333 gp – +1 spiked chain (194 gp), +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp)

☛ **APL 8:** Loot: 28 gp; Coin: 0 gp; Magic: 667 gp – +1 spiked chain (194 gp), +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp), cloak of charisma +2 (333 gp)

☛ **APL 10:** Loot: 28 gp; Coin: 0 gp; Magic: 667 gp – +1 spiked chain (194 gp), +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp), cloak of charisma +2 (333 gp)

Detect Magic Results: +1 spiked chain (faint transmutation), +1 studded leather (faint transmutation), clasp of energy protection (fire), least (faint transmutation), cloak of charisma +2 (moderate transmutation)

Development: Begin initiative once the PCs decide to pass through the archway. At the end of the second round Mezulle arrives behind them through the same tunnel. Make opposed Spot/Hide and Listen/Move Silent checks as Mezulle tries to attack from surprise. Mezulle uses the natural shadows of the caverns to enhance his Hide skill.

6: EXPLORING THE ILLITHID COMPLEX:

Cells:

Roll a d6 for each vertical row of cells. The result is the number of cells that are occupied. For each occupied cell there are 1-4 corpses. All corpses are a mixed population of bugbears, orcs, and goblins. One cell contains a drow. These creatures died from starvation, dehydration or some other type of suffering. The drow is missing his brain. All the cells are locked except for the one containing the drow. The githzerai had no sympathy for the prisoners so did not release them after the attack. Read or paraphrase the following.

Thralls, slaves, and perhaps food for the mind flayers once occupied these cells. Many are empty but those that are occupied now contain only corpses. Some prisoners appear to have survived longer than the others as evidenced from the post mortem bites on the decaying bodies. One cell contains a drow that suffered an extreme demise.

Area 17:

These rooms are filled with tables and arcane experimentation tools and references. A DC 15 Craft (alchemy) and DC 25 Knowledge (the planes) checks learn the mind flayers were experimenting in the subjects of alchemy and planar travel, respectfully.

Areas 18-23:

These rooms are private living quarters. Nothing of interest is found.

Area 24:

This room is also a private room. The locked secret door hides a locked chest. Inside is a planar fork and tomes for planar travel. The secret room can be found using mundane or magical means. A PC that scored 8 or better in the Testing finds the room automatically. However, the secret door is still locked.

Locked Secret Door: 2 in. thick; hardness 8; hp 100; AC 5; Break DC 28; Search DC 20; Open Lock DC 20.

Locked Chest: 1 in. thick; hardness 5; hp 20; AC 5; Break DC 18; Open Lock 25.

Treasure: The chest contains, gold, platinum, a planar fork, and a selection of journals. Among the journals is a book written in Undercommon. If a PC can read or decipher the language it discusses planar travel. In particular, there is one plane called Ysgard. Another tome is written in Ancient Sulioise. The text reads as a first person account of someone who battled against wolf-like creatures. The book does not contain a title, date or author's name. A successful DC 20 Profession (bookkeeper) check, or similar skill, learns that the book is well preserved and very old.

All APLs: Loot: 50 gp; Coin: 900 gp; Magic: 0 gp

Development: Even though a direct or specific location is not found, the planar fork and the references in the journal are the best leads found at the complex. The PCs have accomplished their objective and can return to the Entrell Estates and the conclusion.

CONCLUSION

The PCs return to the surface, and back to the Entrell Estates. Once they inform Alelis, he begins preparations with Amalisynn to enlist a party to travel to Ysgard.

The return trip back to the surface world is difficult but uneventful. Aelise's militia provides an escort to the Entrell Estates. Upon entering the city each elf you pass turns to face you. Their faces carry both fatigue and optimism. You enter Amalisynn's home once more. Before Alelis has a chance to speak the front door bursts open. Captain Daedre enters quickly. "I heard you have returned. Have you found where my granddaughter is located?"

Give the PCs a moment to reply. Alelis and Amalisynn are also interested in the PCs success. Continue when they have finished.

Daedre does not hold back his tears. Alelis takes him by the shoulder then addresses Amalisynn, "With your permission I will study these items our friends have recovered and begin preparations for those who wish to continue the journey to recover Fisanuhesti ile Tahlis." Amalisynn nods in agreement then turns to you. "You have our sincerest appreciation for your assistance. Take your rest now. Once we are ready to continue the expedition we will summon you." Aelise calls on you to follow him. He leads you to Selevain who is waiting for you in the Gardens of Radiance. Selevain delivers a short prayer over each of you in greeting. Once she has completed she raises her holy symbol, "We will pray to Corellon Larethian to reveal to us what your new names will be in your home here among the elves."

The PCs have qualified to take levels in the Ruathar prestige class. If they choose not to take classes in the prestige class they still have the option to choose a name they are known as among all elf-kind, though it does not include the prestige class benefits. The Guardians of the Seal are also grateful. Any PC that wishes to remain in the Entrell Estates for an extra 10 TUs also qualifies to take levels in the Duskblade base class.

The End

The story concludes in 7-09 *To Mourn with Entrell*.

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 3

Defeat the varag:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 4

Defeat the Underdark creatures and swarm:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 5

Defeat the illithid:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Story Award

Find the tomes and planar fork:

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	140 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1375 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 3: Fil'brak

👑APL 2: Loot: 41 gp; Coin: 0 gp; Magic: 25 gp –
potion cure moderate wounds (25 gp)

👑APL 4: Loot: 82 gp; Coin: 0 gp; Magic: 50 gp – (2)
potion cure moderate wounds (25 gp each)

👑APL 6: Loot: 55 gp; Coin: 0 gp; Magic: 50 gp – (2)
potion cure moderate wounds (25 gp each), +1 scimitar (193 gp)

👑APL 8: Loot: 55 gp; Coin: 0 gp; Magic: 510 gp – (2)
potion cure moderate wounds (25 gp each), +1 scimitar (218 gp), skirmisher boots (267 gp)

👑APL 10: Loot: 55 gp; Coin: 0 gp; Magic: 2,010 gp – (2)
potion cure moderate wounds (25 gp each), +1 scimitar (218 gp), skirmisher boots (267 gp), stormstrider boots (1,500 gp)

Encounter 5: Ioxatle the Wise

👑APL 2: Loot: 55 gp; Coin: 0 gp; Magic: 140 gp – +1
studded leather (98 gp), clasp of energy protection (fire), least (42 gp)

👑APL 4: Loot: 55 gp; Coin: 0 gp; Magic: 140 gp – +1
studded leather (98 gp), clasp of energy protection (fire), least (42 gp)

👑APL 6: Loot: 28 gp; Coin: 0 gp; Magic: 333 gp – +1
spiked chain (194 gp), +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp)

👑APL 8: Loot: 28 gp; Coin: 0 gp; Magic: 667 gp – +1
spiked chain (194 gp), +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp), cloak of charisma +2 (333 gp)

👑APL 10: Loot: 28 gp; Coin: 0 gp; Magic: 667 gp – +1
spiked chain (194 gp), +1 studded leather (98 gp), clasp of energy protection (fire), least (42 gp), cloak of charisma +2 (333 gp)

Encounter 6: Exploring the Illithid Complex:

All APLs: Loot: 50 gp; Coin: 900 gp; Magic: 0 gp

Total Possible Treasure

👑APL 2: Loot: 146 gp; Coin: 900 gp; Magic: 165 gp;
Total: 1,211 gp

👑APL 4: Loot: 187 gp; Coin: 900 gp; Magic: 190 gp;
Total: 1,277 gp

👑APL 6: Loot: 1,416 gp; Coin: 900 gp; Magic: 383 gp;
Total: 1,249 gp

👑APL 8: Loot: 133 gp; Coin: 900 gp; Magic: 1,177 gp;
Total: 2,210 gp

👑APL 10: Loot: 133 gp; Coin: 900 gp; Magic: 2,667 gp;
Total: 3,700 gp

Special

👑A Star-Friend of the Elves: As such you have access to the Ruathar prestige class but must meet all requirements for that class. When you become a Ruathar you are bestowed a gift to aid in your travels. This gift may be any one of the following: boots of

elvenkind; cloak of elvenkind; elven chain; +1 rapier, longsword, OR composite longbow (max. Str bonus +4).
AR Ruathar level taken: ____; Gift chosen: _____ (MIL# ____)

👑A Learner Amongst the Elves: Having performed a valuable service for the Guardians of the Seal, you are able to study their history. By spending an extra 10 TUs at the Entrell Estates and spending this favor, the PC has qualified to take levels in the Duskblade base class. AR Used: ____

👑Favor of the Entrell Estates: granted for the valuable service you have performed. Their high priest, Selevain, grants you access to ONE item or upgrade of armor, weapons or equipment. Only one item OR upgrade of those designated with a “**” below. You must still pay the full cost or difference in market value for the item or upgrade. You must have this favor to access the marked items/upgrades. Item chosen: _____ AR# _____

👑Favored of Corellon Larethian: His blessing provides the following: ☐ 6 x +1 shocking arrows (+1d6 electrical damage; 0 gp each) usable only by a PC that scored eight 8 or better during the Testing. Once used they are not replaced; ☐ +1 sacred bonus to ranged attacks made with a bow against orcs and drow for 12 months from the date on this AR (usable only by a PC who scored 6 or better during the Testing).

