

PAL4-07

The Root of Chaos

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

Version 1.1

by Joe Streeper

Editors: Donovan Hicks and Derek Schubert; **Playtesters:** David Reuterskiold, Ron Levy, Brian Moseley, Derek Schubert, and Jason Clark.

An ancient forest beckons with its eerie glow. Creatures lurk in the verdant canopy above, waiting for an unfortunate soul to pass by. Around each bend and from behind each fallen log, eyes peer through the mist. And below, the roots hold fast in their tangled tapestry. An adventure for Average Party Level (APL) 4 through 12.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of

even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

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

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

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

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

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

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

Time Units and Upkeep

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

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

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

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

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

Adventure Background

The Phostwood is a dense and tangled forest that glows eerily at night with the dying Phost trees that litter the woods. This is a haunted place with abundant dangers lurking within its shadowy realms. It is also a battleground for forces of Iuz, the Pale, and various bandit groups. The native elves, known as the Phostaldaron, are fierce defenders of these lands. They have a long history of battles with humanoids who dwell in the forest. The biggest threat to the elves is ogres, who can be found in great numbers.

There are currently ten tribes of Phostaldaron elves. One of these tribes is the Istari, a group of sylvan elves that value deep lore and arcane knowledge. Another of these tribes is the Angwi, a group of ancient wild elves

(grugach) who revere the snake as a spiritual force. From this latter tribe comes Hrek'sha, a chaotic sorcerer.

Hrek'sha has always had a compulsive curiosity about the wonders of the Phostwood. For many years he sought answers to the riddles of the Dark Plague (the corrupting force of the Phostwood), the mysteries of fey creatures, and ways of invoking his inborn magical powers. When he learned of the *Floracon* being given to the Phostaldaron several years ago, his interest was piqued.

The *Floracon* is a strange alien artifact discovered by adventurers as they faced a forgotten invading species of spacefaring plant creatures known as the rex aartuk. Although the threat of the rex aartuk has now passed, the *Floracon* remains a mystery. When rediscovered in CY 592, it was given first to the Istari tribe, since the adventurers who found it had some contacts with them. Word of this strange item spread to the other tribes, and it quickly became a potential source of conflict. With the Phostaldaron already facing so many other problems, the great elven leader Calion stepped in to decree that the *Floracon* would stay with a tribe for a period of one year before passing to another. A year after the Istari received the item, it passed to the Angwi tribe where Hrek'sha quickly stole it and disappeared.

The *Floracon* is an odd book made up of transparent flexible pages. Understanding these pages defy any conventional logic. It was eventually discovered that to comprehend the contents, multiple pages must be combined together in layers and viewed simultaneously. Although it was first believed to mainly contain information about the rex aartuk, some of the elven scholars found that it contained additional information on a variety of topics. Furthermore, when pages of the *Floracon* were combined, and certain incantations uttered, great power was released.

Once Hrek'sha began to read the *Floracon*, he discovered it contained information about a place known as the Far Realm. This alien plane of existence is so remote that to begin to understand it requires the bending of one's mind toward insanity.

Using the power of the *Floracon*, Hrek'sha set about to gain access to the Far Realm. He knew of several places in the Phostwood where the boundaries between the planes were unusual. One of these locations was a hidden gateway to the Faerie Realm. Approximately two months ago Hrek'sha took the *Floracon* into the Faerie Realm and warped this realm to his own desires.

Hrek'sha entered the Faerie Realm and invoked the devastating power of the *Floracon*. This act forced a planar conjunction with the Far Realm. Fey creatures were tossed into the insane depths of the Far Realm, while the Far Realm creatures invaded the Faerie Realm. Fortunately, the conjunction affected only a limited area in the Faerie Realm, sparing it complete destruction – as it turns out the two worlds are vastly incompatible and

the effects could only spread so far. However, the portal back to the Phostwood was now effectively inaccessible, and to move beyond the planar conjunction would kill anyone trying.

Once in the Far Realm, Hrek'sha succumbed to the insanity of the place. He took on the aspects of alien creatures and his mind was stretched beyond understanding. However, he was confined to the limited area of the planar convergence, and he wanted to be able to either move fully into the Far Realm, or to return to the Phostwood and pursue his crazed obsessions as he saw fit. But to escape he needed a power beyond his own capability.

Using the *Floracon*, he enticed an elder creature of immense power. Such creatures exist in the Far Realm, transcending normal thought or comprehension. This particular one resembles a tree of such immense size that it spans many layers of the Far Realm all at once. This creature is mostly uncaring of anything that happens around it, for it spends its time lost in thought. Hrek'sha now has the power to jolt this creature in such a way as to blast him out of this area and back into the Phostwood. He has little thought or care anymore for the elves, for he has transcended them and now believes himself to be a new type of enlightened creature. Hrek'sha's sense of time has been greatly skewed while on the Far Realm. He has no idea how long he's been there. He is not sure when the best time would be for him to force the elder creature to open the gate, but as soon as he senses the arrival of invaders from the Phostwood he will immediately proceed with his plan.

Meanwhile the elder creature's presence near the planar gate has influenced the Phostwood as its power seeps through the boundary. The creature has subtle but nearly deific powers in the Far Realm. As its power passes through to the Prime Material plane, it is greatly diminished. It still permeates a vast area with its "pseudonatural" essence. This essence manifests itself in certain plants and creatures, which take on aspects of the Far Realm and somehow connect themselves to the being. The creature is mostly unknowing and uncaring in his own realm, but the portions of him that enter the Phostwood manage to wake up some dormant part of his being and try to comprehend, influence, and ultimately destroy anything in his path.

Adventure Summary

The adventure begins with an invitation from Silverleaf, an elven bard, who invites the party to visit the Istari tribe in the Phostwood. Upon entering the woods, the party may have hostile encounters or get lost if they are not skilled in surviving in a natural habitat. Along the way they will be attacked by a hunting band of ogres.

Just before reaching Stag Falls, home of the Istari, the party comes across a satyr, who speaks with the party for a while. The party then heads to the village where

they speak with Curu'nole, tribal elder. The party learns of some strange events that have been occurring.

The party can investigate a dryad's grove and another swampy location where trees have been reported as being eerie. The party will be attacked by some of the nearby creatures that have been taken over by forces of the Far Realm.

The party learns that to find the source of the Far Realm power, they must interact with one of the strange trees. When they do so, they gain some essence of the Far Realm, which guides them to a planar portal and inflicts strange temporary effects.

The party enters the portal to the Far Realm. Once there, they discover a chaotic multilayered realm where reality is distorted. Amongst this backdrop dwells Hrek'sha, who realizes he must act now if he is to use the *Floracon* to escape his self-inflicted entrapment on this plane. He performs a quick ritual that sets into motion the power to eject parts of the Far Realm (including nearby creatures like the PCs) back to the Phostwood. Once this is done, he attacks the PCs for intruding on his affairs.

Once battle is complete, the Far Realm erupts and ejects everyone back to the Phostwood. Brought along with it is an elder Far Realm being. This tree-like creature is only manifested by its roots that stretch up from a rip in the planar fabric. The creature is massive and powerful—much beyond the PCs' power. Dealing with it will have to wait for another day.

The party may also decide they want to deal with an ogre problem. If so, they can spend some extra time attacking the Olungar tribe of ogres. This battle is very tough, but the Istari will be very grateful should the PCs take on the challenge.

Preparation for Play

The DM should be familiar with the "Wilderness Adventures" section of the *Dungeon Master's Guide* (DMG), beginning on page 86. The terrains of interest are "forest" and "marsh." These sections cover the effects of undergrowth and water upon movement and skill checks. There is also a section on getting lost, which is a possibility in the dense Phostwood.

Background information on the Phostaldaron, the elves of the Phostwood, is available on the Pale website. It would serve the DM well to be familiar with the tribal structures of the sylvan and grugach tribes and their enemies.

Another helpful resource in this adventure is section on the Far Realm in the *Manual of the Planes* found on page 211. The Far Realm also also described with the Alienist prestige class located in *Tome and Blood* or *Complete Arcane*.

The DM should also be familiar with the fire-dominant trait and the major positive-dominant trait as detailed in the planar travel section of the DMG pgs. 148-149, as well as the *insanity* spell, just in case the PCs are a little too adventurous when in the Far Realm.

Introduction

The adventure begins in Wintershiven, where Silverleaf, a Phostwood elf, has sought out the adventurers and encourages them to travel to the Phostwood to re-visit the Istari.

Silverleaf: Male elf Brd10 (Cha 19; AL CG; Bluff +17, Diplomacy +17, Gather Information +10, Knowledge (local-NMR) +12, Knowledge (nature) +8, Sense Motive +15).

You are in Wintershiven. It is early autumn, and the weather has not yet turned to the bitter cold so common in the months to come. You recently received a letter addressed to you to meet someone named "Silverleaf" in a nearby home just outside the city.

An elven PC who played PAL 2-01 *Drawing from Life* may have already encountered Silverleaf.

Upon arrival you've met some other adventurers who apparently also were asked to come here. The house is small and well kept, with touches of elven craftsmanship throughout. Once inside the living room of this quaint home, you are greeted by a middle-aged elf with long flowing hair.

"Friends, may the roots of the earth permeate your soul. I welcome you to my humble home and thank you for coming to meet with me."

Silverleaf offers everyone tea.

"It has been quite some time since the Phostaldaron has encountered friends from the Pale. I sense the goodness in each of your spirits. How would you feel about visiting the Istari this time of year?"

Silverleaf's motives are generally sincere. He knows that keeping good relations with powerful adventurers from the Pale can only help the Istari and the rest of the Phostaldaron. He believes that noble people interacting with his tribe will help them face the many perils that lurk in the Phostwood. He also prefers adventurers to official church personnel, since most adventurers bring a sense of individuality with them, and often don't have strong political ties that might prove uncomfortable to the Phostaldaron.

Silverleaf has also done his homework. Prior to the adventure, he discreetly asked around about the adventurers. He already knows a few things about each PC, especially anything that is common knowledge. Furthermore, he made a donation to a nearby church of Pholtus that provided him the services of a deacon to cast

detect good and *detect evil*. (The PCs will not be aware of this.) Silverleaf is especially friendly to PCs that detect as good. He also shares a kinship with elves and half-elves. If for some reason a PC radiates evil, Silverleaf tries to figure out why. If the PC has a known plausible explanation, such as a cursed item, he lets it go. (Note that possession of an item that radiates evil is a crime in the Pale. As of autumn 2004, the penalties are described in “Pale Regional Rules”, available online.) However, in the unlikely event that the PC has some unexplainable source of evil, he does not invite the PC to his house, and does not invite them along on the adventure. In that case, the DM should make it clear to the rest of the party that it is up to them to seek out this missing individual for their journey. If they do not do so, the evil-radiating PC does not come along for this adventure.

Here are some pieces of information that Silverleaf may share in the course of conversation with the PCs. (If the PCs don't have any questions, feel free to send them on their way.)

- The Istari are sylvan elves. The tribe has been at Stag Falls for a short while. (Short is relative here, though; they've been there 85 years.)
- Silverleaf provides “directions” to Stag Falls. He does this by providing all manner of natural guides, including game trails, rock formations, species of trees, the smell of a particular creek, groves with a type of bird in it. PCs with some ability in Knowledge (nature) (DC 10) will have no problem understanding him. Others may have trouble following along.
- If the PCs ask what they might expect in the Phostwood, Silverleaf is honest in explaining that it is very dangerous, especially to those who are unfamiliar with the outdoor environment. Many hostile creatures can be found there including ogres, human bandits, grugach (wild elves), orcs, goblins, and assorted creatures tainted by the corrupting nature of the area.
- The corrupting nature of the Phostwood is caused by an ancient blight. Among other effects, it kills the Phost trees, causing them to emit an eerie glow.
- Once the party agrees to go, Silverleaf will send a message to Curu'nole, the elder tribal leader of the Istari, to expect them. (He will use *animal messenger* to do so.)
- Silverleaf will not travel with the PCs.

What Silverleaf doesn't share are these:

- He occasionally corresponds with Curu'nole. He recently sensed some fear in the words of the tribal elder as to some additional threats to their local area.
- Silverleaf has no idea about any connection with the *Floracon* and any new disturbances in the Phostwood.

He has seen and studied the book, but is not aware that the Angwi have lost it, nor does he realize the power of the item.

Hiring a Tracker

If the party lacks a member with nature skills, they may wish to seek hired help. The DM should not suggest this course of action, unless the players are very inexperienced. Should the party seek out the help of a guide, one can be found fairly easily. To hire her requires a Diplomacy check to determine the going rate for the adventure: DC 5 – 1000 gp, DC 10 – 500 gp, DC 15 – 250 gp, DC 20 – 200 gp, DC 25 – 100 gp, DC 30 – free.

Xanaphia Nightbreeze: Female half-elf Exp6 (hp 17; AC 14 (leather armor, Dex), touch 12, flat-footed 12; Handle Animal +1, Heal +8, Hide +7, Knowledge (geography) +8, Knowledge (nature) +14, Move Silently +8, Profession (guide) +8, Survival +16; Animal Affinity, Self Sufficient, Track).

Xanaphia will not engage in combat.

Travel Down the Yol

The party may depart for the Phostwood at their convenience. Silverleaf wishes them well on their journey. If there is unlimited play time, the party can interact in the town of Spiral with some Rhennee barge folk, who are available to take them down the Yol River.

Anatole: Male human (Rhennee) Rog3/Ftr3/Darkhagard1 (Knowledge [local-NMR] +5, Knowledge [geography] +5, Profession [boater] +8, Survival +4, Use Rope +7)

Pharia: Female human (Rhennee) Sor6/Vethaz2 (Age 51; Cha 18; Knowledge [local-NMR] +8)

Otherwise, if time is an issue, just read the following:

You make your way west from the holy city of Wintershiven and catch a barge in the town of Spiral that is headed down the Yol River. The Rhennee captain is able to accommodate you and all your belongings with ease, since it appears that he has just unloaded a large shipment of goods.

The cool breeze bites at you while on board the barge. The land has not quite frozen over yet, but the first patches of snow cling to the shadows upon the shoreline. The barge makes its way down the Yol River.

On the first day, the barge passes by Castle Egremont on your left. The captain steers well clear of the massive structure, one of the Pale's Brilliant Castles, since he does not wish to cause any alarm to the troops standing watch on the parapets. The Prelatal Army has amassed an obvious presence here, with the troops spilling out well beyond the confines of the castle. Nearby, you camp on the shoreline with Castle Egremont in the distance,

shedding its glorious glow to light the surrounding countryside.

One more day of travel takes you past the village of Coldriver, and by nightfall you reach the looming forest glowing to the west. This glow is nothing like the Brilliant Castles blessed by Pholtus, but rather the notorious green haze of the dying phost trees. You camp for the evening on a quiet shoreline, while the foreboding woods await you.

In the morning, the Rhennee continue down the Yol, making their way to the Nyr Dyv. The PCs have been deposited in the correct location to begin their journey.

The Phostwood

Once the characters enter the Phostwood, they can make their way to Stag Falls. A party with good nature skills will do well here. Those that lack these skills may find themselves getting lost or fighting extra encounters. Note that while these extra encounters do provide xp, they will likely cause the party to exceed the xp limit for the scenario, thus making them fruitless. These encounters are certainly best avoided if the party has the skill to do so. Also note that most of the creatures encountered do not have significant loot. Any loot acquired in these encounters will be removed by local tithes to the Church.

The Phostwood – a land of ancient trees and untold dangers. The forest is densely packed with oak, spruce, yew, hornwood, pine, and phost trees, each competing for sunlight and casting dark shadows upon those below. The canopy stretches high above you, perhaps some 100 feet or more. Large trunks meet the floor with firm roots grasping the soil. Smaller trees, shrubs, and countless rocks covered with moss are found throughout. There are no large trails, but many smaller trails wind through the undergrowth.

A cool mist blows about, causing the needles and leaves to shiver. Patches of snow are easy to come by, sometimes crunching under your feet. Occasionally a strange sound can be heard in the distance – perhaps an animal or some other creature that dwells here.

If PCs want to attempt to track things as they travel, the DM is free to consult the encounter tables for possible creatures that would leave occasional tracks, using appropriate DCs from the Track skill. The ground is considered to be “firm.”

At night the forest sheds an eerie glow in most places due to the phost trees. Phost trees are similar to oaks, except their bark is quite shaggy and leaves are twice as broad as they are long. The wood of the phost gives off a soft glow when it has been dead a year or so. This radiance is sufficient to light a 5-foot radius around a branch or rotting phostwood trunk. Rough handling or

exposure to dampness hastens the rotting process, so that the wood will crumble away in a few months.

It will take 4 days to travel to Stag Falls, about 30 miles away by a direct route. Should a PC happen to have the “Knowledge of Curu’nole” from PALI-05 *Alliance Reborn*, then the trip will only take 2 days.

The location of Stag Falls is purposely not shown on any large-scale map. This is because no known cartographers have been able to map the Phostwood. Those who dwell in the Phostwood know how to get around by natural landmarks on the ground, but maps have never been found to be particularly useful in this terrain. Additionally, the zones of influence of the various elves, ogres, and others do not have fixed boundaries. Each has areas that they hunt in and consider their own, but these zones vary and often overlap.

Getting lost

Each day the party has a chance of getting lost in the Phostwood. These rules replace those listed in the DMG. Each day the person who is leading the party must make a Survival check (DC 15). Failure indicates that they have gotten lost and make no progress, essentially extending their travel time by another day.

If the party gets lost, they will most likely be completely unaware of their “lost” status. The DM should merely just continue counting days.

Surviving

Additionally, each day the party must make another Survival check (DC 13) to avoid encountering hostile creatures. Failure indicates a hostile encounter occurs (DM determines the time, night or day as appropriate) according to the following table. (Each creature can be found in the *Monster Manual*, or *Dungeon Master's Guide*.) The DM should feel free to come up with an appropriate forest setting for the creatures, with the provision that none of these encounters will be well-planned, such as an ambush. Rather these just happen randomly without any advanced coordination or preparation.

APL 4 and APL 6 (EL varies)

d%	Encounter
01-04	Treant (not hostile at APL 4)
05-15	Wolf (8)
16-20	Gnoll Rgr5 (see DMG pg. 121)
21-28	Dire wolf (3)
29-36	Owlbear (2)
37-41	Ghast (3)
42-46	Wraith
47-52	Werewolf (2) and 2 wolves
53-58	Displacer beast (2)
59-61	Bulette
62-64	Wyvern
65-79	Ogre (3)
80-83	Phantom fungus

84-90 Monstrous spider, huge
91-100 Elf (wild) Ftr4 (2) (see DMG pg. 117)

APL 8 and APL 10 (EL varies)

d% **Encounter**
01-04 Treant (2)
05-15 Hell hound, Nessian warhound
16-20 Gnoll Rgr5 (4) (see DMG pg. 121)
21-28 Dire bear (2)
29-36 Owlbear (8), or Purple worm (APL 12)
37-41 Spectre (2)
42-46 Wraith (5), or Dread wraith (APL 12)
47-52 Tendriculos, or Monstrous spider, colossal (APL 12)
53-58 Displacer beast (8), or Displacer beast, pack lord (APL 12)
59-61 Bulette (2), or Roper (APL 12)
62-64 Wyvern (4), or Troll Hunter (2) (APL 12)
65-79 Ogre (11)
80-83 Beholder, gauth (3), or Beholder (APL 12)
84-90 Monstrous spider, gargantuan, or Monstrous spider, colossal (APL 12)
91-100 Elf (wild) Bbn6 (4) (see DMG pg. 113)

APL 12 (EL varies)

As APL 8 and APL 10 except the number of creatures encountered is doubled, or as specifically listed for APL 12.

A word on Survival skills

Only one person should be making the check to determine the party's outcome. A person may "take 10" on Survival checks, but may not "take 20." Only one person may be allowed to attempt to use "aid another" in these cases; more people do not help in making decisions that affect Survival. A person may not "take 10" on any "aid another" check.

Extra time

For time beyond each additional 6 days that the party spends trying to make their way to Stag Falls, the scenario will cost 1 extra TU. For example, a party with someone who is good at Survival will avoid all the extra encounters and take only 4 days. A party that gets lost a couple days might take 5-10 days but still not need to pay any extra TUs. However, taking 11-16 days to arrive will cost 1 extra TU, taking 17-22 days will cost 2 extra TUs, etc.

Encounter One: The Hunt

This encounter occurs in an area of dense forest. (See DMG pg. 87 for more information about this type of environment.) The trail is a mere 5 feet in width and bends around massive trees, large rocks, and fallen trees. The trail allows normal movement. The first 5 feet off the trail is considered to be light undergrowth. Light undergrowth costs 2 squares of movement to move into,

provides concealment, and increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Beyond 5 feet from the trail is heavy undergrowth, which costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks.

Creatures: When the PCs are about halfway to Stag Falls, a hunting band of ogres crosses the trail used by the PCs. (If the party is not leaving tracks somehow, this encounter does not occur.) They track them for about 15 minutes before catching up with the party and engaging them from the rear. The ogres are aware of the PCs. The encounter distance is 2d6x10 feet. The ogres move as silently as they can, but are moving normally (-5 penalty) and in noisy terrain (-2 penalty). However, the background noise of the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet. (The dense forest does not allow Spot checks to avoid surprise.) Any PC who hears the ogres approaching may act in the surprise round.

The snap of branches is heard from behind you. A hulking figure moves very quickly across the undergrowth, occasionally staring at the ground as he travels. Behind him are four more similar creatures armed with massive clubs and wearing thick animal furs. They move toward you panting with steamy breath and dripping drool.

APL 4 (EL 7)

Hoagret: Male ogre Rgr4; hp 63; see Appendix One.

Ogres (4): hp 29 each; see *Monster Manual* page 199.

APL 6 (EL 9)

Hoagret: Male ogre Rgr4; hp 63; see Appendix One.

Ogre Bbn2 (2): hp 52 each; see Appendix One.

Ogre Rgr2 (2): hp 48 each; see Appendix One.

APL 8 (EL 11)

Hoagret: Male ogre Rgr4; hp 63; see Appendix One.

Ogre Bbn4 (2): hp 79 each; see Appendix One.

Ogre Rgr4 (2): hp 71 each; see Appendix One.

Wolf Animal Companion (2): hp 13 each; see *Monster Manual* page 283.

APL 10 (EL 13)

Hoagret: Male ogre Rgr4; hp 63; see Appendix One.

Ogre Bbn6 (2): hp 100 each; see Appendix One.

Ogre Rgr6 (2): hp 88 each; see Appendix One.

Advanced Wolf Animal Companion (2): hp 26 each, see Appendix One.

APL 12 (EL 15)

Hoagret: Male ogre Rgr4; hp 63; see Appendix One.

Ogre Bbn8 (2): hp 121 each; see Appendix One.

Ogre Rgr8 (2): hp 105 each; see Appendix One.

Wolverine Animal Companion (2): hp 28 each; see *Monster Manual* page 283.

Tactics: At higher APLs, the ogres with ranger levels cast *longstrider*, *resist energy (fire)*, and *barkskin* 5 minutes before engaging the PCs, if they have those spells available. Hoagret does not engage the PCs unless he has absolutely no other choice. Instead he observes the PCs for 1 round and then retreats into the woods. The attacking ogres are skilled combatants, but they hate elves and attack them over other humanoids when they can.

Development: Hoagret retreats quickly at first, and then moves at half speed to cover his tracks. The DC to Track him is 19. If he realizes that the PCs are hot on his trail, he drinks the *potion of invisibility* and does his best to get away. He retreats to the ogre camp (see Encounter Nine) to report the contact with the PCs. If he makes it back to the ogre camp, they go to a “medium” alert level.

Upon defeat, any members of the ogre hunting party that remain alive are uncooperative.

Treasure: Defeat the ogres and loot them.

APL 4: L: 105 gp; C: 0 gp; M: +1 *Large chain shirt* (113 gp), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp).

APL 6: L: 287 gp; C: 0 gp; M: +1 *Large hide armor* (2) (98 gp each), +1 *Large greatclub* (2) (193 gp each), +1 *Large chain shirt* (113 gp), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp).

APL 8: L: 330 gp; C: 0 gp; M: +1 *Large hide armor* (2) (98 gp each), +1 *Large greatclub* (2) (193 gp each), *ring of protection +1* (2) (167 gp each), +1 *Large scimitar* (2) (194 gp each), +1 *Large chain shirt* (3) (113 gp each), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp).

APL 10: L: 330 gp; C: 0 gp; M: +1 *Large hide armor* (2) (98 gp each), +1 *Large greatclub* (2) (193 gp each), *ring of protection +2* (2) (667 gp each), +1 *Large scimitar* (2) (194 gp each), +1 *Large chain shirt* (113 gp), +2 *Large chain shirt* (2) (363 gp each), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp).

APL 12: L: 330 gp; C: 0 gp; M: +2 *Large hide armor* (2) (348 gp each), +1 *Large greatclub* (2) (193 gp each), *ring of protection +2* (2) (667 gp each), +1 *Large scimitar* (2) (194 gp each), +1 *Large chain shirt* (113 gp), +2 *Large chain shirt* (2) (363 gp each), *potion of invisibility* (25 gp), *periapt of Wisdom +2* (2) (333 gp each), *potion of lesser vigor* (4 gp).

Encounter Two: Raucher

A hint of smoke crosses your path. The faint smell is being carried by a light breeze from the north.

Creatures: About 6 miles from the Istari settlement of Stag Falls, the party encounters a satyr, named Raucher. He is about 100 yards off the trail, and he lounges on a fallen log smoking tobacco in a pipe. A nearby grig (sprite) has spotted the PCs coming and warned the satyr that some people are coming but they don't look too dangerous. Thus the satyr merely goes about his own business (smoking) and waits for whoever it is to come by if they feel like it. The grig disappears into the forest before the PCs arrive.

All APLs

Raucher, Satyr: hp 22; see *Monster Manual* page 219.

Raucher has much paler skin than do the satyrs of sunnier or more cheerful forests, and smoking so much has made his teeth brown. Feel free to make up other details about his appearance to tie him to the creepy Phostwood.

Raucher lives elsewhere, but enjoys coming to this spot to smoke. He is happy to share his tobacco with anyone who is friendly.

Raucher enjoys riddles and tempts the PCs with two. The first one is just for fun to get the characters warmed up. PCs that answer the second one on the first try get a reward.

The first riddle he provides is this:

Everything I say to you is a lie. Am I telling the truth?

The correct answer is “no.” He will be pleased for anyone who ponders it and correctly figures it out.

For the next one, he asks that each character think about it *individually* and provide him the answer by whispering it to him. If he senses any PCs trying to collaborate on the answer, he becomes displeased and rewards no one. The riddle is this:

*I fly from tiny places,
to vast heights and to basses.
I can be made by only one,
but made by more can too be fun.*

*The power to make you cry,
the will to make you try,
with chaos and with order,
transcending every border.*

The correct answer is “music.” Also acceptable is “a song.” For any character that provides the correct answer, he offers them Raucher's *recorder*, an item that will turn people *invisible* if the correct tune is played. Only players who correctly answer the riddle will be taught the special music and have access to this item on the AR. Raucher will, of course, want to be paid for his instrument. For the sake of simplicity, the DM may wish to tell players that the players who answered the riddle correctly may decide if they want to purchase the item when they obtain their AR. Additionally, the item will not function

for the duration of this scenario due to being overlaid when teaching the tune to the PCs. (This too is done for simplicity.)

After interacting with the PCs for a while, Raucher tells the PCs that they are not far from the Istari, and they should be able to reach Stag Falls in little time.

Encounter Three: The Istari

The PCs travel to Stag Falls and interact with the Istari. Here they will learn a great deal of information from Curu'nole.

Stag Falls (hamlet): Nonstandard, AL N; Population 300 adults; 100 gp limit; Assets 1500 gp; Isolated (100% elf – 90% sylvan, 5% gray, 3% half-elf, 2% high).

Authority figures: Curu'nole, male elf Exp9/Wiz6 (village elder); Calion, male elf (high-level Phostaldaron figure, typically not present).

Important characters: Silaqui, female elf Wiz11; Quarion, male elf Ftr13; Alquorien, male elf Ftr7; Celian, male elf Clr11 (Corellon Larethian); Himolias, male elf Clr7 (Rillifane Rallathil); Xiloscient, male elf Wiz3/Ftr3; Silverleaf, male elf Brd10 (typically not present).

During this adventure, the PCs may need magical healing of various kinds. If the PCs are on good terms with the Istari, the clerics can provide a limited amount of free healing (DM's discretion). Additionally, if any PCs die while fighting for a cause that is beneficial to the Phostaldaron, the cleric Celian freely casts *raise dead*, as long as the PCs provide the material components. Furthermore, if any PCs are suffering from *insanity* or have been petrified, the Istari are willing to cast *heal* or *stone to flesh* as needed.

The Istari live in harmony with their surroundings. Their home, Stag Falls, is idyllic, with ancient trees growing densely together and a nearby creek that cascades over steep rocks. Natural gardens and pools dot the landscape.

When the PCs get within one mile of Stag Falls, they are intercepted by a small Istari patrol and asked what their intentions are.

Himo: Male elf Ftr3/Rgr2 (Diplomacy +4, Sense Motive +2).

Elven Warrior (8): Male elf Ftr2.

Assuming the party makes at least reasonable effort to be friendly, the patrol escorts the PCs to Stag Falls. For the sake of convenience, the DM may wish to have the party arrive in the late afternoon, so they have time to interact with the Istari, but they will likely wish to head out again in the morning.

You are escorted to Stag Falls, home of the Istari tribe. Here the sylvan elves live in harmony with their natural surroundings. Ancient trees grow

densely together, while a nearby creek cascades over steep rocks, making pools among the natural gardens.

The elves greet you with a friendly curiosity. Eventually you are taken to meet Curu'nole, the aged and wise leader of the Istari.

Curu'nole is expecting the PCs after receiving an *animal messenger* from Silverleaf. Visitors from the Pale are not common to the Istari. As such, Curu'nole takes interest in them and engages them in conversation. The rest of the elves go about their own business, unless the PCs specifically seek out a particular person. Here are some items that Curu'nole will share with the party:

- He is pleased that brave visitors from the Pale have come to visit. He supports good relations with the Theocracy of the Pale, so long as they are respectful of the forest, and an ally against their enemies.
- He tells the party about the power of the elves. They have war bands that move throughout the Phostwood protecting it from foul creatures such as ogres, evil invaders from the lands of Iuz, and bandits that use the forest as a hideout. Typically they avoid major confrontations, however, as they cannot afford casualties; the elves have a much slower life cycle than do their enemies and each elf lost is significant. (What Curu'nole is not willing to share is that the elves are not nearly as strong as he has said. He wishes it to be known that the Phostaldaron have strength so that their enemies fear them. In reality, their numbers are very low.)
- If the PCs are interested, they may buy some elven lightblades or thinblades or extra-strong composite longbows from the Istari. (See the AR.)
- The Phostwood suffers from the Dark Plague. This is an ancient curse that has gripped the area with its corrupting influence for thousands of years. The Dark Plague can affect the trees, eventually killing them. Once they die, the same corrupting influence causes them to emit an eerie glow.
- Some elven elders, including Curu'nole himself, know of ancient magic brought from the Faerie Kingdom of Celene that helps keep the Dark Plague at bay. (The details of this magic are a secret.)
- Recently some returning patrols have reported strange occurrences. Certain areas of the forest are taking on eerie characteristics. Some elves report that they feel as if the trees are watching them, but they can't explain it. One of these creepy areas is a bog where rumors speak of a tree that can take one's soul. (Curu'nole has no idea what this is, but he can describe how to find the area.)
- He is concerned about another area, a glade, which has been reported to have a similar creepy feel to it.