👑Participated in the Testing: You have participated in the Testing while standing in the Footsteps of Corellon. This favor may come into play in a future adventure. Record your score from firing the arrow: _____

👑Contemplative of Corellon Larethian: A paladin or cleric of Corellon Larethian who scored 6+ in the Testing is granted access to the contemplative (Corellon) prestige class.

👑Planar Fork: You have recovered a planar fork tuned to Ysgard. Though you have surrendered it to Alelis to prepare for the journey, the item returns to your possession once you have recovered Fisanuhesti ile Tahl'nis. (PHB; 500 gp)

👑A New Elven Name: The elves refer to you by a new name to convey their gratitude and trust. The PC has the option to choose a name by which all elves will refer to him/her in the future. The player may reference *Races of the Wild* to assist in choosing the new name. If the PC does not choose a name the elves will refer to him/her as Ael'tharesti [knightly elf-friend] or Tia'tharesti [mage elf-friend]. Elven name: _____

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Clasp of energy protection (fire), least* (Adventure; MIC:24; 500 gp)
- ***Heartening shield ability* (Regional; MIC:12; +2,000 gp)
- ***Silver Badge of Larethian* (Regional; CC:134; 350 gp)

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

- ***Gauntlets of War* (Regional; CC:139; 4,000 gp)
- ***Twilight armor ability* (Regional; MIC:14; +1 bonus)

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

- *Boots of striding and springing* (Adventure: DMG)
- ***Bracers of Divine Luck* (Regional; CC:138; 8,000 gp)
- ***Healing armor ability* (Regional; MIC:12; +8,000 gp)

APL 8 (all of APLs 2-6 plus the following):

- ***Quiver of elvenkind* (Regional; CC:144; 8,000 gp)
- *Skirmisher boots* (Adventure; MIC:136; 3,200 gp)

APL 10 (all of APLs 2-8 plus the following):

- ***Bow of elvenkind* (Regional; CC:137; 14,700 gp)
- *Stormstrider boots* (Adventure; CM:134; 18,000 gp)

APPENDIX 1: ALL APLS

PYLYTH

CR 4

Male elf Fighter 2/Bard 2

CG Medium humanoid (elven)

Init +2; **Senses** Listen +3, Spot +3; low-light vision

Languages Common, Elf

AC 17 touch 12, flat-footed 15

(+5 armor, +2 Dec)

hp 28 (4 HD);

Immune sleep

Fort +4 (+2 against enchantment), **Ref** +5, **Will** +2

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork longsword +6 (1d8+1) or

Ranged masterwork longbow +7 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Special Actions bardic music

Combat Gear potion cure moderate wounds

Class Spells Known (CL 2nd):

1st (1/day)— cure light wounds, remove fear

0 (3/day)— detect magic, light, know direction, read magic, resistance

† Already cast

Abilities Str 12, Dex 15, Con 12, Int 10, Wis 8, Cha 15

SQ automatic searching, bardic knowledge

Feats Point Blank Shot, Precise Shot, Weapon Focus (Longsword), Weapon Focus (Longbow)

Skills Diplomacy +4, Handle Animal +7, Knowledge (arcane) +2, Knowledge (history) +2, Perform (wind instruments) +4, Ride +9, Speak Language +2, Spellcraft +2

Possessions combat gear plus masterwork leafweave chainmail armor, masterwork longsword, masterwork longbow, explorer's clothing, backpack, torches (4), flint and steel, climbing kit, rations (2 weeks), silk rope 50', waterskin,.

ENCOUNTER 3: FIL' BRAK

ISERG

CR 3

Male varag barbarian 2

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0

Languages Goblin

AC 18, touch 12, flat-footed 18

(+2 Dex, +3 armor, +3 natural)

hp 41 (5 HD);

Fort +5, **Ref** +5, **Will** +1

Speed 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.

Melee masterwork scimitar +9 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Atk Options spring attack

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 15, Con 13, Int 6, Wis 10, Cha 10

SQ fast movement 10 ft., rage 1/day, uncanny dodge

Feats Improved Initiative, Run, Spring Attack, Weapon Focus (scimitar),

Skills Intimidate +0, Jump +22, Knowledge (religion) +0, Move Silently* +13, Survival +0,

Possessions combat gear plus masterwork studded leather armor, masterwork scimitar

Move Silently A varag can Take 10 on Move Silent checks even when hurried or threatened.

POWER-UP ISERG

Init +6; **Senses** Listen +0, Spot +0

AC 16, touch 10, flat-footed 16

(+2 Dex, +3 armor, +3 natural, -2 Rage)

hp 46 (5 HD);

Fort +7, **Ref** +3, **Will** +3

Speed 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.

Melee masterwork scimitar +11 (1d6+5)

Base Atk +4; **Grp** +9

Atk Options spring attack

Abilities Str 20, Dex 15, Con 17, Int 6, Wis 10, Cha 10

ENCOUNTER 5: IOXATLE THE WISE

MEZULLE, HALF-ILLITHID SHADAR-KAI CR 4

CE Medium aberration (fey)

Init +3; **Senses** darkvision 60 ft., superior low-light vision; Listen +8, Spot +8

Languages Common, Elven, Sylvan, Telepathy 100'

AC 18, touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 natural)

hp 18 (3 HD)

Resist: fire 5 (up to 25 pts/day); **SR** 13

Fort +2, **Ref** +7, **Will** +6; +2 against death effects

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee masterwork spiked chain +5 (2d4; +1d6 sneak attack) or

Melee tentacle (4) +1 (1d4; +1d6 sneak attack) or

Ranged masterwork shortbow +5 (1d6; +1d6 sneak attack)

Space 5 ft.; **Reach** 10 ft.

Base Atk +1; **Grp** +1

Atk Options Improved grab

Special Actions Extract, Mind blast (DC 15)

Spell-Like Abilities (CL 8th):

3/day— *detect thoughts* (DC 15), *suggestion* (DC 16)

‡ Already cast

Abilities Str 10, Dex 16, Con 11, Int 15, Wis 14, Cha 13

SQ hide in plain sight

Feats Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

Skills Hide +9 (+19 in shadow), Move Silently +9, Search +6, Survival +6 (+8 following tracks)

Possessions combat gear plus masterwork spiked chain, masterwork shortbow, 20 arrows, +1 *studded leather armor*, +1 *gal-ralan*, *clasp of energy protection (fire)*, *least*

Hide in Plain Sight (Ex) Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Superior Low-Light (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

ENCOUNTER 3: FIL' BRAK**ISERG****CR 5**

Male varag barbarian 2/scout* 2

* *Complete Adventurer* (pg 10)

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0**Languages** Goblin**AC** 18, touch 12, flat-footed 18

(+2 Dex, +3 armor, +3 natural)

hp 55 (7 HD);**Fort** +5, **Ref** +8, **Will** +1**Speed** 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.**Melee** masterwork scimitar +10 (1d6+3; +1d6 skirmish)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** spring attack**Combat Gear** *potion cure moderate wounds***Abilities** Str 16, Dex 15, Con 13, Int 6, Wis 10, Cha 10**SQ** fast movement 10ft., rage 1/day, skirmish (1d6 dmg, +0 AC), trapfinding, uncanny dodge**Feats** Improved Initiative, Power Attack, Run, Spring Attack, Weapon Focus (scimitar),**Skills** Intimidate +0, Jump +22, Knowledge (religion) +0, Move Silently* +13, Survival +0,**Possessions** combat gear plus masterwork studded leather armor, masterwork scimitar**Move Silently** A varag can Take 10 on Move Silent checks even when hurried or threatened.**POWER-UP ISERG****Init** +6; **Senses** Listen +0, Spot +0**AC** 16, touch 10, flat-footed 16

(+2 Dex, +3 armor, +3 natural, -2 Rage)

hp 46 (5 HD);**Fort** +7, **Ref** +3, **Will** +3**Speed** 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.**Melee** masterwork scimitar +12 (1d6+5)**Base Atk** +4; **Grp** +9**Atk Options** spring attack**Abilities** Str 20, Dex 15, Con 17, Int 6, Wis 10, Cha 10**HUNTING MATE****CR 3**

Male varag barbarian 2

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0**Languages** Goblin**AC** 18, touch 12, flat-footed 18

(+2 Dex, +3 armor, +3 natural)

hp 41 (5 HD);**Fort** +5, **Ref** +5, **Will** +1**Speed** 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.**Melee** masterwork scimitar +9 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +7**Atk Options** spring attack**Combat Gear** *potion cure moderate wounds***Abilities** Str 16, Dex 15, Con 13, Int 6, Wis 10, Cha 10**SQ** fast movement 10 ft., rage 1/day, uncanny dodge**Feats** Improved Initiative, Run, Spring Attack, Weapon Focus (scimitar),**Skills** Intimidate +0, Jump +22, Knowledge (religion) +0, Move Silently* +13, Survival +0,**Possessions** combat gear plus masterwork studded leather armor, masterwork scimitar**Move Silently** A varag can Take 10 on Move Silent checks even when hurried or threatened.**POWER-UP SUITE****Init** +6; **Senses** Listen +0, Spot +0**AC** 16, touch 10, flat-footed 16

(+2 Dex, +3 armor, +3 natural, -2 Rage)

hp 46 (5 HD);**Fort** +7, **Ref** +3, **Will** +3**Speed** 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.**Melee** masterwork scimitar +11 (1d6+5)**Base Atk** +4; **Grp** +9**Atk Options** spring attack**Abilities** Str 20, Dex 15, Con 17, Int 6, Wis 10, Cha 10

ENCOUNTER 5: IOXATLE THE WISE

MEZULLE, HALF-ILLITHID SHADAR-KAI CR 6

Male Half-illithid shadar-kai sorcerer 2

CE Medium aberration (fey)

Init +3; **Senses** darkvision 60 ft., superior low-light vision; Listen +8, Spot +8

Languages Common, Elven, Sylvan, Telepathy 100'

AC 22, touch 13, flat-footed 19

(+3 Dex, +4 armor, +1 natural, +4 *shield*)

hp 29 (5 HD)

Resist: fire 5 (up to 25 pts per day); **SR** 15

Fort +2, **Ref** +7, **Will** +9; +2 against death effects

Speed 30 ft. in light armor (6 squares), base movement 30 ft., other movement mode 0 ft.

Melee masterwork spiked chain +6 (2d4; +1d6 sneak attack) or

Melee tentacle (4) +2 (1d4; +1d6 sneak attack) or

Ranged masterwork shortbow +6 (1d6; +1d6 sneak attack)

Space 5 ft.; **Reach** 10 ft.

Base Atk +2; **Grp** +2

Atk Options Improved grab

Special Actions Extract, Mind Blast (DC 15)

Sorcerer Spells Known (CL 2nd):

1st (5/day)—blades of fire, shield \dagger

0 (6/day)—acid splash, detect magic, message, read magic, touch of fatigue

\dagger Already cast

Spell-Like Abilities (CL 8th):

3/day—*detect thoughts* (DC 15), *levitate*, *suggestion* (DC 16)

1/day—

\dagger Already cast

Abilities Str 10, Dex 16, Con 12, Int 15, Wis 14, Cha 13

SQ hide in plain sight

Feats Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

Skills , Concentration +8, Hide +9 (+19 in shadow), Move Silently +9, Search +6, Survival +6 (+8 following tracks)

Possessions combat gear plus masterwork spiked chain, masterwork shortbow, 20 arrows, +1 *studded leather armor*, +1 *gal-ralan*, *clasp of energy protection (fire)*, *least*

Hide in Plain Sight (Ex) Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Superior low-light (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

ENCOUNTER 3: FIL' BRAK

ISERG

CR 7

Male varag barbarian 2/scout* 3/fighter 1

* *Complete Adventurer* (pg 10)

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0

Languages Goblin

AC 19, touch 12, flat-footed 19

(+2 Dex, +3 armor, +3 natural, +1 skirmish)

hp 79 (9 HD);

Fort +9, **Ref** +8, **Will** +2

Speed 80 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.

Melee +1 scimitar +12/+7 (1d6+4/18-20; +1d6 skirmish)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +10

Atk Options spring attack

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 15, Con 14, Int 6, Wis 10, Cha 10

SQ fast movement 20ft., rage 1/day, skirmish (1d6 dmg, +1 AC), trapfinding, uncanny dodge

Feats Improved Initiative, Improved Sunder, Mad Foam Ravager, Power Attack, Run, Spring Attack, Weapon Focus (scimitar),

Skills Intimidate +4, Jump +22, Knowledge (religion) +0, Move Silently* +15, Survival +0,

Possessions combat gear plus +1 scimitar, masterwork studded leather armor, *boots of striding and springing*

Move Silently A varag can Take 10 on Move Silent checks even when hurried or threatened.

POWER-UP ISERG

Init +6; **Senses** Listen +0, Spot +0

AC 17, touch 10, flat-footed 17

(+0 size, +2 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +3 natural,, +1 skirmish -2 Rage)

hp 97 (9 HD);

Fort +11, **Ref** +8, **Will** +4

Speed 80 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.

Melee +1 scimitar +14/+9 (1d6+6/18-20; +1d6 skirmish)

Base Atk +7; **Grp** +12

Atk Options spring attack

Abilities Str 20, Dex 15, Con 18, Int 6, Wis 10, Cha 10

HUNTING MATE

CR 5

Male varag barbarian 2/scout* 2

* *Complete Adventurer* (pg 10)

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0

Languages Goblin

AC 18, touch 12, flat-footed 18

(+2 Dex, +3 armor, +3 natural)

hp 55 (7 HD);

Fort +5, **Ref** +8, **Will** +1

Speed 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.

Melee masterwork scimitar +10 (1d6+3; +1d6 skirmish)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options spring attack

Special Actions

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 15, Con 13, Int 6, Wis 10, Cha 10

SQ fast movement 10ft., rage 1/day, skirmish (1d6 dmg, +0 AC), trapfinding, uncanny dodge

Feats Improved Initiative, Power Attack, Run, Spring Attack, Weapon Focus (scimitar),

Skills Intimidate +0, Jump +22, Knowledge (religion) +0, Move Silently* +13, Survival +0,

Possessions combat gear plus masterwork studded leather armor, masterwork scimitar

Move Silently A varag can Take 10 on Move Silent checks even when hurried or threatened.

POWER-UP SUITE

Init +6; **Senses** Listen +0, Spot +0

AC 16, touch 10, flat-footed 16

(+2 Dex, +3 armor, +3 natural, -2 Rage)

hp 46 (5 HD);

Fort +7, **Ref** +3, **Will** +3

Speed 70 ft. in studded leather (14 squares), base movement 60 ft., other movement mode 10 ft.

Melee masterwork scimitar +12 (1d6+5)

Base Atk +4; **Grp** +9

Atk Options spring attack

Abilities Str 20, Dex 15, Con 17, Int 6, Wis 10, Cha 10

ENCOUNTER 5: IOXATLE THE WISE

MEZULLE, HALF-ILLITHID SHADAR-KAI CR 8

Male Half-illithid shadar-kai sorcerer 3, barbarian 1

CE Medium aberration (fey)

Init +3; **Senses** darkvision 60 ft., superior low-light vision; Listen +12, Spot +8

Languages Common, Elven, Sylvan, Telepathy 100'

AC 22, touch 13, flat-footed 19

(+3 Dex, +4 armor, +1 natural, +4 *shield*)

hp 43 (7 HD)

Resist: fire 5 (up to 25 pts per day) ; **SR** 17

Fort +5, **Ref** +8, **Will** +9; +2 against death effects

Speed 40 ft. in light armor (8 squares), base movement 30 ft., other movement mode 10 ft.

Melee +1 *spiked chain* +7 (2d4+1; +1d6 sneak attack) or

Melee tentacle (4) +3 (1d4; +1d6 sneak attack) or

Ranged masterwork shortbow +7 (1d6; +1d6 sneak attack)

Space 5 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +3

Atk Options Improved grab

Special Actions Extract, Mind Blast (DC 15), rage 1/day

Sorcerer Spells Known (CL 3rd):

1st (6/day) — blades of fire, karmic aura, shield $\frac{1}{2}$,

0 (6/day) — acid splash, detect magic, message, read magic, touch of fatigue

$\frac{1}{2}$ Already cast

Spell-Like Abilities (CL 8th):

3/day— *detect thoughts* (DC 15), *levitate*, *suggestion* (DC 16)

1/day— *charm monster* (DC 17)

$\frac{1}{2}$ Already cast

Abilities Str 10, Dex 16, Con 12, Int 15, Wis 14, Cha 13

SQ hide in plain sight, fast movement

Feats Alertness, Combat Casting, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

Skills Concentration +14, Hide +9 (+19 in shadows), Knowledge (arcane) +4, Move Silently +9, Search +6, Survival +8 (+10 following tracks)

Possessions combat gear plus *spiked chain* +1, masterwork shortbow, 20 arrows, +1 *studded leather armor*, +1 *gal-ralan*, *clasp of energy protection (fire)*, *least*

Hide in Plain Sight (Ex) Shadar-kai can use the Hide skill even while being observed. As long as they

are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Superior Low-Light (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

POWER-UP HALF-ILLITHID SHADAR-KAI CR 8

Init +3; **Senses** Listen +8, Spot +8; darkvision 60'

AC 20, touch 11, flat-footed 18

(+3 Dex, +4 armor, +1 natural, +4 *shield*, -2 rage)

hp 57 (7 HD); **SR** 17

Immune sleep effects;

Fort +5 (+2 against death effects), **Ref** +8, **Will** +11

Speed 40 ft. in light armor (6 squares), base movement 30 ft., other movement mode 10 ft.

Melee +1 *spiked chain* +8 (2d4+3; +1d6 sneak attack) and/or

Melee tentacle (4) +4 (1d4+2; +1d6 sneak attack) and/or

Ranged masterwork shortbow +6 (1d6; +1d6 sneak attack)

Base Atk +3; **Grp** +5

Abilities Str 14, Dex 16, Con 16, Int 15, Wis 14, Cha 13

APL 8

ENCOUNTER 3: FIL' BRAK

ISERG

CR 9

Male varag barbarian 2/scout* 3/fighter 1/ravager** 2

* *Complete Adventurer* (pg 10)

** *Complete Warrior* (pg 73)

CE Medium humanoid (goblinoid)

Init +6; Senses Listen +0, Spot +0

Languages Goblin

AC 19, touch 12, flat-footed 19

(+2 Dex, +3 armor, +3 natural, +1 skirmish)

hp 94 (11 HD);

Fort +12, Ref +8, Will +2

Speed 85 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 25 ft.