Curu'nole explains that he knows about a secretive dryad that lives in the area and is concerned for her safety. He doesn't wish her to be common knowledge among the Istari. He asks that if the party wishes to investigate the glade that they be discreet about it, and to let him know if they learn anything.

- The ogres of the Phostwood are the sworn enemies of the elves. Any slain ogre is a blessing from Corellon Larethian.
- If the PCs mention that they were attacked by ogres, Curu'nole asks to see any evidence (bodies or equipment) they have from that encounter. He can identify the evidence as being from the Olungar tribe of ogres, located about 2 days away. They are a massive band of horrid creatures. The Istari would like to destroy them, but they fear attacking such a powerful group might cause too many elven casualties. For now they can only defend their home and keep the ogres away through their overwhelming defensive tactics. Perhaps someday, the elves will be able to kill them or drive them away.
- If the PCs show interest in taking on the Olungar tribe, Curu'nole suggests that it will be extremely dangerous. The characters will certainly be taking a big risk in such an assault. (Curu'nole tells any party lower than APL 8 that attacking the ogres will surely be futile.)
- However, if they do choose to go fight the Olungar ogres, they will have the extreme gratitude of the Istari people. He tells them where the ogres are located, but he is not willing to risk elven lives in the assault. From experience with this ogre tribe, he tells the PCs that the ogres are likely to respond in two ways, depending upon the threat they face. If they are faced with a large force, the entire tribe fights back. If they are faced with a small force, they assume that the attackers are very powerful, and thus scatter the less powerful ogres, while the most powerful ones stay to engage the attackers.

Development: The PCs may choose where to go next. For the bog, go to Encounter Four. For the dryad's glade, go to Encounter Five.

Encounter Four: The Bog

This area of the forest is a swamp, covering over 20 acres with massive twisting trees, thick vines, and murky water 1 to 3 feet in depth. Eight small islands are interspersed throughout. The Tree of Eyes stands on one of these islands.

Surrounding the island is approximately 65% shallow bog and 35% deep bog. See DMG pg. 88 for the

effects of this type of terrain. The island is covered with heavy overgrowth – see DMG pg. 87.

Creatures: When the PCs approach the island with the Tree of Eyes, creatures attack from their hiding places.

APL 4 (EL 5)

Pseudonatural Vine Horror: hp 42; see Appendix One.

APL 6 (EL 7)

Darktentacles: hp 67; see Appendix One.

APL 8 (EL 9)

Pseudonatural Darktentacles: hp 67; see Appendix One.

APL 10 (EL 11)

Pseudonatural Darktentacles: hp 67; see Appendix One.

Pseudonatural Treant: hp 66; see Appendix One.

APL 12 (EL 13)

Advanced Pseudonatural Darktentacles: hp 127; see Appendix One.

Advanced Pseudonatural Treant: hp 115; see Appendix One.

Development: When the PCs have defeated the creatures and approach the island, go to Encounter Six.

Treasure: The darktentacles has a few weapons.

APL 4: L: 0 gp; C: 0 gp; M: 0 gp

APL 6: L: 9 gp; C: 0 gp; M: 0 gp

APL 8: L: 9 gp; C: 0 gp; M: 0 gp

APL 10: L: 9 gp; C: 0 gp; M: 0 gp

APL 12: L: 9 gp; C: 0 gp; M: 0 gp

Encounter Five: The Glade

The forest opens into a peaceful glade. Short grass meanders over the area and butterflies dance among red and white flowers. Several huge oak trees rise up near the middle of the clearing.

Here dwells the dryad Trymina. If the PCs call out to her or otherwise make her feel at ease, she comes out from hiding.

A female figure of elven build emerges from behind an oaken trunk. She wears an earth-toned cloak interwoven with oak leaves. Her face is hidden underneath a hood. Her mystic voice has the sound of wind blowing across leaves. "Greetings travelers. Welcome to my home."

All APLs

Trymina, Dryad: hp 13; see *Monster Manual* page 90.

Fifty years ago, she and the wild elf Hrek'sha fell in love. Their relationship lasted nearly a year before they broke up, for Hrek'sha wanted to wander more than Trymina could tolerate. Their relationship ended bitterly, but over the years they occasionally had contact with each other. When Hrek'sha would visit her, the exchange was always a bit cold between them, but there were never any truly hard feelings.

Trymina's glade contains an elder oak tree, with a trunk some 10 feet in diameter. She gets few outside visitors. An occasional elf, fey, or ogre wanders by, but her company is typically only birds, rabbits, squirrels, and deer. In her glade, there is very little influence of the Dark Plague (the ancient effect that kills the Phostwood trees and causes them to glow). She manages to keep the plague at bay through a ritual she performs that involves spreading sap from a particular branch of her oak tree.

Tragically, the effects of the Far Realm have spread into her host tree, transforming her into a pseudonatural creature. She once had an incomparable natural beauty. Now her skin has a gruesome purplish sheen. Her hair, which once flowed like beautiful green leaves, now contains coarse strands of vines with sharp thorns. Her once beautiful facial features have changed into a more feral look, including slit-like eyes of a snake. She can even change herself into a grotesque mass of horrid tentacles and vines if she wishes, but she has only done this once and it terrified her. She is horrified by her appearance, and typically does not reveal herself to anyone.

If the PCs do talk her into showing herself, the following may be read:

Trymina bashfully pulls back the hood of her cloak. Her face has a wild and twisted beauty. Her skin looks like burnished wood but has a strange purple sheen to it. Her hair is made of coarse vines accented by sharp thorns. She looks at you intently with snake-like eyes.

A little more than two months ago, Hrek'sha stopped by the glade and spoke with Trymina. He was more excited than normal and he spoke of traveling to the lands of Faerie where said he would seek to invoke magical powers unlike any others he had ever experienced. He showed her the strange book with transparent pages (the *Floracon*) and said he found hidden meanings among its pages. He then left and she has not seen him since.

Shortly afterward, the Far Realm began manifesting itself in the Phostwood. Certain animals became pseudonatural, and some of the trees transformed into horrid nightmares. Trymina did everything she could to fight the influence of the Far Realm. She eventually tried to heal one ailing trees with drops of her own blood, but this only served to infect her with the same ailment. She

is sure this is the doing of Hrek'sha, for she has visions that she recognizes in the pages of the *Floracon* she viewed. She curses his name for the foul plague he has spread to her beloved grove and the forest beyond.

Furthermore, Trymina knows the following:

- If the characters want to go to where the Faerie Realm is, it won't be easy. It is magically hidden and normally only appears to fey creatures (although some elves have been known to be able to find it too), and only at midnight on specific dates where the stars are in the correct positions.
- All the conditions for entering the Faerie Realm are occurring right now and will be for one more day or so.
- She is a fey creature, and thus is capable of finding the place, but she can't leave her glade. (If she leaves, she will die.)
- Ever since she was transformed into a pseudonatural creature, she can feel a pull of the strange place. She believes that any creature affected by the place will be able to find it.
- She knows of several trees that been taken over by the powers at work. If one were to interact with one of these trees it would likely affect them, and be able to lead them to the source of the power.

She begs the PCs to exact vengeance upon Hrek'sha for corrupting her and the forest around them. She hates her horrible appearance and hates the transformation of the trees.

Development: If the PCs have not yet gone to the bog and want to go now, go to Encounter Four. If they have been to the bog already but need to return to it to attune a PC to the Far Realm, go to Encounter Six,

Encounter Six: Tree Hugging

Located upon one of the islands in the bog is the Tree of Eyes. This entity is a twisted giant oak that has been distorted the powers of the Far Realm. There are several of these trees located in the Phostwood. If the PCs destroy this tree for some reason, the dryad can direct the PCs to another one, so they can continue to the next encounter.

A huge oak tree dominates this raised portion of ground among the bog. The tree has a bizarre alien appearance. The bark is stretched tightly as if made of thick rubber. Limbs dangle in a haphazard fashion and resemble tentacles more than branches. The surface of the branches is pocked with strange suckers. Worst of all, over a hundred eyes of all shapes and sizes are set among the branches. Some of these eyes watch you intently while others stare off in other directions.

Tree of Eyes: 5 ft. thick; hardness 10; hp 250; AC 5; Break DC 50.

If the Tree of Eyes is attacked, it has no way to defend itself. All of the eyes open widely and look around in horror. Blood and ooze spew from the trunk and branches when the tree takes damage.

The tree is not a creature, but it is infused with the dread powers of the Far Realm. It radiates strong magic (Divination and Transmutation) and overwhelming chaos (as a 19-HD chaotic outsider.)

Upon approaching within 10 ft. of this tree, the PC must make a Fortitude save (DC 14+APL) or gain two negative levels. Every two minutes (cumulative) spent within 10 ft. of the tree requires a new save to avoid gaining an additional two negative levels. Assuming the subject survives, it regains lost levels after one (1) hour. Usually negative levels have a chance of permanently draining the victim's levels, but the negative levels from this effect don't last long enough to do so.

In order to proceed to the next encounter, one PC must embrace the tree. (If multiple PCs simultaneously embrace the tree, the effects occur to only one of them, determined randomly.) Upon doing so, he is wrapped in hideous tentacles that completely cover him. The horrid and twisted forces of the Far Realm flow through his body. The PC may attempt a Will save (DC 20+APL) to resist the effects. (The PC may choose to fail this saving throw.) Upon failing this save, the PC gains The Ravening, a nightmarish yet temporary curse that will lead him to the hidden gate to the Far Realm.

When you touch the alien tree, the branches wrap themselves tightly around you. The eyes all open and stare at you intently. Then suddenly you feel your skin being punctured by something in the branches. And it punctures you again and again until the pain is nearly unbearable.

The pain is replaced by wild thoughts careening through your mind: hideous tentacled creatures flying through space, storms of fire and ice blended together, a bright sun melting rocks, a river of some viscous brown material flowing around in a never-ending circle, and things so bizarre as to defy a way to describe them.

Eventually you are released from the alien grip. Your body is mostly unharmed, but something in your mind has snapped. You just don't feel right. And something seems to be calling you. You feel as if you need to go "home", but "home" is somehow this land of nightmares you just saw in your visions.

Development: After a PC has succumbed to The Ravening and the party is ready to find the Far Realm, go to Encounter Seven.

Encounter Seven: Far Realm

The PC who has contracted The Ravening is unerringly drawn to the hidden location of the Far Realms gate. Although the PCs won't likely know this, the gate appears only under the following conditions:

- At midnight
- Not within three days of a full moon
- During a three-day-long celestial convergence that occurs randomly every 11-20 days
- In the presence of a fey creature or someone who has The Ravening.

Fortunately for the PCs, the time-related conditions occur on the first day that a PC contracts The Ravening and continue for another two days.

The gate to the Far Realms is magically hidden in the Phostwood. Once a gate to the Faerie Realm, it now has been subverted by the Far Realm. Short of divine intervention, there is no way to find or gain access to the gate unless the conditions listed above have been met. Furthermore, the gate is obscured by immunities that make its discovery essentially impossible. Within 3 miles of the gate, all Divination magic is dispelled and does not function. Within 1 mile of the gate, all Conjunction and Transmutation magic is automatically dispelled and does not function. The magics are also such that creatures unwittingly turn away from the area without realizing it.

Under the correct conditions, however, the gate does reveal itself, although it may not be immediately obvious. The gate lies in an open glade, 300 ft. in diameter. A huge oak tree stands at the center of the glade.

A massive glade opens up before you. It seems totally out of place in this dense forest. Grasses sway as dim waves of energy warp the area. Wait a minute; that's not grass, those are tentacles writhing about!

In the middle of the clearing is another massive tree with a strange appearance.

In the time when this glade led to the Faerie Realm, one would walk across the glade, touch the tree, and be shunted to the Faerie Realm. Now the procedure is much the same, except the tall grasses are writhing tentacles and upon touching the tree, one is violently engulfed by tentacles and thrust into the Far Realm, or at least some perverted manifestation of it.

When you touch the tree, tentacles emerge all around you and pull you down. Energy flows through you, dimming your eyesight. When you are able to see again, the landscape around you is very different from the place you once were.

The gate leads to a place where the Far Realm has blended with the Faerie Realm to make a horrible and bizarre place that allows a means of connection to the Far Realm. The Far Realm is so distant and inaccessible to the Prime Material Plane that it took a special convergence to create a pathway. Just as there was no easy way back to the Prime Material Plane from the Faerie Realm, there is no easy way back from this manifestation of the Far Realm. Fortunately, events that take place in this encounter are likely to bring everyone back, for better or worse.

Once the PC has entered the Far Realm, he begins on Layer B (see below). The map in the Appendix is useful to understand this realm.

Far Realm Traits

- **No gravity:** Entities of the Far Realm float in a bizarre soup of material and creatures. To move requires only thought. A creature may move in any direction the same amount as they could move normally on the material plane.
- **Movement between layers:** Although in many parts of the Far Realm one can traverse layers by merely willing oneself, in this area it requires a bit of extra mental effort. Upon moving to another layer, a creature is also shifted up to 100 ft. laterally from where they expect to. To move “up” a layer requires a Wisdom check as a standard action (DC 15 the first time, less 1 on each subsequent try, to a minimum DC 10). Any other willing creatures in contact with someone moving between layers may choose to ready an action to move along with them. To move “down” a layer is more difficult and much more dangerous. To do so requires a Wisdom check (DC 20, a standard action) and requires a nonnative of the Far Realm to succeed on a Will save (DC 20) or become insane (as per the *insanity* spell.) However, the DM should inform any PC who wishes to go “down” that their mind begins to stretch and pull with bizarre thoughts and images, before the PC actually makes the Wisdom check. The PC may reconsider after hearing that.
- **Insanity:** Any creature who has gone insane is in big trouble. If the result of their confusion is to “attack caster” then they attempt to attack any nearby Far Realms creature if available; if none are available, then they do nothing. If the result is “flee from caster” then they will attempt to move either up or down a layer, determined randomly. Eventually the creature will travel onto a layer that is hostile enough to kill them, unless they are helped by allies.
- **Flowing time:** A minute in the Far Realm equals no time on the Material Plane. The Far Realm is outside time, existing both before and after time’s reign, if words like “before” and “after” have any meaning there.