Melee +1 scimitar +14/+9 (1d6+4/18-20; +1d6 skirmish)

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +12

Atk Options spring attack

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 15, Con 14, Int 6, Wis 10, Cha 10

SQ fast movement 20ft., rage 1/day, skirmish (1d6 dmg, +1 AC), trapfinding, uncanny dodge

Feats Improved Initiative, Improved Sunder, Mad Foam Ravager, Power Attack, Run, Spring Attack, Weapon Focus (scimitar),

Skills Intimidate +4, Jump +22, Knowledge (religion) +0, Move Silently* +17, Survival +0,

Possessions combat gear plus masterwork studded leather armor, *scimitar* +1

Aura of Fear (Su) Enemies within 10-feet of a ravager of 2nd level or higher take a -2 moral penalty on all saving throws for as long as they remain in range. This ability is usable 1/day. Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier.

Move Silently A varag can Take 10 on Move Silent checks even when hurried or threatened.

Pain Touch (Su) Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 of damage +1 per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage +1 per level ravager level. The ravager can make one additional pain touch attacks for every three levels above 1st.

POWER-UP ISERG

Init +6; Senses Listen +0, Spot +0

AC 17, touch 10, flat-footed 17

(+2 Dex, +3 armor, +3 natural, +1 skirmish -2 Rage)

hp 116 (11 HD);

Fort +14, Ref +8, Will +4,

Speed 85 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.

Melee +1 scimitar +16/+11 (1d6+6/18-20; +1d6 skirmish)

Base Atk +9; Grp +14

Atk Options spring attack

Abilities Str 20, Dex 15, Con 18, Int 6, Wis 10, Cha 10

HUNTING MATE

CR 7

Male varag barbarian 2/scout* 3/fighter 1

* *Complete Adventurer* (pg 10)

CE Medium humanoid (goblinoid)

Init +6; Senses Listen +0, Spot +0

Languages Goblin

AC 19, touch 12, flat-footed 19

(+2 Dex, +3 armor, +3 natural, +1 skirmish)

hp 79 (9 HD);

Fort +9, Ref +8, Will +2

Speed 80 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.

Melee masterwork scimitar +12/+7 (1d6+5/18-20; +1d6 skirmish)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +10

Atk Options spring attack

Special Actions *skirmisher boots*

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 15, Con 14, Int 6, Wis 10, Cha 10

SQ fast movement 20ft., rage 1/day, skirmish (1d6 dmg, +1 AC), trapfinding, uncanny dodge

Feats Improved Initiative, Improved Sunder, Mad Foam Ravager, Power Attack, Run, Spring Attack, Weapon Focus (scimitar),

Skills Intimidate +4, Jump +22, Knowledge (religion) +0, Move Silently* +15, Survival +0,

Possessions combat gear plus masterwork studded leather armor, masterwork scimitar, skirmisher boots

Move Silently A varag can Take 10 on Move Silent checks even when hurried or threatened.

POWER-UP SUITE

Init +6; Senses Listen +0, Spot +0

AC 17, touch 10, flat-footed 17

(+0 size, +2 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +3 natural, +1 skirmish -2 Rage)

hp 97 (9 HD);

Fort +11, Ref +8, Will +4

Speed 80 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.

Melee +1 scimitar +14/+9 (1d6+8/18-20; +1d6 skirmish)

Base Atk +7; Grp +12

Atk Options spring attack

Abilities Str 20, Dex 15, Con 18, Int 6, Wis 10, Cha 10

ENCOUNTER 5: IOXATLE THE WISE

MEZULLE, HALF-ILLITHID SHADAR-KAI CR 10

Male Half-illithid shadar-kai sorcerer 4, barbarian 1, rage mage 1

CE Medium aberration (fey)

Init +3; **Senses** darkvision 60 ft., superior low-light vision; Listen +12, Spot +8

Languages Common, Elven, Sylvan, Telepathy 100'

AC 22, touch 13, flat-footed 19

(+3 Dex, +4 armor, +1 natural, +4 *shield*)

hp 54 (9 HD)

Resist: fire 5 (up to 25 pts per day); **SR** 19

Fort +8, **Ref** +8, **Will** +10; +2 against death effects

Speed 40 ft. in light armor (8 squares), base movement 30 ft., other movement mode 10 ft.

Melee +1 *spiked chain* +8 (2d4+1; +1d6 sneak attack) or

Melee tentacle (4) +4 (1d4; +1d6 sneak attack) or

Ranged masterwork shortbow +8 (1d6; +1d6 sneak attack)

Space 5 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +4

Atk Options Improved grab

Special Actions Extract, Mind Blast (DC 15), rage 1/day

Sorcerer Spells Known (CL 4th):

2nd (4/day)—web (DC 14)

1st (7/day)—blades of fire, karmic aura, shield $\frac{1}{2}$,

0 (6/day)—acid splash, detect magic, message, ray of frost, read magic, touch of fatigue,

$\frac{1}{2}$ Already cast

Spell-Like Abilities (CL 8th):

3/day—*detect thoughts* (DC 15), *levitate*, *suggestion* (DC 16)

1/day—*charm monster* (DC 17)

$\frac{1}{2}$ Already cast

Abilities Str 10, Dex 16, Con 12, Int 15, Wis 14, Cha 16

SQ hide in plain sight, fast movement

Feats Alertness, Arcane Strike, Combat Casting, Exotic Weapon Proficiency (*spiked chain*), Weapon Finesse

Skills Concentration +16, Hide +9 (+19 in shadows), Knowledge (arcane) +4, Move Silently +9, Search +6, Spellcraft +6, Survival +8 (+10 following tracks)

Possessions combat gear plus +1 *spiked chain*, shortbow, 20 arrows, +1 *studded leather armor*, +1 *gal-ralan*, *clasp of energy protection (fire)*, *least*, *cloak of charisma* +2

Hide in Plain Sight (Ex) Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Spell Rage (Ex) A rage mage can cast spells while in a rage, as long as the spell's casting time is no more than 1 full round. When she casts a spell of the abjuration, conjuration, evocation, necromancy, or transmutation school while in a rage, the rage mage uses her character level as her caster level. The ability only works when the rage mage is in a spell rage.

Superior Low-Light (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

POWER-UP HALF-ILLITHID SHADAR-KAI CR 8

Init +3; **Senses** Listen +8, Spot +8; darkvision 60'

AC 20, touch 15, flat-footed 18

(+3 Dex, +4 armor, +1 natural, +4 *shield*, -2 rage)

hp 72 (9 HD); **SR** 19

Resist: fire (up to 25 pts per day)

Fort +10 (+2 against death effects), **Ref** +8, **Will** +12

Speed 40 ft. in light armor (6 squares), base movement 30 ft., other movement mode 10 ft.

Melee +1 *spiked chain* +10 (2d4+3; +1d6 sneak attack) and/or

Melee tentacle (4) +6 (1d4+2; +1d6 sneak attack) and/or

Ranged masterwork shortbow +8 (1d6; +1d6 sneak attack)

Base Atk +4; **Grp** +6

Abilities Str 14, Dex 16, Con 16, Int 15, Wis 14, Cha 16

ENCOUNTER 3: FIL' BRAK

ISERG

CR 11

Male varag barbarian 2/scout* 3/fighter 1/ravager** 4

* *Complete Adventurer* (pg 10)

** *Complete Warrior* (pg 73)

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0

Languages Goblin

AC 20, touch 13, flat-footed 20

(+3 Dex, +3 armor, +3 natural, +1 skirmish)

hp 109 (13 HD);

Fort +13, **Ref** +9, **Will** +3

Speed 85ft. in studded leather (16 squares), base movement 60 ft., other movement mode 25 ft.

Melee +1 *scimitar* +16/+11 (1d6+4/18-20; +1d6 skirmish)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options spring attack

Special Actions *Stormstrider boots*

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 16, Con 14, Int 6, Wis 10, Cha 10

SQ fast movement 20ft., rage 1/day, skirmish (1d6 dmg, +1 AC), trapfinding, uncanny dodge

Feats Improved Initiative, Improved Sunder, Mad Foam Ravager, Power Attack, Run, Spring Attack, Weapon Focus (scimitar),

Skills Intimidate +6, Jump +22, Knowledge (religion) +0, Move Silently* +17, Survival +0,

Possessions combat gear plus masterwork studded leather armor, *scimitar* +1, *stormstrider boots*

Aura of Fear (Su) Enemies within 10-feet of a ravager of 2nd level or higher take a -2 moral penalty on all saving throws for as long as they remain in range. This ability is usable 1/day. Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier.

Move Silently A varag can Take 10 on Move Silent checks even when hurried or threatened.

Pain Touch (Su) Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 of damage +1 per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage +1 per level ravager level. The ravager can make one additional pain touch attacks for every three levels above 1st.

POWER-UP ISERG

Init +6; **Senses** Listen +0, Spot +0

AC 18, touch 11, flat-footed 18

(+3 Dex, +3 armor, +3 natural, +1 skirmish, -2 Rage)

hp 135 (13 HD);

Fort +15, **Ref** +9, **Will** +5,

Speed 85 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.

Melee +1 *scimitar* +18/+13 (1d6+6/18-20; +1d6 skirmish)

Base Atk +11; **Grp** +16

Atk Options spring attack

Abilities Str 20, Dex 16, Con 18, Int 6, Wis 10, Cha 10

HUNTING MATE

CR 9

Male varag barbarian 2/scout* 3/fighter 1/ravager** 2

* *Complete Adventurer* (pg 10)

** *Complete Warrior* (pg 73)

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0

Languages Goblin

AC 19, touch 12, flat-footed 19

(+2 Dex, +3 armor, +3 natural, +1 skirmish)

hp 94 (11 HD);

Fort +12, **Ref** +8, **Will** +2

Speed 80 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.

Melee masterwork scimitar +14/+9 (1d6+5/18-20; +1d6 skirmish)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Atk Options spring attack

Special Actions *Skirmisher boots*

Combat Gear *potion cure moderate wounds*

Abilities Str 16, Dex 15, Con 14, Int 6, Wis 10, Cha 10

SQ fast movement 20ft., rage 1/day, skirmish (1d6 dmg, +1 AC), trapfinding, uncanny dodge

Feats Improved Initiative, Improved Sunder, Mad Foam Ravager, Power Attack, Run, Spring Attack, Weapon Focus (scimitar),

Skills Intimidate +4, Jump +22, Knowledge (religion) +0, Move Silently* +17, Survival +0,

Possessions combat gear plus masterwork studded leather armor, masterwork scimitar, *skirmisher boots*

Aura of Fear (Su) Enemies within 10-feet of a ravager of 2nd level or higher take a -2 moral penalty on all saving throws for as long as they remain in range. This ability is usable 1/day. Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier.

Move Silently A varag can Take 10 on Move Silent checks even when hurried or threatened.

Pain Touch (Su) Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 of damage +1 per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage +1 per level ravager level. The ravager can make one additional pain touch attacks for every three levels above 1st.

POWER-UP SUITE

Init +6; **Senses** Listen +0, Spot +0

AC 17, touch 10, flat-footed 15

(+2 Dex, +3 armor, +3 natural, +1 skirmish -2 Rage)

hp 116 (11 HD);

Fort +14, **Ref** +8, **Will** +4,

Speed 80 ft. in studded leather (16 squares), base movement 60 ft., other movement mode 20 ft.
Melee masterwork scimitar +16/+11 (1d6+7/18-20; +1d6 skirmish)
Base Atk +9; **Grp** +14
Atk Options spring attack
Abilities Str 20, Dex 15, Con 18, Int 6, Wis 10, Cha 10

ENCOUNTER 5: IOXATLE THE WISE

MEZULLE, HALF-ILLITHID SHADAR-KAI CR 12
Male Half-illithid shadar-kai sorcerer 5, barbarian 1, rage mage 2
CE Medium aberration (fey)
Init +3; **Senses** darkvision 60 ft., superior low-light vision; Listen +12, Spot +8
Languages Common, Elven, Sylvan, Telepathy 100'
AC 24, touch 13, flat-footed 21
(+3 Dex, +4 armor, +1 natural, +4 *shield*, +6 *greater mage armor*)
hp 65 (11 HD)
Resist: fire 5 (up to 25 pts per day); **SR** 21
Fort +8, **Ref** +7, **Will** +11; +2 against death effects

Speed 40 ft. in light armor (8 squares), base movement 30 ft., other movement mode 10 ft.
Melee +1 *spiked chain* +8 (2d4; +1d6 sneak attack) or
Melee tentacle (4) +5 (1d4; +1d6 sneak attack) or
Ranged masterwork shortbow +9 (1d6; +1d6 sneak attack)
Space 5 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +5
Atk Options Improved grab
Special Actions Extract, Mind Blast (DC 15), rage 1/day

Sorcerer Spells Known (CL 6th):

3rd (2/day)—*greater mage armor* †
2nd (4/day)—*create magic tattoo* †, *web* (DC 14)
1st (7/day)—*blades of fire*, *blood wind*, *fist of stone*, *karmic aura*, *shield*
0 (6/day)—*acid splash*, *detect magic*, *message*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*,

† Already cast

Spell-Like Abilities (CL 8th):

3/day—*detect thoughts* (DC 15), *levitate*, *suggestion* (DC 16)
1/day—*charm monster* (DC 17)

† Already cast

Abilities Str 10, Dex 16, Con 12, Int 15, Wis 14, Cha 15
SQ hide in plain sight, fast movement

Feats Alertness, Arcane Strike, Combat Casting, Exotic Weapon Proficiency (*spiked chain*), Weapon Finesse

Skills Concentration +16, Craft (*calligraphy*) +3, Hide +9 (+19 in shadows), Knowledge (*arcane*) +4, Move Silently +9, Search +6, Spellcraft +9, Survival +12 (+14 following tracks)

Possessions combat gear plus +1 *spiked chain*, shortbow, 20 arrows, +1 *studded leather armor*, +1 *gal-ralan*, *clasp of energy protection (fire)*, *least*, *cloak of charisma* +2

Hide in Plain Sight (Ex) Shadar-kai can use the Hide skill even while being observed. As long as they are

not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Spell Rage (Ex) A rage mage can cast spells while in a rage, as long as the spell's casting time is no more than 1 full round. When she casts a spell of the abjuration, conjuration, evocation, necromancy, or transmutation school while in a rage, the rage mage uses her character level as her caster level. The ability only works when the rage mage is in a spell rage.

Superior Low-Light (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Overcome Spell Failure (Ex) A rage mage learns to ignore some of the restrictive nature of armor. Her arcane spell failure chance when wearing light or medium armor decreases by 10%.

POWER-UP HALF-ILLITHID SHADAR-KAI CR 8

Init +3; **Senses** Listen +8, Spot +8; darkvision 60'

AC 22, touch 13, flat-footed 19
(+3 Dex, +4 armor, +1 natural, +4 *shield*, +6 *greater mage armor*, -2 rage)

hp 94 (11 HD); **SR** 21

Fort +11 (+2 against death effects), **Ref** +8, **Will** +14

Speed 40 ft. in light armor (6 squares), base movement 30 ft., other movement mode 10 ft.

Melee +1 *spiked chain* +11 (2d4+3; +1d6 sneak attack) and/or

Melee tentacle (4) +7 (1d4+2; +1d6 sneak attack) and/or

Ranged masterwork shortbow +9 (1d6; +1d6 sneak attack)

Base Atk +5; **Grp** +7

Abilities Str 14, Dex 16, Con 16, Int 15, Wis 14, Cha 16

APPENDIX 2: NEW RULES ITEMS

FEATS

Arcane Strike

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice.

Source: *Complete Warrior* 96

Mad Foam Ravager

You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear. In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

Prerequisites: Rage or frenzy ability

Benefit: When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

Source: *Player Handbook II* 80

GEAR

Arrow, Swiftwing

Price: 1 gp each

Property: ammunition; Dmg 1d4/1d6 (x3); 110 ft. range increment; piercing.

These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching (the feathers added to the shaft) for extra stability and accuracy on long shots. A swiftwing arrow incurs only half the usual penalty for attacking at range (-1 per range increment rather than the usual -2).

Source: *Races of the Wild* pg 164

Honey Leather

Price: 15 gp

Property: cloak (tarpaulin)

Honey leather is a light canvas used as protection against rain and dampness. It gets its name from its golden color and its texture, which resembles soft, cured leather. Elves, raptors, and halflings use honey leather for tents and to protect camping gear. It snags and tears easily, so honey leather isn't much good outside camp. It is, however, waterproof thanks to the alchemical treatment that gives it its color and texture.

A character equipped with a honey leather tarpaulin big enough to drape over his body gains a +1 circumstance bonus on Survival checks made to resist the effects of severe weather. If the character is stationary, the bonus increases to a +2. A tarpaulin ranges in size from 3 feet square (for Small or Medium characters) to 6 feet square (for Medium or Large characters).

Source: *Races of the Wild* pg 170

Leafweave

Price: 740 gp plus price of armor

Property: armor material

As the name suggests, leafweave armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.

The arcane spell failure chance for leafweave armor is reduced by 5% compared to ordinary armor of the same sort, due to its increased flexibility. The armor's maximum Dexterity bonus is increased by +1, and its armor check penalty (if any) is lessened by 2. Leafweave versions of padded, leather, studded leather, and hide armor exist; leafweave studded leather typically incorporates darkwood studs to make it druid-friendly.

Creating leafweave armor requires a single successful DC 25 Craft (alchemy) check in addition to the normal Craft (armorsmithing) checks.

Leafweave armor costs 740 gp more than ordinary armor of the same sort. It has hardness 2 and 5 hit points per inch of thickness.

Source: *Races of the Wild* pg 168

MAGIC ITEMS

Clasp of Energy Protection

Price (Item Level): 500 gp (3rd) (least)

Body Slot: — (shield crystal)

Caster Level: 5th

Aura: Faint; (DC 17) abjuration

Activation: —

Weight: —

Fire Protection

This fiery red crystal is slightly warm to the touch.

A *clasp of energy protection* protects against a specific form of energy: acid, cold, electricity, fire, or sonic.

Least: This augment crystal grants resistance 5 to the designated energy type. Once the crystal has prevented a total of 25 points of energy damage, it becomes inert until the following day.