- **Self-Contained Size:** There are infinite layers in the Far Realm. However, the layers encountered in this scenario are both finite and are self-contained. In particular, each edge of a layer connects with its opposite edge.
- **Highly morphic:** The layers continually evaporate, divide, spawn, and breathe at the behest of the alien entities that drift through them. For the purposes of this scenario, no significant changes occur other than as noted.
- **Sporadic Elemental and Energy Traits:** Conditions are always in a state of flux in the Far Realm, and it’s entirely possible that a given layer could burst aflame as it gains the fire-dominant trait. Usually changes in the elemental and energy traits of a layer are seen far off, moving from layer to layer as a storm moves across the face of a normal world. Natives are subject to the ever-changing conditions, but they know to flee or take shelter when they sense a storm coming. For the purposes of this scenario, no sporadic traits of significance occur in the short amount of time that the PCs are here.
- **No alignment trait:** The Far Realm has nothing to do with morals or ethics.
- **Impeded and altered magic:** Divination and Illusion spells are impeded in this alien realm. To cast a spell from the Divination or Illusion school, the caster must make a Spellcraft check (DC 15+ spell level). Additionally, all spells have a minor variant trait to them, such that their appearance is altered in some way. This has no significant game effect, but the DM should describe each spell as having something slightly different than what would normally happen. For example, a *lightning bolt* might conjure shocker lizards to function, or a *freedom of movement* spell might coat the recipient in a strange purple grease.
- **Impeded visibility:** Each layer has a haze of alien soup floating within it, limiting visibility to 200 ft.
- **Isolated layers:** No spell has a line of effect to another layer, and no unaccompanied objects may pass through to another layer.

The Far Realm in this area consists of layers with varying thickness. There is no gravity, but one may move in any direction at his Speed of fastest movement (swim, walk, fly, climb, or burrow). The edges of each most of these layers are finite. In fact they have a wrapping space such that if one moves in a direction, they will find themselves coming back to where they already were, similar to traversing the surface of a sphere. The DM can treat the layer as a square area where if someone leaves one edge of the square, they appear on the opposite edge. This also has the effect of a baffling mirror-effect in places where one can see far enough.

It is also possible to see above or below into the next layer. Each adjacent layer appears as a translucent layer of parchment in which the next layer can be seen as a hazy blur. It is not possible to see farther than one layer. Each layer above or below is of a proportionally smaller or bigger size: objects above appear to be huge (since they take up a larger portion of a smaller space), while objects below appear very small.

Although each layer has its own unique features, there is one common feature to all of them: the elder creature of chaos. This being resembles a massive tree so huge that it permeates all the layers. Since it pierces multiple layers, it may not be obvious what the whole creature looks like unless one can visualize how each part connects together. The lowest layers contain its tentacled roots, stretching into the limitless space of a hellish realm of a fiery inferno. The middle layers contain its massive trunk, which is where the PCs will likely see it. In the top layers are the creature's "leaves," although these areas are extremely dangerous to venture into, given the risk of exploding in a burst of positive energy.

The elder being is effectively immune to any physical or magical effect while in the Far Realm. Its mind, if you could even say it has a mind, is completely alien, distant, and unaware of the presence of creatures around it. It has no idea that the *Floracon* has the power to yank it to the Prime Material Plane and transform it into the Tree of Chaos.

Layer A

Size: 3,240 ft. x 3,240 ft.; height: 540 ft.

When the PCs enter the Far Realm, they begin in the layer above this one.

This is a layer of intense heat. Flames burst throughout, and spurts of magma erupt from unknown origins. This area is so hostile to most creatures that unless one has a strong resistance or immunity to fire, they are quickly immolated and consumed. Individuals take 3d10 points of fire damage every round. For more information on the "fire-dominant" trait see DMG pg. 148. The massive roots of the elder creature extend throughout this layer, bathing in the intense heat.

Below this layer is an even more hostile layer (infinite), where there are not only the fire-dominant effects as above, but also an unbreathable sulfuric atmosphere and hellish hurricane-force winds. Suffice to say that it is likely that anyone who manages to get to this level is killed and swept away into the distant reaches of the Far Realm.

Layer B

Size: 1,080 ft. by 1,080 ft.; height: 180 ft.

This is the layer that the PCs enter upon.

You are in a freakish dreamland. You float in a soup of thick air that blocks sight beyond a bowshot or so. A gentle breeze blows all manner of leaves about in random directions. Upon closer inspection, not all of those are leaves. Some look like worms, some look like drops of slime, some look like missing remnants of insects still trying to crawl. And this air you are breathing—maybe it's not air after all.

A huge cylinder floats nearby. It is very hard to guess how big anything is here, but it has to be at least 50 feet in diameter. The cylinder appears to be wrapped in bark; perhaps this is a portion of a tree of some kind. It rises above you to a great height before piercing a transparent barrier, like a ceiling. Looking up through the haze, you can see beyond this barrier to another area filled with similarly strange sights including a school of massive fish swimming around.

Below you is another transparent barrier – a floor. Beyond it you can see some hellish nightmare of lava and fire. The cylindrical tree-like object also pierces this barrier, stretching into countless smaller strands that don't appear to be harmed by the fire.

Many strange objects and creatures float about in the medium, but none seem to pay any particular attention to you. Among all this chaos swim four gargantuan ladybug insects.

Creatures: When the Far Realm merged with the Faerie Realm, a number of creatures were affected. Most have moved on, but some ladybugs were enlarged to a massive size. They are not aggressive unless attacked or provoked by the powers of the *Floracon* (see below).

All APLs (EL 17)

Titanic Ladybug (4): hp 312 each; see Appendix One.

Layer C

Size: 360 ft x 360 ft.; height: 60 ft.

This layer has huge schools of fish the size of tuna (varying lengths from 1 ft. to 5 ft.) that chase after animated reddish leaves that swim about like butterflies. A fierce-looking primitive shark swims about the center tree trunk but peacefully grazes on worms that crawl about. Hrek'sha, who appears 3 times larger than normal, and his allies can be seen in the layer above.

When the PCs first enter this layer, Hrek'sha takes notice and invokes the ritual of the *Floracon* that will ultimately cause the Chaos Tree—along with everything else on these layers—to manifest on the Material Plane.

Layer D

Size 120 ft. x 120 ft.; height: 20 ft.

Wispy energy currents blow across this layer. They have no significant effect on creatures here.

Hrek'sha is at the center of the layer, standing next to the *Floracon* (on a pedestal) and near the trunk of the elder creature. When this layer is entered, PCs begin at a randomly determined edge of the map, not in a location they might try to position themselves into. Also remember the following about traversing layers:

- It is a standard action.
- It gets easier with successive tries.
- It may be done as a group if others use the ready action to go along with the primary person who moves through.

These factors are important, since this encounter can be very dangerous if a PC is stuck facing Hrek'sha alone while other PCs below are having trouble penetrating the barrier. The DM should use his judgment in explaining the mechanics of movement, rather than have players struggle just because they don't understand how it all works.

An elf with wild red hair, scaly skin, and darting purple eyes stands next to the giant tree trunk in the center of this area. He is waving his hands wildly over a book sitting upon a pedestal. You recognize the book as the Floracon, now glowing brightly. Several other large alien creatures slither about.

Creatures: Hrek'sha and his protectors are found here. He can sense opening of the gate to this dimension and thus is expecting trouble very soon. Upon seeing the PCs enter the layer below, he makes his way over to the *Floracon* and invokes a ritual that will bring the Tree of Chaos into the Phostwood, and everything nearby with it. The *Floracon* only needs one more worthy soul to be sucked into it before the ritual is complete.

Additionally, Hrek'sha has summoned great powers from the *Floracon* to make him immune to the petrification of his pets.

The combat at all APLs includes creatures with petrification attacks. The DM is encouraged to describe the transformation of any creature into stone as being twisted into some hideous form with tentacles and extra eyes. This has no game effect, but anyone who fails their Constitution check to be revived (and thus dies) can be described as having died from the horrible alien shock to their system. Characters who are successfully revived have no lasting effect, and any hideous features disappear immediately.

APL 4 (EL7)

Hrek'sha (APL 4): Male pseudonatural wild elf Sor4; hp 24; see Appendix One.

Pseudonatural Cockatrice (2): hp 27 each; see Appendix One.

APL 6 (EL 9)

Hrek'sha (APL 6): Male pseudonatural wild elf Sor6; hp 36; see Appendix One.

Pseudonatural Basilisk (2): hp 45 each; see Appendix One.

APL 8 (EL 11)

Hrek'sha (APL 8): Male wild elf Sor6/Alienist3; hp 58; see Appendix One.

Pseudonatural Advanced Basilisk (2): hp 67 each; see Appendix One.

APL 10 (EL 13)

Hrek'sha (APL 10): Male wild elf Sor6/Alienist6; hp 79; see Appendix One.

Pseudonatural Advanced Basilisk: hp 67; see Appendix One.

Pseudonatural Gorgon: hp 85; see Appendix One.

APL 12 (EL 15)

Hrek'sha (APL 12): Male wild elf Sor6/Alienist8; hp 108; see Appendix One.

Pseudonatural Advanced Basilisk: hp 115; see Appendix One.

Pseudonatural Advanced Gorgon: hp 138; see Appendix One.

Tactics: When the PCs first enter Layer C, Hrek'sha (on Layer D) immediately makes his way to the *Floracon* and invokes its power, effectively a standard action. The PCs will likely notice him above them. He then proceeds to cast any appropriate buffing spells upon himself and maybe even some summoning spells. If the PCs do not come up to face him, he makes their life difficult by using the power of the *Floracon* to cause the titanic ladybugs on Layer B to become enraged and move onto Layer C to attack anything in sight. He can enrage one titanic ladybug per round. He only does this if the PCs do not come up to his level and fight him. The titanic ladybugs will not come up any farther than Level C.

Treasure: Hrek'sha has some items on him that may be recovered.

APL 4: L: 26 gp; C: 0 gp; M: *cloak of Charisma* +2 (333 gp), *bracers of armor* +2 (333 gp).

APL 6: L: 26 gp; C: 0 gp; M: *cloak of Charisma* +2 (333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +2 (333 gp).

APL 8: L: 26 gp; C: 0 gp; M: *cloak of Charisma* +2 (333 gp), *amulet of health* +2 (333 gp), *ring of protection* +2 (667 gp).

APL 10: L: 55 gp; C: 0 gp; M: *cloak of Charisma* +4 (1333 gp), *amulet of health* +2 (333 gp), *gloves of Dexterity* +2 (333 gp), *ring of protection* +2 (667 gp), *potion of cure serious wounds* (63 gp), *potion of remove curse* (63 gp).

APL 12: L: 55 gp; C: 0 gp; M: cloak of Charisma +4 (1333 gp), amulet of health +4 (1333 gp), gloves of Dexterity +4 (1333 gp), ring of protection +2 (667 gp), potion of cure serious wounds (2) (126 gp), potion of remove curse (63 gp).

Development: Once the power of the *Floracon* is invoked, there is no turning back. An eruption of energy is swelling within the area that will occur in 3 minutes' time. This eruption throws everything in this realm back to the Phostwood. See Encounter Eight when this occurs.

Layer E

Size 40 ft. x 40 ft.; height: 5 ft.

A creature observing this layer from below will recognize its trait with a successful Knowledge (the Planes) check (DC 20).

This layer is alight with radiant energy. It has the "major positive-dominant" trait as described on DMG pg. 149. Among other effects, this area grants fast healing 5 as an extraordinary ability and can blind a creature. If one stays on this layer too long, however, they may be killed in an explosion of wild energy.

Above this layer is an even more intense layer (infinite) that is fully a part of the Far Realm. In addition to the major positive-dominant trait, it also requires an immediate Will save (DC 20) or the creature will go insane (as the *insanity* spell.) Should this happen, it is likely that the PC will linger here too long and explode. If a PC somehow survives here long enough, he must make a new Will save every hour or go insane.

Encounter Eight: *Floracon*

The *Floracon* floats upon a pedestal near the elder creature. If Hrek'sha reaches 0 hp (or even if he is staggered or knocked unconscious from nonlethal damage) his soul is visibly sucked into the book. His soul is destroyed in the process, for he has tampered with powers that he surely should have left alone.

Hrek'sha mutters an otherworldly wail. His skin erupts in boils as his body slumps into the surrounding medium. A flash of light jumps from his body to the Floracon, which emits a steady humming sound and glows ever brighter now.

Hrek'sha also started a 3-minute countdown when he became aware of the PCs in the level below him. This countdown is irreversible.

Once the time is up, the elder creature thrashes about with epic power, thrusting portions of this realm back into the Phostwood, including the PCs, whatever is left of Hrek'sha's equipment, the *Floracon*, bits of alien material, and parts of itself, particularly its roots.

After a moment, the vibrations of the Floracon seem to be having an effect upon the massive tree. The

trunk emits waves of powerful energy, pushing everything around like leaves in a hurricane. With a massive eruption, the bark explodes with percussive violence. Time, space, and reality are being torn apart. You are thrown back in the massive burst and then all goes black.

(pause)

When you finally awake, you are lying on the ground. Stars shine through a gap in the trees. The glow around you is the familiar glow of the Phostwood, which seems so much more comfortable now that you have experienced the alien realm you were just ejected from.

The PCs can regroup. They can eventually find Hrek'sha's equipment, bits of alien material, a few small pseudonatural creatures scurrying about, and the *Floracon*. The *Floracon* continues to hum and vibrate as if brought to life. It sheds light as a *daylight* spell.

Additionally, a disturbing sight is left in the aftermath. The elder creature has managed to partially penetrate the Prime Material plane in the location of the blasted glade.

The glade where you entered the alien realm is now a blasted waste. At the center is no longer the massive oak tree that once stood here. In its place is a crater writhing with massive tree roots that spring from a black rip in space. The roots densely fill this hole, stretching outward in all directions before penetrating the soil. You can see the roots slowly wriggling and burrowing underfoot.

The elder creature fills a planar gate that has been ripped open between the Far Realm and the Prime Material plane. He is burrowing his roots into the soil and gaining a permanent foothold in this realm. His goals are alien and unknown.

The elder creature is virtually immune to attack. He cannot be banished by any known magic, or significantly harmed. Any damage he incurs quickly heals back. If the area is excavated, the portal always remains at ground level. No amount of chopping or digging is of any use. The portal cannot be closed within the bounds of this adventure. The adventurers will have to seek out a solution to this new problem some other time.

Encounter Nine (Optional): Ogre Camp

If the PCs express interest in taking on the Olungar ogres, they may do so if time permits. Not only will this take extra play time, but it will also cost 1 TU (2 TUs for out-of-region PCs) in preparation for the assault. All groups should be warned that this fight is very risky. For APL 4 and APL 6, this fight is a suicide mission. Fortunately, the PCs can prepare a coordinated plan to

attack. The DM should try to obtain the largest battle mat possible for this encounter.

The ogre tribe is led by one of the ogre mages, whose name is Margrat. He is not particularly special, other than he is much smarter than average ogres.

See the map in the Appendix. The DM is expected to be creative in how to run this encounter. There are only general guidelines as to how the ogres react to actions taken by the PCs.

The tribe consists of the ogre mage leader (Margrat, a standard ogre mage), another ogre mage, some skilled ogre melee combatants, a large contingent of regular ogres, and, at higher APLs, a bugbear sorcerer and an *awakened* dire bear. The latter creature was *awakened* by an ogre druid who left the tribe long ago in disgust over the destructive practices of the tribe. The bear decided to stick around with the ogres, quite content to live among them and help protect them.

The camp consists of a huge clearing of the forest. The ogres have chopped down all the trees and removed all traces of plant growth in a circular pattern. They regularly burn down any grasses that grow, not worrying very much about what catches fire around them. In the center of the clearing, they have left behind some large tree trunks, stripped of all branches, which prop up a massive tent structure made of jute netting. This mostly serves to provide them shade, but also keeps aerial spies from looking in on them very carefully. The center trunk not only supports the tallest portion of the tenting, but also is topped by a watchtower, accessible by a wooden ladder. Surrounding the tent are 3 small platforms about 4 ft. in height, with a wooden palisade wall providing cover for anyone inside.

The ogres have simple defenses. They are not smart enough to be organized into a powerful fighting force as a group, but they do rely on their strength and ferocity to carry them through. To communicate, most patrols have a horn with them, and all ogres on watch carry a horn.

They have two basic responses to threats:

- First, if they detect a large force, say 25 or more elves or similar creatures, they respond with an all-out defense using every ogre to attack as aggressively as possible. All the ogres know that the signal for this response is one long horn blast.
- Second, and the more likely relevant one for the PCs, is if they detect a small force. In that case, they assume that the attackers must be very powerful (or very stupid), so ordinary ogres evacuate to avoid being slaughtered. Only the most powerful are left behind to defend the camp. All the ogres know that the signal for this response is two short horn blasts.

Additionally, the ogres have three basic levels of alertness: low, medium, and high.

Low alert

This is the normal state for the Olungar tribe. Under this state, they have a single ogre in the central watchtower and a roving patrol of 6 standard ogres that circles the surrounding forest in a random pattern, typically staying within 1 mile of the camp.

Medium alert

This is a state the Olungars have when something different or unusual makes them uneasy. If Hoagret from Encounter One escaped, this is the alert level the tribe will be on. Under this state, they have 2 ogres in the central watchtower, one more at each outer post, and a roving patrol of 6 standard ogres that circles the surrounding forest in a random pattern, typically staying within 1 mile of the camp.

High alert

If the tribe feels threatened by a likely attack, this is the state they will be in. If any potentially hostile creature is spotted within a mile of the camp, or if something odd spooks them, they go to high alert. They station 2 ogres in the main tower and 2 ogres at each outer post, and two roving patrols circle the surrounding forest in a random pattern, staying within 1 mile of the camp and reporting back to camp regularly.

All APLs

Ogre (40): hp 29 each; see *Monster M* page 199. Non-combatant.

APL 4, APL 6 and APL 8 (EL 12)

Ogre (8): hp 29 each; see *Monster Manual* page 199.

Ogre Mage (2): hp 37 each; see *Monster Manual* page 200.

Ogre Bbn2 (2): hp 52 each; see Appendix One.

Ogre Rgr2 (2): hp 48 each; see Appendix One.

APL 10 (EL 14)

Ogre (8): hp 29 each; see *Monster Manual* page 199.

Ogre Mage (2): hp 37 each; see *Monster Manual* page 200.

Pretty Boy (APL 10): Male bugbear Sor10; hp 51; see Appendix One.

Ogre Bbn4 (2): hp 79; see *Monster Manual* page 199.

Chuggy, Awakened Dire Bear: hp 147; see Appendix One.

APL 12 (EL 16)

Ogre Bbn4 (8): hp 79 each; see Appendix One.

Ogre Mage (2): hp 37 each; see *Monster Manual* page 200.

Pretty Boy (APL 12): Male bugbear Sor12; hp 58; see Appendix One.

Vorggorr: Male ogre Clr9; hp 79, See Appendix One.

Chuggy, Awakened Anarchic Dire Bear: hp 147; see Appendix One.

Note that at APL 12, Vorggorr uses 3 spell slots and his *metamagic rod of lesser extend* to cast *spikes* on 3 greatclubs every day. This allows him and 2 of the ogre barbarians to always have these special weapons available for use, making them much more effective in melee.

Treasure: Defeating the Olungar tribe yields the following treasure:

APL 4-8: L: 304 gp; C: 0 gp; M: +1 *Large hide armor* (2) (97 gp each), +1 *Large greatclub* (2) (192 gp each).

APL 10: L: 107 gp; C: 0 gp; M: +2 *mithral chain shirt* (425 gp), +1 *cold iron morningstar* (276 gp), *cloak of resistance* +2 (333 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *potion of levitation* (25 gp), *potion of lesser restoration* (25 gp), *scroll of protection from good* (5) (10 gp), *wand of flaming sphere* (375 gp), +2 *Large chain shirt barding* (with armor spikes) (383 gp), *amulet of mighty fists* +1 (500 gp), *potion of cure serious wounds* (63 gp), +1 *Large hide armor* (2) (97 gp each), *ring of protection* +1 (2) (167 gp each), +1 *Large greatclub* (2) (192 gp each).

APL 12: L: 113 gp; C: 0 gp; M: +1 *Large hide armor* (8) (97 gp each), *ring of protection* +1 (8) (167 gp each), +1 *Large greatclub* (9) (192 gp each), +2 *mithral chain shirt* (425 gp), +1 *cold iron morningstar* (276 gp), *cloak of resistance* +3 (750 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *potion of levitation* (25 gp), *potion of lesser restoration* (25 gp), *potion of lesser vigor* (4 gp), *scroll of protection from good* (5) (10 gp), *wand of flaming sphere* (375 gp), *wand of fireball* (5th) (938 gp), +2 *Large full plate armor* (596 gp), *ring of protection* +2 (667 gp), *amulet of natural armor* +2 (667 gp), *lesser metamagic rod of Extend* (250 gp), +2 *Large chain shirt barding* (with armor spikes) (383 gp), *amulet of mighty fists* +2 (2,000 gp), *potion of cure serious wounds* (63 gp).

Conclusion

The PCs can take possession of the *Floracon* for a time. However, eventually it is confiscated by the church officials of the Theocracy of the Pale for safekeeping.

If the PCs have suffered any calamities that the Istari spellcasters can help with, they gladly cast spells on the PCs' behalf, but the PCs must provide any costly material components.

Curu'nole is very pleased with the PCs that aided in dealing with the problems associated with the Far Realms, the *Floracon*, and Hrek'sha.

If the PCs have battled the Olungar tribe, the Istari offer the PCs even more gratitude.

An Istari war party honors the PCs by escorting them safely back to the Theocracy of the Pale.

The End

Experience Point Summary

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

The Phostwood

Defeat hostile creatures

APL4 150 xp per encounter

APL6 150 xp per encounter

APL8 180 xp per encounter

APL10 180 xp per encounter

APL12 240 xp per encounter

Encounter One: The Hunt

Defeat hostile creatures

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Four: The Bog

Defeat hostile creatures

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Seven: Far Realm

Defeat Hrek'sha and pseudonatural creatures

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Discretionary roleplaying Award

The DM may award up to this amount of xp for good roleplaying:

APL4 105 xp
APL6 150 xp
APL8 195 xp
APL10 240 xp
APL12 285 xp

Total possible experience:

Varies

Maximum available experience:

The xp is capped by the following amounts:

APL4 675 xp
APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 xp

Additional possible experience with Optional Encounter

Playing the optional encounter requires the expenditure of 1 TU for Pale PCs and 2 TUs for non-Pale PCs. The rewards for this encounter are in addition to the previously listed rewards.

Encounter Nine (Optional): Ogre Camp

Defeat the Olungar tribe:

APL4 338 xp
APL6 450 xp
APL8 563 xp
APL10 675 xp
APL12 788 xp

Treasure Summary

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

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

body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter One: The Hunt

APL 4: L: 105 gp; C: 0 gp; M: +1 Large chain shirt (113 gp), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp).

APL 6: L: 287 gp; C: 0 gp; M: +1 Large hide armor (2) (98 gp each), +1 Large greatclub (2) (193 gp each), +1 Large chain shirt (113 gp), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp)

APL 8: L: 330 gp; C: 0 gp; M: +1 Large hide armor (2) (98 gp each), +1 Large greatclub (2) (193 gp each), *ring of protection* +1 (2) (167 gp each), +1 Large scimitar (2) (194 gp each), +1 Large chain shirt (3) (113 gp each), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp).

APL 10: L: 330 gp; C: 0 gp; M: +1 Large hide armor (2) (98 gp each), +1 Large greatclub (2) (193 gp each), *ring of protection* +2 (2) (667 gp each), +1 Large scimitar (2) (194 gp each), +1 Large chain shirt (113 gp), +2 Large chain shirt (2) (363 gp each), *potion of invisibility* (25 gp), *potion of lesser vigor* (4 gp).

APL 12: L: 330 gp; C: 0 gp; M: +2 Large hide armor (2) (348 gp each), +1 Large greatclub (2) (193 gp each), *ring of protection* +2 (2) (667 gp each), +1 Large scimitar (2) (194 gp each), +1 Large chain shirt (113 gp), +2 Large chain shirt (2) (363 gp each), *potion of invisibility* (25 gp), *periapt of Wisdom* +2 (2) (333 gp each), *potion of lesser vigor* (4 gp).

Encounter Four: The Bog

APL 4: L: 0 gp; C: 0 gp; M: 0 gp

APL 6: L: 9 gp; C: 0 gp; M: 0 gp

APL 8: L: 9 gp; C: 0 gp; M: 0 gp

APL 10: L: 9 gp; C: 0 gp; M: 0 gp

APL 12: L: 9 gp; C: 0 gp; M: 0 gp

Encounter Seven: Far Realm

APL 4: L: 26 gp; C: 0 gp; M: *cloak of Charisma +2* (333 gp), *bracers of armor +2* (333 gp).

APL 6: L: 26 gp; C: 0 gp; M: *cloak of Charisma +2* (333 gp), *amulet of health +2* (333 gp), *bracers of armor +2* (333 gp).

APL 8: L: 26 gp; C: 0 gp; M: *cloak of Charisma +2* (333 gp), *amulet of health +2* (333 gp), *ring of protection +2* (667 gp).

APL 10: L: 55 gp; C: 0 gp; M: *cloak of Charisma +4* (1333 gp), *amulet of health +2* (333 gp), *gloves of Dexterity +2* (333 gp), *ring of protection +2* (667 gp), *potion of cure serious wounds* (63 gp), *potion of remove curse* (63 gp).

APL 12: L: 55 gp; C: 0 gp; M: *cloak of Charisma +4* (1333 gp), *amulet of health +4* (1333 gp), *gloves of Dexterity +4* (1333 gp), *ring of protection +2* (667 gp), *potion of cure serious wounds* (2) (126 gp), *potion of remove curse* (63 gp).

Encounter Nine (Optional): Ogre Camp

APL 4-8: L: 304 gp; C: 0 gp; M: +1 *Large hide armor* (2) (97 gp each), +1 *Large greatclub* (2) (192 gp each).

APL 10: L: 107 gp; C: 0 gp; M: +2 *mithral chain shirt* (425 gp), +1 *cold iron morningstar* (276 gp), *cloak of resistance +2* (333 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *potion of levitation* (25 gp), *potion of lesser restoration* (25 gp), *scroll of protection from good* (5) (10 gp), *wand of flaming sphere* (375 gp), +2 *Large chain shirt barding* (with armor spikes) (383 gp), *amulet of mighty fists +1* (500 gp), *potion of cure serious wounds* (63 gp), +1 *Large hide armor* (2) (97 gp each), *ring of protection +1* (2) (167 gp each), +1 *Large greatclub* (2) (192 gp each).

APL 12: L: 113 gp; C: 0 gp; M: +1 *Large hide armor* (8) (97 gp each), *ring of protection +1* (8) (167 gp each), +1 *Large greatclub* (9) (192 gp each), +2 *mithral chain shirt* (425 gp), +1 *cold iron morningstar* (276 gp), *cloak of resistance +3* (750 gp), *potion of cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *potion of levitation* (25 gp), *potion of lesser restoration* (25 gp), *potion of lesser vigor* (4 gp), *scroll of protection from good* (5) (10 gp), *wand of flaming sphere* (375 gp), *wand of fireball* (5th) (938 gp), +2 *Large full plate armor* (596 gp), *ring of protection +2* (667 gp), *amulet of natural armor +2* (667 gp), *lesser metamagic rod of Extend* (250 gp), +2 *Large chain shirt barding* (with armor spikes) (383 gp), *amulet of mighty fists +2* (2,000 gp), *potion of cure serious wounds* (63 gp).

Maximum Possible Treasure

The total treasure available at each APL has not been calculated. The totals easily surpass the following treasure caps:

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Additional Possible Treasure with Optional Encounter

Playing the optional encounter requires the expenditure of 1 TU for all PCs. The rewards for this encounter are in addition to the previously listed rewards.

APL 4: 325 gp

APL 6: 450 gp

APL 8: 650 gp

APL 10: 1,150 gp

APL 12: 1,650 gp

Special

Favor of the Istari: For taking on the extremely risky task of attacking the Olungar tribe of ogres, the Istari elves grant you Regional access to the items on the list marked with a double asterisk (**).

Lost in the Phost: Your lack of wilderness skills has caused you to get lost for ___ extra TUs.

The Floracon: You have retrieved *The Floracon*, now known to be a potent artifact of alien power. The Church of the One True Path has taken the item, but has indicated that it will likely seek your help dealing with it in the future.

Alienist prestige class: You qualify for the special requirement to take the alienist prestige class. Note that taking levels in the prestige class incurs the enmity of the Pale Arcanist Guild.

Phostwood souvenir: This small branch from a fallen phost tree glows dimly in a 5-ft. radius. The branch rots away after one year. *Cost:* 1 gp. *Weight:* 2 lb. Expires one year from the date on the AR it is purchased on.

Raucher's Recorder: This small masterwork instrument is made of finely sculpted hornwood and bears sylvan runes upon its length. Once per day, upon playing the correct tune with a successful Perform (wind instruments) check (DC 12) the performer is affected by an *invisibility* spell (CL 13th). Once per week, upon playing the correct tune with a successful Perform (wind instruments) check (DC 17) the performer may cast *mass invisibility*. A failed Perform check still expends the use.

In addition to the +2 circumstance bonus granted for its masterwork quality, this fine instrument grants its owner a +2 enhancement bonus on any Perform checks made while playing it.

Strong illusion; CL 13th; Craft Wondrous Item, invisibility, mass invisibility; Price 12,000 gp.

Ribbon Dagger: A ribbon dagger is a light exotic weapon crafted from alchemically treated kaorti resin. It consists of a resin handle to which is affixed a 1-foot-long flexible strip of resin. This ribbon of resin is razor-sharp and deals 1d4 points of damage on a hit with a critical multiplier of x4. The ribbon can wrap around objects with ease; disarm attacks made with a ribbon dagger gain a +2 bonus. *Cost:* 50 gp. *Weight:* 1 lb.

Potion of Lesser Vigor (Complete Divine)

Faint conjuration; CL 1st; Brew Potion, lesser vigor (Complete Divine); Price 50 gp.

Items for the Adventure Record

Item Access

A * indicates items only available from the optional encounter. A ** indicates items available from the Istari for successfully completing the optional encounter.