Prerequisites: Craft Magic Arms and Armor, *resist energy*

Cost to Create: 250 gp, 20 xp, 1 day (least)

Source: *Magic Item Compendium*, pg 24

Skirmisher Boots

Price (Item Level): 3,200 gp (8th)

Body Slot: Feet

Caster Level: 5th

Aura: Faint, (DC 17) transmutation

Activation: — and swift (command)

Weight: 1 lb.

These comfortable boots are made of soft doeskin.

Scouts prize *skirmisher boots*, but any character use them to increase combat prowess in mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition, you can activate *skirmisher boots* to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started your turn. Movement while mounted does not allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated two times per day.

Prerequisites: Craft Wondrous Item, *haste*

Cost to Create: 1,600 gp, 128 xp, 4 days

Source: *Magic Item Compendium*, pg 136

Stormstrider Boots

Price (Item Level): 18,000 gp (14th)

Body Slot: Feet

Caster Level: 9th

Aura: Moderate, (DC 20) transmutation

Activation: — and swift (mental) w/ spring attack; 1/day

Weight: 2 lb.

These are simple boots of soft leather, a light brown hue. Gold stitching surrounds the cuffs. For a split second before stormstrider boots activate, the stitching flashes and crackles with power, and the boots smell of ozone for a round after use.

These mystical boots allow you, when making a spring attack, to transform into a bolt of lightning, blasting your foes and transporting yourself across the battlefield. These boots function only for characters that have the Spring Attack feat.

Before and after making the attack as part of your spring attack, you become pure lightning. You can move through occupied squares during your spring attack, and any creature in a square you move through takes 9d6 points of electricity damage (Reflex DC 17 half). Moving through a creature's space more than once during your spring attack doesn't have any additional effect.

You rematerialize briefly at a single point during your spring attack, enabling you to make a single attack as normal.

Stormstrider boots also provide a +5-foot enhancement bonus to your land speed. The bonus to your land speed requires no activation; it applies as long as the boots are worn.

Prerequisites: Craft Wondrous Item, *expeditious retreat*, *lightning leap* (Complete Mage)

Cost to Create: 9,000 gp, 720 xp, 18 days

Source: *Complete Mage*, pg 134

SPELLS

Blade of Blood

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon Touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage). The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: *Players Handbook II* 103

Blades of Fire

Conjuration (creation) [fire]

Level: ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: touch

Targets: up to 2 melee weapons you are wielding

Duration: 1 round

Saving throw: none

Spell Resistance: no

With a word your weapons burst into flames. you feel no heat and the flames merely tickles your skin.

Your melee weapons each deal an extra 1d8 points of fire damage. this damage stacks with damage your weapons already deal.

Source: Spell Compendium 31

Create Magic Tattoo

Conjuration (creation)

Level: Sorcerer/Wizard 2

Components: V, S, M, F

Casting Time: 10 minutes

Range: touch

Target: creature touched

Duration: 24 hours

Saving Throw: none

Spell resistance: yes (harmless)

This spell creates a single magic tattoo you determine the exact type of tattoo, though the selection is limited by your caster level, as indicated below. You must possess a modicum of artistic talent to sketch the desired tattoo—at least one rank of Craft (drawing), craft(painting), craft(calligraphy), or a similar craft skill. Inscribing a magic tattoo requires a successful craft check. The DC varies with the kind of tattoo, as noted below.

If you are 3rd- to 6th-level caster, you can inscribe a tattoo that generates any one of the following effects (Craft DC 10). - +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will). - +1 luck bonus to attack rolls. - +1 deflection bonus to Ac. A single creature can have only three magic tattoo at a time. Any attempt to apply more than that automatically fails. A successful erase spell removes a single magic tattoo. A successful dispel magic spell can remove multiple tattoos if targeted on the creature bearing them.

Source: Spell Compendium 55

Fist of Stone

Transmutation [Earth]

Level: Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 Standard Action

Range: Personal

Target: You

Duration: 1 Minute

The complicated gestures of the spell end with a punch of your fist, which now has the texture and look of stone

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack, with the normal -5 penalty, or a -2 penalty if you have the multiattack feat (MM 304), as part of a full attack action. However you cannot gain more than one slam attack per round due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under this spells effect.

Source: Spell Compendium 94

Karmic Aura

Abjuration

Level: Hexblade 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

While this spell is in effect, any creature within range that deals damage to you with an attack, spell or other effect becomes fatigued for 2 rounds. A successful Will save indicates that the attacker is unaffected and immune to the spell's effect until the start of your next turn, but must save again if he damages you after that point. An attacker already fatigued suffers no additional effect from this spell.

Source: Complete Mage 108

APPENDIX 3: NEW CREATURES

Half-Illithid [Fiend Folio 91]

“Half-illithid” is an inherited template that can be added to any humanoid other than a human (referred to hereafter as the base creature). The creature’s type changes to aberration. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Change to d8

AC: Natural armor improves by +1

Attacks: A half-illithid loses its bite attack (if the base creature has one), but gains four tentacle attacks, in addition to the base creature’s attacks (except for a bite).

Damage: If the base creature does not have tentacle attacks, use the appropriate damage value based on the half-illithid’s size (see the table below). Otherwise, use the value from the table or the base creature’s damage, whichever is greater.

Size	Tentacle Damage
Small	1d3
Medium-sized	1d4
Large	1d6

Special Attacks: A half-illithid retains all the special attacks of the base creature. It gains the mind flayer special attack of mind blast, improved grab, and extract, and may also have psionic powers.

Mind Blast (Sp): A half-illithid can use this attack once per day. It is a cone 40-feet long. Anyone caught in this cone must succeed on a Will save (DC 13 + half-illithid’s Int modifier) or be stunned for 1d4 rounds.

Improved Grab (Ex): If a half-illithid hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent’s head. After a successful grab, the half-illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the half-illithid gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent’s turn.

Extract (Ex): A half-illithid that successfully maintains its hold with all four tentacles for 1 full round automatically extracts the opponent’s brain at the beginning of its next turn, instantly killing that creature.

Special Qualities: A half-illithid has all the special qualities of the base creature and also gains the qualities noted below.

Darkvision (Ex): A half-illithid has darkvision with a range of 60-feet (or as the base creature, whichever is better).

Spell Resistance (Ex): A half-illithid has spell resistance equal to 10+ its HD.

Telepathy (Su): A half-illithid can communicate with any creature within 100-feet that has a language.

Abilities: Increase from the base creature as follows: Int +4, Wis +4, Cha +4.

Alignment: Usually evil

Shadar-Kai [Fiend Folio 150]

CE Medium Fey (Extraplanar)

Init +3; **Senses** Listen +8, Spot +8;

Languages Common, Elven, Sylvan

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 10 (3 HD);

Fort +2, **Ref** +7, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee spiked chain +4(2d4)

Ranged shortbow +4 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Special Attacks sneak attack +1d6

Combat Gear +1 *gal-ralan*

Abilities Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9

SQ Hide in plain sight, shadow curse, superior low-light vision

Feats Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

Skills Hide +9 (+19 in shadow), Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks)

The shadar-kai, or shadow fey, are a race of bitter, determined folk whose souls are poisoned by shadow. Gray-skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids, and a shadar-kai can seemingly fade out of sight by simply stepping into any common shadow.

The shadar-kai prefer light weapons suited for grace and agility, especially spiked chains. Many shadar-kai favors a variety of piercing and tattoos.

Long ago, the shadar-kai thought to preserve the world from the rising humanoid races. Skilled in shadow magic, the shadar-kai made a pact with a dark power of the Plane of Shadow to cast the world into an endless twilight in which the shadow fey would rule supreme. But the experiment went awry, and the shadar-kai were left bound to the Plane of Shadow, cursed to lose their souls in its dark depths. This shadow curse affects the shadar-kai to this day, and every member of the race is engaged in a lifelong struggle to stave off inevitable doom.

The continuous pull of the Plane of Shadow has left the shadar-kai grim and embattled. Few races understand the plight of the shadow fey. Even the temporary solutions the shadar-kai have found leave them struggling with constant pain, making them vicious. Their willingness to commit acts of cruelty and violence has increased with each generation.

Shadar-kai speak: Common, Elven, and Sylvan.

COMBAT

Cursed and blessed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spellcasting leader. Skilled at stealth and gifted with visual acuity greater than that of most other creatures, the shadar-kai have little trouble making sure that combat occurs on their terms.

The shadar-kai described in the statistics block wears a +1 *gal-ralan* (see below).

Sneak Attack (Ex): Any time a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an extra 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: * Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Gal-ralan: A gal-ralan provides its wearer a +1 to +5 resistance bonus on her saving throws. The bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.