APL 4 and 6:

- Masterwork elven lightblade (Adventure; Complete Warrior; 350 gp)
- Masterwork elven thinblade (Adventure; Complete Warrior; 400 gp)
- Masterwork composite longbow (+5 Str bonus) (Adventure; 900 gp)
- *potion of lesser vigor* (Adventure; see AR; 50 gp; maximum 2 per PC)
- *Phostwood souvenir* (Adventure; see AR; 1 gp)
- *Raucher's recorder* (Adventure; see AR; 12,000 gp)
- *bracers of armor +2* (Adventure; DMG; 4,000 gp)

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

- *ring of protection +2* (Adventure; DMG; 8,000 gp)
- ** *boots of tracklessness* (Regional; A&EG; 33,500 gp)
- ** *winged boots* (Regional; DMG; 16,000 gp)
- ** *Elf Edge* (Regional; Savage Species; 18,315 gp)
- ** *Heward's handy haversack* (Regional; DMG; 2,000 gp)
- ** *Larethian Protector* (Regional; A&EG; 50,375 gp)

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

- *cloak of Charisma +4* (Adventure; DMG; 16,000 gp)
- Masterwork Medium ribbon dagger (Adventure; Fiend Folio ("kaorti"); 350 gp)
- * +2 *mithral chain shirt* (Adventure; DMG; 5,100 gp)
- * *cloak of resistance +2* (Adventure; DMG; 4,000 gp)
- * *wand of flaming sphere* (Adventure; DMG; 4,500 gp)
- * +2 *Large chain shirt barding* (with armor spikes) (Adventure; DMG; 4,550 gp)
- * *amulet of mighty fists +1* (Adventure; DMG; 6,000 gp)

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

- *amulet of health +4* (Adventure; DMG; 16,000 gp)
- *gloves of Dexterity +4* (Adventure; DMG; 16,000 gp)
- * *cloak of resistance +3* (Adventure; DMG; 9,000 gp)
- * *wand of fireball (5th)* (Adventure; DMG; 11,250 gp)
- * *lesser metamagic rod of Extend* (Adventure; DMG; 3,000 gp)
- * *amulet of mighty fists +2* (Adventure; DMG; 24,000 gp)

Special Adventure Record

One PC per table gets the additional special AR. [The TU/xp/gp sections should be crossed out on this special AR.]

The Ravening

You have experienced the dread forces of the Far Realm. Your mind and body have been warped by unimaginable alien powers. The effects course their way through you progressively in phases before eventually dying out. Once a new phase begins, the effects of the previous phase end.

At the beginning of every scenario played (except the very first scenario after receiving The Ravening), the PC must show this AR to the DM. The PC rolls a d6 and consults the table below. Due to the chaotic nature of the effect, no roll for The Ravening may be rerolled or modified in any way.

1 The Ravening is suppressed for this scenario.

2-4 The Ravening effect continues in its current phase.

5 The Ravening effect continues in its current phase and a major manifestation occurs for this scenario only.

6 The Ravening immediately progresses to the next phase.

The phases are as follows:

Phase 1

This phase begins on the first scenario played after acquiring The Ravening.

Fear of heights (Ex): Whenever you are within 10 ft. of a 10 ft. drop (or higher) you become frightened. Should you ever fall or become airborne, you become panicked as long as you remain airborne and for 1d6 rounds thereafter.

Earth Mastery (Ex): You gain a +1 bonus on attack and damage rolls if both you and your foe are touching the ground. If an opponent is airborne or waterborne, you take a -4 penalty on attack and damage rolls.

Phase 2

Began on AR # ____ DM initial ____

Fear of reptiles (Ex): You become shaken whenever you are within sight of a reptile, and remain shaken for 1d6 minutes thereafter.

Poison vulnerability (Ex): You suffer a -2 penalty to saves against poison.

Phase 3

Began on AR # ____ DM initial ____

Horrid dreams haunt you, causing you to need an extra 2 hours of rest beyond what you would normally require. You also fear bright sunlight.

Light Sensitivity (Ex): You are dazzled in bright sunlight or within the radius of a *daylight* spell.

Phase 4

Began on AR # ____ DM initial ____

Your tongue forks like that of a snake, and your voice gets a distinct hissing quality to it. You occasionally flick your tongue out of your mouth to smell the air, which causes all Diplomacy skill checks with sighted creatures to incur a -4 penalty.

Scent (Ex): You gain the scent special ability, as in the DMG pg. 298.

Phase 5 (End)

Ended on AR # ____ DM initial ____

The Ravening ends.

Major manifestation

If a major manifestation occurs, the effect below occurs for the duration of the current scenario. Once the scenario ends, the major manifestation effect goes away. The player rolls a d6 and consults the following table:

1 Your arms are replaced by tentacles. You are no longer proficient with any weapons, any spells with somatic components require a Concentration check (DC 15), you

have a +8 bonus to grapple checks, and a +8 bonus to Swim checks.

2 Your ears transform into tree leaves. You are deaf.

3 Your eyes become black as coal. You are blinded. However, you can somehow sense objects around you.

Blindsight (Ex): Using nonvisual senses that rely upon alien insight, you notice things you cannot see. You usually do not need to make Spot or Listen checks to pinpoint the location of a creature within 60 ft., provided that you have line of effect to that creature. Any opponent you cannot see still has total concealment against you, and you still have the normal miss chance when attacking foes that have concealment. Your lack of sight still affects your movement. You are denied your Dexterity bonus to Armor Class against attacks from creatures you cannot see.

4 +4 insight bonus to Wisdom.

5 -2 penalty to Dexterity but amazing clarity of vision. (+6 Spot)

6 SR 10. You cannot lower this effect voluntarily.

If the player has a special "Fist of Emirikol" d20 (a special reward from the RPGA), he may choose instead to roll that die and consult the special table as provided by the Pale Triad. This is not related to the Fist of Emirikol magic item. A standard d20 may not be substituted for the Fist of Emirikol.

Appendix One – Encounter One

APL 4

Hoagret: Male ogre Rgr4; CR 7; Large giant; HD 4d8+12 plus 4d8+12 plus 3; hp 63; Init -1; Spd 40 ft.; AC 19 (-1 size, +5 natural, +5 +1 *chain shirt*), touch 9, flat-footed 19; Base Atk +7; Grp +16; Atk +12 melee (2d6+5/19-20, masterwork longsword), or +6 ranged (1d8+5, javelin); Full Atk +10/+5 melee (2d6+5/19-20, masterwork longsword) and +10 melee (1d6+2/x4, masterwork light pick), or +6 ranged (1d6+5, javelin); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +2, Animal Companion; AL CE; SV Fort +11, Ref +5, Will +3; Str 21, Dex 10, Con 16, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Heal +3, Knowledge (nature) +1, Listen +6, Spot +6, Survival +14; Diehard, Endurance (B), Self-Sufficient, Toughness, Track (B), Two-Weapon Fighting (B).

Language: Giant only.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—*longstrider*.

Possessions: +1 *Large chain shirt*, masterwork Large longsword (2), masterwork Large light pick, Large javelin (4), Large greatclub, Large dagger, *potion of invisibility*, *potion of lesser vigor*, spell component pouch, fish hook (5), flint and steel, backpack, tent, antitoxin.

APL 6

Hoagret: Male ogre Rgr4; CR 7; Large giant; HD 4d8+12 plus 4d8+12 plus 3; hp 63; Init -1; Spd 40 ft.; AC 19 (-1 size, +5 natural, +5 +1 *chain shirt*), touch 9, flat-footed 19; Base Atk +7; Grp +16; Atk +12 melee (2d6+5/19-20, masterwork longsword), or +6 ranged (1d8+5, javelin); Full Atk +10/+5 melee (2d6+5/19-20, masterwork longsword) and +10 melee (1d6+2/x4, masterwork light pick), or +6 ranged (1d6+5, javelin); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +2, Animal Companion; AL CE; SV Fort +11, Ref +5, Will +3; Str 21, Dex 10, Con 16, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Heal +3, Knowledge (nature) +1, Listen +6, Spot +6, Survival +14; Diehard, Endurance (B), Self-Sufficient, Toughness, Track (B), Two-Weapon Fighting (B).

Language: Giant only.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—*longstrider*.

Possessions: +1 *Large chain shirt*, masterwork Large longsword (2), masterwork Large light pick, Large

javelin (4), Large greatclub, Large dagger, *potion of invisibility*, *potion of lesser vigor*, spell component pouch, fish hook (5), flint and steel, backpack, tent, antitoxin.

Ogre Bbn2: CR 5; Large Giant; HD 4d8+15 plus 2d12+6; hp 52; Init +0; Spd 40 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +5/+17; Atk/Full Atk +14 melee (2d8+13, +1 *Large greatclub*) or +4 ranged (1d8+8, Large javelin); Space/Reach 10 ft./10 ft.; SA rage 1/day; SQ Darkvision 60 ft., low-light vision, uncanny dodge; AL CE; SV Fort +10, Ref +1, Will +1; Str 26, Dex 11, Con 17, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Language: Giant only.

Age (Ex): When the Ogre Bbn2 rages, his statistics change as follows for up to 8 rounds – hp 64; AC 16, touch 7, flat-footed 16; Grp +19; Atk/Full Atk +16 melee (2d8+16, +1 *Large greatclub*) or +4 ranged (1d8+10, Large javelin); SV Fort +12, Will +3; Str 30; Con 21; Climb +15, Jump +19.

Possessions: +1 *Large hide armor*, +1 *Large greatclub*.

Ogre Rgr2: CR 5; Large Giant; HD 4d8+15 plus 2d8+6; hp 48; Init -1; Spd 40 ft.; AC 18, touch 10, flat-footed 18; BAB/Grp +5/+16; Atk +13 melee (2d6+7/19-20, masterwork longsword), or +5 ranged (1d8+7, javelin); Full Atk +11/+6 melee (2d6+7/19-20, masterwork longsword) and +10 melee (1d6+3/x4, masterwork light pick), or +5 ranged (1d6+7, javelin); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +0; AL CE; SV Fort +10, Ref +5, Will +2; Str 24, Dex 13, Con 17, Int 9, Wis 12, Cha 6.

Skills and Feats: Climb +12, Knowledge (nature) +3, Listen +4, Spot +3, Survival +6; Diehard, Endurance (B), Toughness, Track (B), Two-Weapon Fighting (B), Weapon Focus (longsword).

Language: Giant only.

Possessions: Masterwork Large studded leather armor, masterwork Large longsword (2), masterwork Large light pick, Large javelin (4), Large greatclub.

APL 8

Hoagret: Male ogre Rgr4; CR 7; Large giant; HD 4d8+12 plus 4d8+12 plus 3; hp 63; Init -1; Spd 40 ft.; AC 19 (-1 size, +5 natural, +5 +1 *chain shirt*), touch 9, flat-footed 19; Base Atk +7; Grp +16; Atk +12 melee (2d6+5/19-20, masterwork longsword), or +6 ranged (1d8+5, javelin); Full Atk +10/+5 melee (2d6+5/19-20, masterwork longsword) and +10 melee (1d6+2/x4, masterwork light pick), or +6 ranged (1d6+5, javelin);

Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +2, Animal Companion; AL CE; SV Fort +11, Ref +5, Will +3; Str 21, Dex 10, Con 16, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Heal +3, Knowledge (nature) +1, Listen +6, Spot +6, Survival +14; Diehard, Endurance (B), Self-Sufficient, Toughness, Track (B), Two-Weapon Fighting (B).

Language: Giant only.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—longstrider.

Possessions: +1 Large chain shirt, masterwork Large longsword (2), masterwork Large light pick, Large javelin (4), Large greatclub, Large dagger, *potion of invisibility*, *potion of lesser vigor*, spell component pouch, fish hook (5), flint and steel, backpack, tent, antitoxin.

Ogre Bbn4: CR 7; Large Giant; HD 4d8+19 plus 4d12+16; hp 79; Init +0; Spd 40 ft.; AC 19, touch 10, flat-footed 19; BAB/Grp +7/+19; Atk +16 melee (2d8+13, +1 Large greatclub) or +6 ranged (1d8+8, Large javelin); Full Atk +16/+11 melee (2d8+13, +1 Large greatclub) or +6 ranged (1d8+8, Large javelin); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Language: Giant only.

Age (Ex): When the Ogre Bbn4 rages, his statistics change as follows for up to 9 rounds – hp 95; AC 17, touch 8, flat-footed 17; Grp +21; Atk/Full Atk +18 melee (2d8+16, +1 Large greatclub) or +6 ranged (1d8+10, Large javelin); SV Fort +14, Will +4; Str 30; Con 22; Climb +15, Jump +19.

Possessions: +1 Large hide armor, +1 Large greatclub, ring of protection +1, Large javelin (4), Large club, sack.

Ogre Rgr4: CR 7; Large Giant; HD 4d8+19 plus 4d8+16; hp 71; Init +0; Spd 40 ft.; AC 19, touch 9, flat-footed 19; BAB/Grp +7/+18; Atk +15 melee (1d8+8/18-20, +1 Large scimitar) or +7 ranged (2d6+7, masterwork Large composite longbow [+7 Str bonus]); Full Atk +13/+8 melee (1d8+8/18-20, +1 Large scimitar) and +12 melee (1d6+3/18-20, masterwork Large kukri) or +7/+2 ranged (2d6+7, masterwork Large composite longbow [+7 Str bonus]); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +2, Animal Companion; AL CE; SV Fort +12, Ref +5, Will +3; Str 24, Dex 11, Con 18, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +12, Knowledge (nature) +3, Listen +5, Spot +4, Survival +6; Diehard, Endurance (B), Toughness, Track (B), Two-Weapon Fighting (B), Weapon Focus (scimitar).

Language: Giant only.

Possessions: +1 Large chain shirt, +1 Large scimitar, masterwork Large kukri, masterwork Large composite longbow (+7 Str bonus), Large sickle, spell component pouch, backpack.

APL 10

Hoagret: Male ogre Rgr4; CR 7; Large giant; HD 4d8+12 plus 4d8+12 plus 3; hp 63; Init -1; Spd 40 ft.; AC 19 (-1 size, +5 natural, +5 +1 chain shirt), touch 9, flat-footed 19; Base Atk +7; Grp +16; Atk +12 melee (2d6+5/19-20, masterwork longsword), or +6 ranged (1d8+5, javelin); Full Atk +10/+5 melee (2d6+5/19-20, masterwork longsword) and +10 melee (1d6+2/x4, masterwork light pick), or +6 ranged (1d6+5, javelin); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +2, Animal Companion; AL CE; SV Fort +11, Ref +5, Will +3; Str 21, Dex 10, Con 16, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Heal +3, Knowledge (nature) +1, Listen +6, Spot +6, Survival +14; Diehard, Endurance (B), Self-Sufficient, Toughness, Track (B), Two-Weapon Fighting (B).

Language: Giant only.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—longstrider.

Possessions: +1 Large chain shirt, masterwork Large longsword (2), masterwork Large light pick, Large javelin (4), Large greatclub, Large dagger, *potion of invisibility*, *potion of lesser vigor*, spell component pouch, fish hook (5), flint and steel, backpack, tent, antitoxin.

Ogre Bbn6: CR 9; Large Giant; HD 4d8+19 plus 6d12+24; hp 100; Init +0; Spd 40 ft.; AC 20, touch 11, flat-footed 20; BAB/Grp +9/+21; Atk +18 melee (2d8+13, +1 Large greatclub) or +8 ranged (1d8+8, Large javelin); Full Atk +18/13 melee (2d8+13, +1 Large greatclub) or +8 ranged (1d8+8, Large javelin); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +2, improved uncanny dodge; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +15, Hide -6, Jump +19, Listen +8, Spot +2; Power Attack, Cleave, Toughness, Weapon Focus (greatclub).

Language: Giant only.

Age (Ex): When the Ogre Bbn6 rages, his statistics change as follows for up to 9 rounds – hp 120; AC 18, touch 9, flat-footed 18; Grp +23; Atk +20 melee

(2d8+16, +1 *Large greatclub*) or +8 ranged (1d8+10, *Large javelin*); Full Atk +20/15 melee (2d8+16, +1 *Large greatclub*) or +8 ranged (1d8+10, *Large javelin*); SV Fort +15, Will +5; Str 30; Con 22; Climb +19, Jump +21.

Possessions: +1 *Large hide armor*, +1 *Large greatclub*, *ring of protection* +2, *Large javelin* (4), *Large club*, sack.