Varag [Monster Manual IV 168]

CE Medium humanoid (goblinoid)

Init +6; **Senses** Listen +0, Spot +0

Languages Goblin

AC 18, touch 12, flat-footed 18

(+2 Dex, +3 armor, +3 natural)

hp 16 (3 HD);

Fort +2, **Ref** +5, **Will** +1

Speed 60 ft. (12 squares)

Melee masterwork scimitar +6(1d6+2/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options spring attack

Abilities Str 15, Dex 15, Con 13, Int 6, Wis 10, Cha 10

Feats Improved Initiative, Run^B, Spring Attack^B, Weapon Focus (scimitar),

Skills Jump +17, Move Silently* +13, Survival +0 (+4 when tracking by scent)

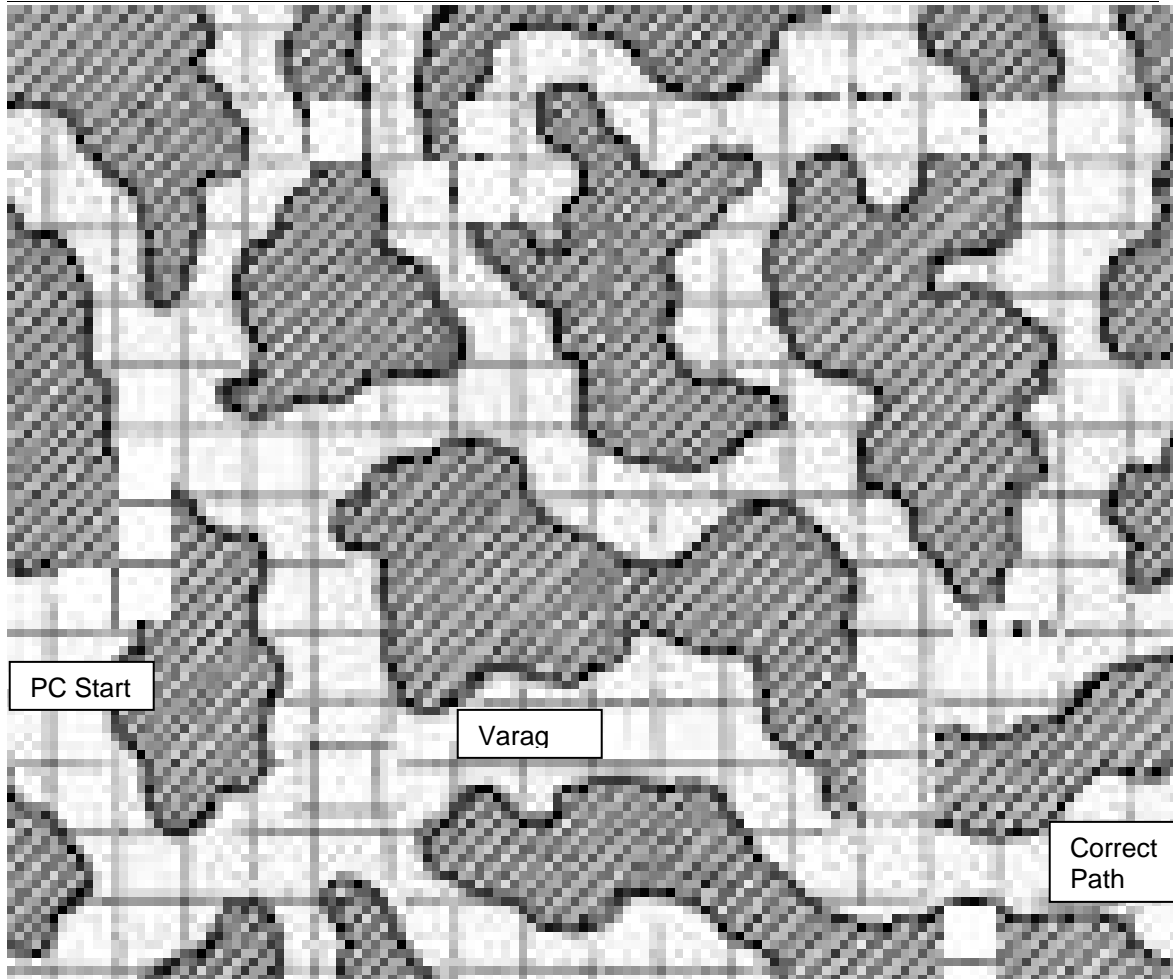
Varag, also known as blood chaser, are goblinoids that are faster, stronger, and more primitive than their kin. Less intelligent than other goblinoids, varags have predatory cunning. They are vicious creatures, capable of taking opponents by surprise or by direct confrontation. Varags work as mercenary scouts and raiders for hobgoblin warbands. These creatures are proficient with martial weapons.

Varags are capable of great stealth and seek to catch their opponents unaware whenever possible. They initiate combat by pouncing from afar, using their superior speed to great advantage. Varags rely more on their sense of smell to track enemies than on sight or hearing. Feral and chaotic, they hate fighting in close formation or under tight command of an officer. They are naturally attracted to fleeing opponents and eagerly run them down, even at great personal risk. Varags tend to scatter across the battlefield, picking off routing warriors and entering the fray only when they sense the prospect of fresh meat and loot.

Varags rely on Spring Attack to wear down opponents. They surround enemies and take turns attacking. Half the pack stand back to block escape, while the rest dart in and out of melee. Varags prefer to attack lightly armored, weaker creatures rather than tough, protected enemies. Varags avoid static lines of battle. If faced with well organized, numerous opponents, they employ hit-and-run tactics. By the time their enemies ready a counterattack, the varags are long gone.

APPENDIX 4: MAPS

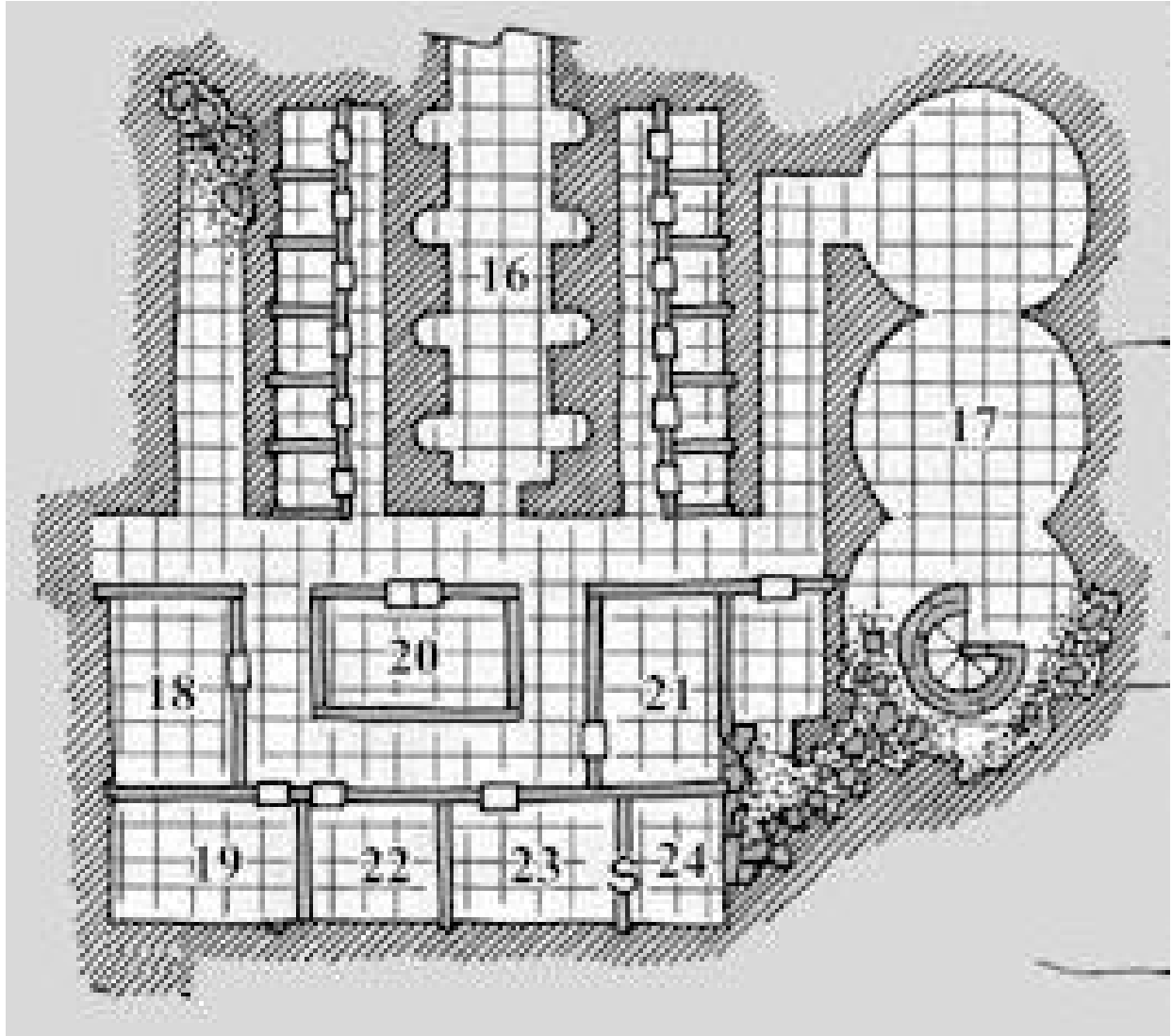
ENCOUNTER 4: FIL' BRAK



ENCOUNTER 5: UNDERDARK HUNTERS



ENCOUNTER 5: IOXATLE THE WISE



DM AID #1: ELVEN TRANSLATION

The following are the elven words used throughout the adventure and its Common translation.

Aesil'es: Whisper from the Lost Mountain

Ama'aith: Beautiful Home

Cal'nifera: Guardian of Faith

Feranesti: Elf Champion

Ferani'ethar: Champion and Friend

FERIK, FERIK NILI ESTI!: Mighty Victory, Mighty Victory of the Elves!

Firana: Dark Crafters

Firanalyth: Children of the Dark Crafters

Fisanuhesti: The Light of the Elves

Hei-Corellon shar-shelevu: Corellon, may your grace grant us...

La'elimsha: The Eastern Sun

Lam'avelnis: The Eastern Sword of Dawn

Lam'emar: Honor from the East

Lam'imilemar: Sword of Honor in the East

Lymah: Wolf Mage

Soliennuhar: The History of Wisdom and Hope

Solist ili Feranisti: The History of an Elf Champion

Solist ili Firnetia: Ancient Scrolls of Dark Magic

Solist ili Narath: The Scrolls of History of High Arcane

Tahl'nis: The Sword of Dawn

Thronna se Soliennuhar: Knowledge from the Histories of the Monastery

Thronna se Tialian: Knowledge from the Magical Scholars Guild

Thronna: Knowledge

Tialian: The Master of Magic

Uverni: May Peace Find You

PLAYER HANDOUT #1

NYR6-Mo1 A Lament in Entrell (*Sofeman zel Entrell*)

- The villages in the Anodan Hills were frequently being looted and razed.
- The PCs were asked by the Entrell Militia to help patrol a section of the hills.
- The PCs saved a village from destruction and tracked the raiders to some tunnels.
- In the tunnels they eliminated the jackal-folk smugglers but did not find any other raiders.
- They returned with information about runes found in the tunnels and a tattoo found on the raiders.

In NYR6-09 *The House of Entrell* (*Na'airaque nili Entrell*)

- Eliqueavain Alelis, referencing a very old manuscript titled the *Scrolls of History of High Arcane* (*Solist ili Narath*), spoke of three entries; Sign of the Jackal, The Light of the Elves, and The Sword of Dawn.
- Lord Gelleflair, with the four Houses of the Entrell Estates in agreement, sent envoys to the elven communities outside of Nyronnd to seek consultation. With an additional envoy sent to Greyhawk City.
- The PCs were tasked with conducting researching in the libraries of Rel Mord and Breakrock Monastery to learn more about the three entries. All the envoys returned except one.
- The envoy sent to Greyhawk learned in these last four millennia a particular ceremony did not occur because of the defeat suffered by the Dark Crafters at the hands of the elves.
- The Nyronnd-based envoys learned it was House Lam'avelnis, with the help of a Suel named Nesur Joarena and his knights, who battled against the *Firana* and drove them back to their plane.
- During the adventurer's investigation of the Sword of Dawn they learned of a sword named *La'elimsha* (The Eastern Sun). The owner was a captain named Daedre who resided in Cordrend.
- They escorted his granddaughter, Ruessa, with them to Entrell to present this sword to Gelleflair.
- They also described to him an image they saw of an elf wearing an illuminated jewel. Lord Gelleflair described this jewel as *Nuare*, a prized possession now lost.

In NYR7-Mo2 *Entrell: The Sign of the Jackal* (*Drerah nili Annynumil*)

- The lost envoy was found in the borderlands of Almor, in the town of Silverwat. They were held by Sign of the Jackal recruits to await Director Heth's interrogation.
- One recruit at Director Heth's disposal was Diac who had a change of heart and was seeking atonement for his actions.
- Diac managed to escape from the watchful eye of Director Heth and eluded his sentries. He inadvertently met with a Grey Watch member who learned of the abduction.
- The adventurers recovered the lost envoy and returned to the Entrell Estates.
- After searching Heth's lair and interviewing Diac they learned of a new feature in the tunnel structure as well as the location of Sign of the Jackal 'dens' in cities throughout Nyronnd.

In NYR7-1o4 *Entrell: The Light of the Elves and the Sword of Dawn* (*Fisanuhesti ile Tahlmis*)

- Adventurers formed strike forces to rout out the Sign of the Jackal dens in Oldred and Beetu.
- The PCs found information describing forces readying to strike against the Entrell Estates.
- The elves gathered at the amphitheatre to attend a meeting called by Lord Gelleflair Entrell. At the gathering there were calls to abandon Entrell until Nyronnd's army was mobilized.
- The artistic granddaughter of Daedre, Ruessa, rose to deliver a petition to defend the Entrell Estates.
- Unexpectedly Ruessa captured the hearts of her elven people. During her impassioned speech the now found jewel named *Nuare* flared with a brilliant radiance.
- The elves, directed by the adventurers, bestowed the jewel and the sword name *La'elimsha*, onto Ruessa calling out the Light of the Elves and the Sword of Dawn is again restored to its true owner. Cheers among the elves led to deciding the correct choice was to defend Entrell.
- During the battle Ruessa used her bardic ability thereupon disappearing into the jewel which appeared around the marruspawn leader's neck who immediately teleported himself away.
- After the battle, Edred Everildis who is an apprentice of Ghiselinn, informed the assembly the true nature of the Light of the Elves and the Sword of Dawn as not a jewel or a weapon but the title of a leader blessed by Corellon Larethian.

PLAYER HANDOUT #2

The first central lead was provided by House Azah'ali after an envoy to Highfolk. It speaks of a wasteland and a leader. From the wasteland the leader sent his followers to battle other travelers he viewed as a threat. Of these travelers was the illithid race.

The firestorm of terror began long ago. Kind battled against like kind. Devastated and shattered. Life became a wasteland. It was in this world of decay one rose to lead them. When our progenitor was already an ancient memory a leader became known to us. Rumored to possess divine acumen we called him Wisdom. In this ruined place he prophesized our kind would live again. "Expand forth from the waste and wipe clean from the all the planes that which is not of our kind." The aberrant planar travelers are the first to feel the cut of our blade.

This next central lead is provided from a journal brought back by House Kethlanna after an envoy to Sunndi. It describes a battle between a spawn race and Ioxatle written perhaps a drow.

Vanished, swept away for reasons long forgotten, the progenitors beget a war that touched off a flood. In a wasteland, in a land called Tathyl, the filorhastho set forth. In the Caverns of Fil'brak the filorhastho warred with the valghaun. Clever Ioxatle laid a trap destroying all but a few who became his thralls.

PLAYER HANDOUT #3

For PC(s) with the favor Thronna se Soliennuhar (Knowledge from the Histories of the Monastery). This entry was found in the library at the monastery after the head monk, Bren, took an interest in the adventurer's previous finds. He recently forwarded this entry to Alelis as a point of interest.

The night came on us, black as pitch to match its evil soul. We were unguarded, left in the wilderness for an unholy purpose. Arlam was the first to go. I cannot purge his screams from my mind. Bound they are to this haunt as were the chains on our wrists. Duoro was next. He struggled. It did nothing but prolong the nightmare. Unsated from its feast it came at me. The night's bloated white eyes carried nothing but malevolence. I could not control my scream when its jaws closed over my head. My neck was constricted yet it did not silence me. Then a howl seeped from behind us. Our purpose was now clear. We were meat for the slaughter. A blade cut into the night. The blade was held by a creature that was more wolf than man. Suddenly I could breathe again. The wolf struck again. The night fell at my feet. Its blood soaked the ground. From the night came an incantation familiar to me. With the last of my strength I leaned into my would-be slayer. I placed my hand on it as the arcane words completed. In that moment we were no longer in the wilderness but on a shore and I was free of my bonds. It turned to me in surprise. The night reached out with its tentacles again but my discipline prevailed. I released my magic in spite of the pain. It did not rise again. Now in my twilight years do I write these words. All is a nightmare I will never forget. But I survived the night.

PLAYER HANDOUT #4

For PC(s) with the favor Thronna se Tialian (Knowledge from the Magical Scholars Guild) this entry was found by Condella who is an expert researcher at Rel Mord University. Any PC(s) with this favor met her while spending time in the library. This entry is from a journal written in elven. Adventurers recovered it after returning from the Underdark. Its original owner was probably elven and fell into the hands of a non-elven creature after a raid in to the surface world. The book dates back to roughly -350 CY.

Ritual and obedience above all.' That is their way. In crèches spread throughout a wasteland these creatures follow time-honored adherence to rituals and remembrance of the ancients. It is believed the forefathers will return only after the strictness of obedience and commitment. One leader believes that not until all other races are eliminated will their forefathers return. From where I have yet to uncover.

PLAYER SUPPLEMENT: ELVEN TRANSLATION

The following are the elven words used throughout the scenario and its Common translation.

Aesil'es: Whisper from the Lost Mountain

Ama'aith: Beautiful Home

Cal'nifera: Guardian of Faith

Feranesti: Elf Champion

Ferani'ethar: Champion and Friend

FERIK, FERIK NILI ESTI!: Mighty Victory, Mighty Victory of the Elves!

Firana: Dark Crafters

Firanalyth: Children of the Dark Crafters

Fisanuhesti: The Light of the Elves

Hei-Corellon shar-shelevu: Corellon, may your grace grant us...

La'elimsha: The Eastern Sun

Lam'avelnis: The Eastern Sword of Dawn

Lam'emar: Honor from the East

Lam'imilemar: Sword of Honor in the East

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Thronna: Knowledge

Tialian: The Master of Magic

Uverni: May Peace Find You