Ogre Rgr6: CR 9; Large Giant; HD 4d8+19 plus 6d8+24; hp 88; Init +0; Spd 40 ft.; AC 20, touch 9, flat-footed 20; BAB/Grp +9/+20; Atk +17 melee (1d8+8/18-20, +1 *Large scimitar*) or +9 ranged (2d6+7, masterwork *Large composite longbow* [+7 Str bonus]); Full Atk +15/+10 melee (1d8+8/18-20, +1 *Large scimitar*) and +15/+10 melee (1d6+3/18-20, masterwork *Large kukri*) or +9/+4 ranged (2d6+7, masterwork *Large composite longbow* [+7 Str bonus]); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +4, favored enemy humans +2, low-light vision, Wild Empathy +4, Animal Companion; AL CE; SV Fort +13, Ref +6, Will +4; Str 24, Dex 11, Con 18, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +14, Knowledge (nature) +5, Listen +7, Spot +6, Survival +8; Diehard, Endurance (B), Improved Two-Weapon Fighting (B), Toughness, Track (B), Two-Weapon Fighting, Weapon Focus (kukri), Weapon Focus (scimitar).

Language: Giant only.

Ranger Spells Prepared (2; base DC = 11 + spell level): 1st—*longstrider*, *resist energy*. When the Ogre Rgr6 has prepared for battle, he has cast both spells and his statistics change as follows: Spd 50 ft.; SQ Fire resistance 10.

Possessions: +2 *Large chain shirt*, +1 *Large scimitar*, masterwork *Large kukri*, masterwork *Large composite longbow* (+7 Str bonus), *Large sickle*, spell component pouch, backpack.

Advanced Wolf Animal Companion: CR —; Medium animal; HD 4d8+8; hp 26; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 14; BAB/Grp +3/+5; Atk/Full Atk +5 melee (1d6+3, bite); SA trip; SQ share spells, evasion, low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent); Track (B), Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent may not react to trip the wolf.

APL 12

Hoagret: Male ogre Rgr4; CR 7; Large giant; HD 4d8+12 plus 4d8+12 plus 3; hp 63; Init -1; Spd 40 ft.; AC

19 (-1 size, +5 natural, +5 +1 *chain shirt*), touch 9, flat-footed 19; Base Atk +7; Grp +16; Atk +12 melee (2d6+5/19-20, masterwork *longsword*), or +6 ranged (1d8+5, *javelin*); Full Atk +10/+5 melee (2d6+5/19-20, masterwork *longsword*) and +10 melee (1d6+2/x4, masterwork *light pick*), or +6 ranged (1d6+5, *javelin*); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +2, Animal Companion; AL CE; SV Fort +11, Ref +5, Will +3; Str 21, Dex 10, Con 16, Int 8, Wis 12, Cha 7.

Skills and Feats: Climb +8, Heal +3, Knowledge (nature) +1, Listen +6, Spot +6, Survival +14; Diehard, Endurance (B), Self-Sufficient, Toughness, Track (B), Two-Weapon Fighting (B).

Language: Giant only.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—*longstrider*.

Possessions: +1 *Large chain shirt*, masterwork *Large longsword* (2), masterwork *Large light pick*, *Large javelin* (4), *Large greatclub*, *Large dagger*, *potion of invisibility*, *potion of lesser vigor*, spell component pouch, fish hook (5), flint and steel, backpack, tent, antitoxin.

Ogre Bbn8: CR 11; Large Giant; HD 4d8+19 plus 8d12+32; hp 121; Init +1; Spd 40 ft.; AC 22, touch 12, flat-footed 21; BAB/Grp +11/+23; Atk +20 melee (2d8+13, +1 *Large greatclub*) or +11 ranged (1d8+8, *Large javelin*); Full Atk +20/+15/+10 melee (2d8+13, +1 *Large greatclub*) or +11 ranged (1d8+8, *Large javelin*); Space/Reach 10 ft./10 ft.; SA Rage 3/day; SQ DR 1/-, Darkvision 60 ft., low-light vision, trap sense +4, improved uncanny dodge; AL CE; SV Fort +14, Ref +4, Will +3; Str 26, Dex 12, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +15, Hide -5, Jump +20, Listen +9, Spot +2; Power Attack, Cleave, Improved Overrun, Toughness, Weapon Focus (greatclub).

Language: Giant only.

Rage (Ex): When the Ogre Bbn8 rages, his statistics change as follows for up to 9 rounds – hp 128; AC 20, touch 10, flat-footed 19; Grp +25; Atk +22 melee (2d8+16, +1 *Large greatclub*) or +11 ranged (1d8+10, *Large javelin*); Full Atk +22/+17/+12 melee (2d8+16, +1 *Large greatclub*) or +11 ranged (1d8+10, *Large javelin*); SV Fort +16, Will +5; Str 30; Con 22; Climb +19, Jump +21.

Possessions: +2 *Large hide armor*, +1 *Large greatclub*, *ring of protection* +2, *Large javelin* (4), *Large club*, sack.

Ogre Rgr8: CR 11; Large Giant; HD 4d8+19 plus 8d8+32; hp 105; Init +0; Spd 40 ft.; AC 21, touch 10, flat-footed 20; BAB/Grp +11/+22; Atk +19 melee (1d8+8/15-20, +1 *Large scimitar*) or +12 ranged (2d6+7, masterwork *Large composite longbow* [+7 Str bonus]); Full Atk +17/+12/+7 melee (1d8+8/15-20, +1 *Large scimitar*) and +17/+12 melee (1d6+3/18-20, masterwork

Large kukri) or +12/+7/+2 ranged (2d6+7, masterwork Large composite longbow [+7 Str bonus]); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +4, favored enemy humans +2, low-light vision, Wild Empathy +6, Animal Companion, Woodland Stride, Swift Tracker; AL CE; SV Fort +14, Ref +8, Will +5; Str 24, Dex 12, Con 18, Int 8, Wis 14, Cha 7.

Skills and Feats: Climb +16, Knowledge (nature) +7, Listen +10, Spot +9, Survival +11; Diehard, Endurance (B), Improved Critical (scimitar), Improved Two-Weapon Fighting (B), Toughness, Track (B), Two-Weapon Fighting (B), Weapon Focus (kukri), Weapon Focus (scimitar).

Language: Giant only.

Ranger Spells Prepared (2/1; base DC = 12 + spell level): 1st—*longstrider*, *resist energy*; 2nd—*barkskin*. When the Ogre Rgr8 has prepared for battle, he has cast all three spells and his statistics change as follows: Spd 50 ft.; AC 23, touch 10, flat-footed 22; SA Fire resistance 10.

Possessions: +2 Large chain shirt, +1 Large scimitar, masterwork Large kukri, masterwork Large composite longbow (+7 Str bonus), Large sickle, *periap of Wisdom* +2, spell component pouch, backpack.

Appendix One – Encounter Four

APL 4

Pseudonatural Vine Horror: CR 5; Medium Outsider (Aquatic); HD 5d8+20; hp 42; Init +0; Spd 30 ft., swim 30 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; BAB/Grp +3/+7; Atk +7 melee (1d6+4, slam); Full Atk +7 melee (1d6+4, 2 slams); SA *Animate Vines*, *True Strike*; SQ Half damage from piercing and slashing, malleability, plant traits, electricity and acid resistance 5, DR 5/magic, SR 15, Alternate Form; AL NE; SV Fort +8, Ref +1, Will +2; Str 18, Dex 10, Con 19, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide +15*, Listen +3, Spot +3, Swim +16; Alertness, Blind-Fight.

Animate Vines (Sp): A vine horror can use this ability to animate any single vine or similar kind of plant life within 90 ft. An animated vine fights as an assassin vine in all respects (see the *Monster Manual*). An animated vine loses its ability to fight if the vine horror that animated it is incapacitated or moves out of range.

True Strike (Su): Once per day, a pseudonatural vine horror can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural vine horror can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Malleability (Ex): Because of a vine horror's unusual body structure, it can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and similar openings that are 1 inch or more in width do not slow the vine horror at all.

Plant Traits (Ex): A vine horror is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. A vine horror also has low-light vision.

Skills: Vine Horrors have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered. *Vine Horrors have a +15 racial bonus on Hide checks in swamps or other areas with noticeable concentrations of algae.

APL 6

Darktentacles: CR 7; Large Aberration; HD 9d8+27; hp 67; Init +2; Spd 5 ft., swim 20 ft.; AC 18, touch 11, flat-footed 16; BAB/Grp +6/+30*; Atk +9 melee (1d4+4, slam) or +9 melee (2d6+4/19-20, Large longsword) or +9 melee (1d8+4/19-20, longsword) or +9 melee (1d6+4/19-20, shortsword); Full Atk +9 melee (1d4+4, 12 slams) or +7/2 melee (2d6+4/19-20, Large longsword) and +7 melee (1d8+2/19-20, 3 longswords) and +7 melee (1d6+2/19-20, 3 shortswords) and +7 melee (1d4+4, 5 slams); Space/Reach 10 ft./15 ft.; SA Constrict 2d6+6, improved grab, spell-like abilities; SQ Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use; AL CE; SV Fort +6, Ref +5, Will +7; Str 19, Dex 15, Con 17, Int 14, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Hide +14, Listen +6, Move Silently +14, Spot +6; Combat Reflexes, Multidexterity, Multiweapon Fighting.

Constrict (Ex): With a successful grapple check, a darktentacles can crush a grabbed opponent, dealing 2d6+6 points of bludgeoning damage.

Improved Grab (Ex): If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam 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 can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally, or simply use its tentacle to hold an opponent (-20 penalty on grapple check, but the darktentacles is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam and constrict damage.

Spell-like Abilities: 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10th; save DC 11 + spell level.

Enhanced Multiweapon Fighting (Ex): This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon fighting feats, this ability effectively negates all attack penalties for using one or more light off-hand weapons.

Tentacle Regeneration (Ex): Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Tremorsense (Ex): A darktentacles can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Weapon Use (Ex): A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

Skills: A darktentacles receives a +4 racial bonus on Hide checks.

*A darktentacles has a +16 racial bonus on grapple checks.

Possessions: Large longsword, longsword (3), shortsword (3).

APL 8

Pseudonatural Darktentacles: CR 8; Large Outsider; HD 9d8+27; hp 67; Init +2; Spd 5 ft., swim 20 ft.; AC 18, touch 11, flat-footed 16; BAB/Grp +6/+30*; Atk +9 melee (1d4+4, slam) or +9 melee (2d6+4/19-20, Large longsword) or +9 melee (1d8+4/19-20, longsword) or +9 melee (1d6+4/19-20, shortsword); Full Atk +9 melee (1d4+4, 12 slams) or +7/2 melee (2d6+4/19-20, Large longsword) and +7 melee (1d8+2/19-20, 3 longswords) and +7 melee (1d6+2/19-20, 3 shortswords) and +7 melee (1d4+4, 5 slams); Space/Reach 10 ft./15 ft.; SA *True Strike*, Constrict 2d6+6, improved grab, spell-like abilities; SQ Electricity and acid resistance 10, DR 5/magic, SR 19, *Alternate Form*, Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use; AL CE; SV Fort +6, Ref +5, Will +7; Str 19, Dex 15, Con 17, Int 14, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Hide +14, Listen +6, Move Silently +14, Spot +6; Combat Reflexes, Multidexterity, Multiweapon Fighting.

True Strike (Su): Once per day, a pseudonatural darktentacles can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural darktentacles can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Constrict (Ex): With a successful grapple check, a darktentacles can crush a grabbed opponent, dealing 2d6+6 points of bludgeoning damage.

Improved Grab (Ex): If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam 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 can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally, or simply use its tentacle to hold an opponent (-20 penalty on grapple check, but the darktentacles is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam and constrict damage.

Spell-like Abilities: 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10th; save DC 11 + spell level.

Enhanced Multiweapon Fighting (Ex): This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon fighting feats, this ability effectively negates all attack penalties for using one or more light off-hand weapons.

Tentacle Regeneration (Ex): Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Tremorsense (Ex): A darktentacles can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Weapon Use (Ex): A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

Skills: A darktentacles receives a +4 racial bonus on Hide checks.

*A darktentacles has a +16 racial bonus on grapple checks.

Possessions: Large longsword, longsword (3), shortsword (3).

APL 10

Pseudonatural Darktentacles: CR 8; Large Outsider; HD 9d8+27; hp 67; Init +2; Spd 5 ft., swim 20 ft.; AC 18, touch 11, flat-footed 16; BAB/Grp +6/+30*; Atk +9 melee (1d4+4, slam) or +9 melee (2d6+4/19-20, Large longsword) or +9 melee (1d8+4/19-20, longsword) or +9 melee (1d6+4/19-20, shortsword); Full Atk +9 melee (1d4+4, 12 slams) or +7/2 melee (2d6+4/19-20, Large longsword) and +7 melee (1d8+2/19-20, 3 longswords) and +7 melee (1d6+2/19-20, 3 shortswords) and +7 melee (1d4+4, 5 slams); Space/Reach 10 ft./15 ft.; SA *True Strike*, Constrict 2d6+6, improved grab, spell-like abilities; SQ Electricity and acid resistance 10, DR

5/magic, SR 19, *Alternate Form*, Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use; AL CE; SV Fort +6, Ref +5, Will +7; Str 19, Dex 15, Con 17, Int 14, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Hide +14, Listen +6, Move Silently +14, Spot +6; Combat Reflexes, Multidexterity, Multiweapon Fighting.

True Strike (Su): Once per day, a pseudonatural darktentacles can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural darktentacles can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Constrict (Ex): With a successful grapple check, a darktentacles can crush a grabbed opponent, dealing 2d6+6 points of bludgeoning damage.

Improved Grab (Ex): If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam 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 can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally, or simply use its tentacle to hold an opponent (-20 penalty on grapple check, but the darktentacles is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam and constrict damage.

Spell-like Abilities: 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10th; save DC 11 + spell level.

Enhanced Multiweapon Fighting (Ex): This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon fighting feats, this ability effectively negates all attack penalties for using one or more light off-hand weapons.

Tentacle Regeneration (Ex): Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Tremorsense (Ex): A darktentacles can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Weapon Use (Ex): A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

Skills: A darktentacles receives a +4 racial bonus on Hide checks.

*A darktentacles has a +16 racial bonus on grapple checks.

Possessions: Large longsword, longsword (3), shortsword (3).

Pseudonatural Treant: CR 9; Huge Outsider; HD 7d8+35; hp 66; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; BAB/Grp +5/+22; Atk +12 melee (2d6+9, slam); Full Atk +12 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA *True Strike*, *Animate trees*, double damage against objects, trample 2d6+13; SQ Electricity and acid resistance 5, DR 5/magic and DR 10/slashing, SR 17, *Alternate form*, low-light vision, plant traits, vulnerability to fire; AL CN; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground); Improved Sunder, Iron Will, Power Attack.

True Strike (Su): Once per day, a pseudonatural treant can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural treant can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based.

Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

APL 12

Pseudonatural Advanced Darktentacles: CR 11; Large Outsider; HD 17d8+51; hp 127; Init +3; Spd 5 ft., swim 20 ft.; AC 20, touch 12, flat-footed 17; BAB/Grp +12/+37*; Atk +16 melee (1d4+4, slam) or +16 melee (2d6+4/19-20, Large longsword) or +16 melee (1d8+4/19-20, longsword) or +16 melee (1d6+4/19-20, shortsword); Full Atk +16 melee (1d4+4, 12 slams) or +14/+9/+4 melee (2d6+4/19-20, Large longsword) and +14 melee (1d8+2/19-20, 3 longswords) and +14 melee (1d6+2/19-20, 3 shortswords) and +14 melee (1d4+4, 5 slams); Space/Reach 10 ft./15 ft.; SA *True Strike*, *Constrict* 2d6+7, improved grab, spell-like abilities; SQ Electricity and acid resistance 15, DR 10/magic, SR 25, *Alternate Form*, *Darkvision* 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use; AL CE; SV Fort +11, Ref +8, Will +8; Str 20, Dex 16, Con 17, Int 14, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Hide +26, Listen +6, Move Silently +22, Spot +18; Combat Expertise, Combat Reflexes, Improved Disarm, Improved Natural Armor, Multidexterity, Multiweapon Fighting.

True Strike (Su): Once per day, a pseudonatural darktentacles can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural darktentacles can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Constrict (Ex): With a successful grapple check, a darktentacles can crush a grabbed opponent, dealing 2d6+7 points of bludgeoning damage.

Improved Grab (Ex): If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam 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 can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally, or simply use its tentacle to hold an opponent (-20 penalty on grapple check, but the darktentacles is not considered grappled). In either

case, each successful grapple check it makes during successive rounds automatically deals slam and constrict damage.

Spell-like Abilities: 5/day – *hold monster*; 3/day – *charm monster*; 1/day – *wall of force*. Caster level 10th; save DC 11 + spell level.

Enhanced Multiweapon Fighting (Ex): This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon fighting feats, this ability effectively negates all attack penalties for using one or more light off-hand weapons.

Tentacle Regeneration (Ex): Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 20 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Tremorsense (Ex): A darktentacles can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Weapon Use (Ex): A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

Skills: A darktentacles receives a +4 racial bonus on Hide checks.

*A darktentacles has a +16 racial bonus on grapple checks.

Possessions: Large longsword, longsword (3), shortsword (3).

Pseudonatural Advanced Treant: CR 11; Huge Outsider; HD 12d8+72; hp 126; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; BAB/Grp +9/+26; Atk +16 melee (2d6+10, slam); Full Atk +16 melee (2d6+10, 2 slams); Space/Reach 15 ft./15 ft.; SA *True Strike*, *Animate trees*, double damage against objects, *trample* 2d6+15; SQ Electricity and acid resistance 15, DR 10/magic and DR 10/slashing, SR 22, *Alternate form*, low-light vision, plant traits, vulnerability to fire; AL CN; SV Fort +14, Ref +3, Will +9; Str 30, Dex 8, Con 22, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +5, Hide -8*, Intimidate +13, Knowledge (nature) +6, Listen +10, Sense Motive +8, Spot +11, Survival +8 (+10 aboveground); *Awesome Blow*, *Improved Bull Rush*, *Improved Sunder*, *Iron Will*, *Power Attack*.

True Strike (Su): Once per day, a pseudonatural treant can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the

creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural treant can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 26 half. The save DC is Strength-based.

Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Appendix One – Encounter Seven

all APLs

Titanic Ladybug: CR 13; Gargantuan Vermin; HD 25d8+200; hp 312; Init +0; Spd 30 ft.; AC 26 (-4 size, +20 natural), touch 6, flat-footed 26; BAB/Grp +18/+45; Atk/Full Atk +29 melee (3d8+22, bite); Space/Reach 20 ft./15 ft.; SA Trample; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +22, Ref +8, Will +8; Str 40, Dex 10, Con 27, Int -, Wis 10, Cha 7.

Skills and Feats: —.

Trample (Ex): As a standard action during its turn each round, a titanic ladybug can trample Huge or smaller opponents. This attack deals 3d8+22 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 37) for half damage.

APL 4

Hrek'sha (APL 4): Male pseudonatural wild elf Sor4; CR 5; Medium outsider; HD 4d4+8 plus 3 (toad familiar); hp 24; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; BAB/Grp +2/+2; Atk/Full Atk +3 melee (1d8, masterwork morningstar) or +5 ranged (1d10/19-20, heavy crossbow) or +6 ranged touch (by spell, ray); SA True Strike; SQ Familiar (toad), Electricity and acid resistance 5, DR 5/magic, SR 14, Alternate form; AL CE; SV Fort +3, Ref +4, Will +4; Str 10, Dex 16, Con 14, Int 8, Wis 10, Cha 19.

Skills and Feats: Concentration +3, Knowledge (arcana) +4, Spellcraft +2; Alertness (when familiar is within arm's reach), Eschew Materials, Weapon Focus (ray).

Language: Common, Elven.

Sorcerer Spells Known (6/7/4; base DC = 14 + spell level): 0—*dancing lights, detect magic, ghost sound, ray of frost, resistance, touch of fatigue*; 1st—*magic missile, ray of enfeeblement, shield*; 2nd—*scorching ray*.

Possessions: Cloak of Charisma +2, bracers of armor +2, masterwork morningstar, dagger, toad familiar.

Physical Description: A wild-looking elf with darting beady purple eyes, scaly flaking skin, and red hair.

True Strike (Su): Once per day, Hrek'sha can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, he is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, Hrek'sha can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all his abilities remain unchanged despite the alien appearance. Changing

shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Pseudonatural Cockatrice: CR 4; Small Outsider; HD 5d10; hp 27; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14, touch 14, flat-footed 11; BAB/Grp +5/-1; Atk/Full Atk +9 melee (1d4-2 plus petrification, bite); SA True Strike, Petrification; SQ Electricity and Acid Resistance 5, DR 5/magic, SR 15, Alternate Form, darkvision 60 ft., low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 3, Wis 13, Cha 9.

Skills and Feats: Listen +7, Spot +7; Alertness, Dodge, Weapon Finesse.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save is Constitution based.

True Strike (Su): Once per day, a pseudonatural cockatrice can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural cockatrice can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

APL 6

Hrek'sha (APL 6): Male pseudonatural wild elf Sor6; CR 7; Medium Outsider; HD 6d4+18 plus 3 (toad familiar); hp 36; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; BAB/Grp +3/+3; Atk/Full Atk +4 melee (1d8, masterwork morningstar) or +6 ranged (1d10/19-20, heavy crossbow) or +7 ranged touch (by spell, ray); SA True Strike; SQ Familiar (toad), Electricity and acid resistance 5, DR 5/magic, SR 16, Alternate form; AL CE; SV Fort +4, Ref +5, Will +5; Str 10, Dex 16, Con 16, Int 8, Wis 10, Cha 19.

Skills and Feats: Concentration +5, Knowledge (arcana) +4, Spellcraft +1; Alertness (when familiar is within arm's reach), Empower Spell, Eschew Materials, Weapon Focus (ray).

Languages: Common, Elven.

Sorcerer Spells Known (6/7/6/4; base DC = 14 + spell level): 0—*resistance, dancing lights, daze, ray of frost, detect magic, touch of fatigue, ghost sound*; 1st—*mage armor, magic missile, ray of enfeeblement, shield*; 2nd—*mirror image, scorching ray*; 3rd—*fireball*.

Possessions: Cloak of Charisma +2, amulet of health +2, bracers of armor +2, masterwork morningstar, dagger, toad familiar.

Physical Description: A wild-looking elf with darting beady purple eyes, scaly flaking skin, and red hair.

True Strike (Su): Once per day, Hrek'sha can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, he is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, Hrek'sha can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all his abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Pseudonatural Basilisk: CR 6; Medium Outsider; HD 6d10+12; hp 45; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; BAB/Grp +6/+8; Atk +8 melee (1d8+3, bite); Full Atk +8 melee (1d8+3, bite); SA True Strike, Petrifying gaze; SQ Electricity and acid resistance 5, DR 5/magic, SR 16, Alternate Form, Darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 3, Wis 12, Cha 11.

Skills and Feats: Hide +0*, Listen +7, Spot +7; Alertness, Blind-Fight, Great Fortitude.

Petrifying Gaze (Su): Turn to stone permanently; range 30 ft.; Fortitude DC 13 negates. The save DC is Charisma-based.

True Strike (Su): Once per day, a pseudonatural basilisk can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural basilisk can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time

grant it a +4 racial bonus on Hide checks in natural settings.

APL 8

Hrek'sha (APL 8): Male wild elf Sor6/Alienist3; CR 9; Medium Humanoid (elf); HD 9d4+27 plus 3 (toad familiar); hp 58; Init +3; Spd 30 ft.; AC 19*, touch 15, flat-footed 16*; BAB/Grp +4/+4; Atk/Full Atk +5 melee (1d8, masterwork morningstar) or +7 ranged (1d10/19-20, heavy crossbow) or +8 ranged touch (by spell, ray); SA Summon alien; SQ Familiar (toad), Alien blessing; AL CE; SV Fort +7, Ref +7, Will +8; Str 10, Dex 16, Con 16, Int 12, Wis 8, Cha 20.

Skills and Feats: Concentration +9, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +4, Spellcraft +12; Alertness (when familiar is within arm's reach), Augment Summoning, Empower Spell (B), Eschew Materials, Spell Focus (Conjuration), Weapon Focus (ray).

Languages: Elven, Common, Sylvan.

Sorcerer Spells Known (6/8/7/7/5; base DC = 15 + spell level, Conjuration base DC = 16 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, ray of frost, resistance, touch of fatigue*; 1st—*mage armor, magic missile, protection from law, ray of enfeeblement, shield*; 2nd—*glitterdust, mirror image, scorching ray, see invisibility*; 3rd—*dispel magic, fireball, summon monster III*; 4th—*enervation, ice storm*.

*Hrek'sha always has *mage armor* cast. This +4 armor bonus is included in his stat block. The DM should assume he has cast this as a 1st-level spell and deduct one (or more depending on circumstances) from his available daily spell allotment.

Possessions: Cloak of Charisma +2, Amulet of health +2, ring of protection +2, masterwork morningstar, dagger, toad familiar.

Physical Description: A wild-looking elf with darting beady purple eyes, scaly flaking skin, and red hair.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, he summons a "pseudonatural" version of a creature chosen from the appropriate list of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature. If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus to all saving throws, but he permanently loses 2 points of Wisdom. (This is already included in this stat block.)

Pseudonatural Advanced Basilisk: CR 7; Medium Outsider; HD 9d10+18; hp 67; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; BAB/Grp +9/+11; Atk +11

melee (1d8+3, bite); Full Atk +11 melee (1d8+3, bite); SA *True Strike*, Petrifying gaze; SQ Electricity and acid resistance 10, DR 5/magic, SR 19, *Alternate Form*, Darkvision 60 ft., low-light vision; AL N; SV Fort +10, Ref +5, Will +6; Str 15, Dex 8, Con 15, Int 3, Wis 12, Cha 12.

Skills and Feats: Hide +0*, Listen +8, Spot +9; Alertness, Blind-Fight, Great Fortitude, Iron Will.

Petrifying Gaze (Su): Turn to stone permanently; range 30 ft.; Fortitude DC 15 negates. The save DC is Charisma-based.

True Strike (Su): Once per day, a pseudonatural basilisk can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural basilisk can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

APL 10

Hrek'sha (APL 10): Male wild elf Sor6/Alienist6; CR 12; Medium Humanoid (elf); HD 12d4+36 plus 3 (pseudonatural toad familiar) plus 3 (mad certainty); hp 79; Init +4; Spd 30 ft.; AC 20*, touch 16, flat-footed 16*; BAB/Grp +6/+6; Atk +7 melee (1d8, masterwork morningstar) or +9 ranged (1d10/19-20, heavy crossbow) or +11 ranged touch (by spell, ray); Full Atk +7/+2 melee (1d8, masterwork morningstar) or +10 ranged (1d10/19-20, heavy crossbow) or +11 ranged touch (by spell, ray); SA Summon alien; SQ Familiar (toad), Alien blessing, mad certainty, pseudonatural familiar, extra summoning; AL CE; SV Fort +8, Ref +9, Will +10; Str 10, Dex 18, Con 16, Int 12, Wis 8, Cha 23.

Skills and Feats: Concentration +14, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +9, Spellcraft +12; Alertness (when familiar is within arm's reach), Augment Summoning, Empower Spell (B), Eschew Materials, Spell Focus (Conjuration), Spell Focus (Evocation), Weapon Focus (ray).

Languages: Elven, Common, Sylvan.

Sorcerer Spells Known (6/8/8/7/7/6/4 plus Extra Summoning; base DC = 16 + spell level, Evocation and Conjuration base DC = 17 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, ray of frost,*

resistance, touch of fatigue; 1st—*mage armor, magic missile, protection from law, ray of enfeeblement, shield;* 2nd—*detect thoughts, glitterdust, mirror image, scorching ray, see invisibility;* 3rd—*dispel magic, displacement, fireball, suggestion;* 4th—*enervation, Evard's black tentacles, ice storm;* 5th—*cone of cold, summon monster V;* 6th—*globe of invulnerability.*

*Hrek'sha always has *mage armor* cast. This +4 armor bonus is included in his stat block. The DM should assume he has cast this as a first level spell and deduct one (or more depending on circumstances) from his available daily spell allotment.

Possessions: Cloak of Charisma +4, amulet of health +2, gloves of Dexterity +2, ring of protection +2, potion of cure serious wounds, potion of remove curse, masterwork morningstar, masterwork ribbon dagger (see Appendix Three), dagger, pseudonatural toad familiar.

Physical Description: A wild-looking elf with darting beady purple eyes, scaly flaking skin, and red hair.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, he summons a "pseudonatural" version of a creature chosen from the appropriate list of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature. If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus to all saving throws, but he permanently loses 2 points of Wisdom. (This is already included in this stat block.)

Mad Certainty: Hrek'sha's mad certainty in the power of entities beyond the reach of normal space and time lend him an unnatural fortitude: he gains an additional 3 hit points as though from the Toughness feat. However, constantly dwelling on such beings is mentally corrosive, and his mind has begun to fracture. He has a phobia against birds, suffering a -2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to these creatures. Birds gain a +2 morale modifier to AC and saving throws against Hrek'sha. Beings that share attributes with or those that resemble birds also trigger the phobia.

Extra Summoning: From 6th level on, the alienist gains an extra spell slot at his highest level. This slot can only be used for a *summon monster* spell. As the alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Pseudonatural Advanced Basilisk: CR 7; Medium Outsider; HD 9d10+18; hp 67; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; BAB/Grp +9/+11; Atk +11 melee (1d8+3, bite); Full Atk +11 melee (1d8+3, bite); SA *True Strike*, Petrifying gaze; SQ Electricity and acid resistance 10, DR 5/magic, SR 19, *Alternate Form*,

Darkvision 60 ft., low-light vision; AL N; SV Fort +10, Ref +5, Will +6; Str 15, Dex 8, Con 15, Int 3, Wis 12, Cha 12.

Skills and Feats: Hide +0*, Listen +8, Spot +9; Alertness, Blind-Fight, Great Fortitude, Iron Will.

Petrifying Gaze (Su): Turn to stone permanently; range 30 ft.; Fortitude DC 15 negates. The save DC is Charisma-based.

True Strike (Su): Once per day, a pseudonatural basilisk can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural basilisk can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

Pseudonatural Gorgon: CR 9; Large Outsider; HD 8d10+40; hp 85; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 20; BAB/Grp +8/+17; Atk/Full Atk +12 melee (1d8+7, gore); Space/Reach 10 ft./5 ft.; SA True Strike, Breath weapon, trample 1d8+7; SQ Electricity and acid resistance 10, DR 5/magic, SR 18, Alternate Form, Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +11, Ref +6, Will +5; Str 21, Dex 10, Con 21, Int 3, Wis 12, Cha 9.

Skills and Feats: Listen +9, Spot +8; Alertness, Improved Initiative, Iron Will.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution based.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

True Strike (Su): Once per day, a pseudonatural gorgon can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural gorgon can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing

shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

APL 12

Hrek'sha (APL 12): Male wild elf Sor6/Alienist8; CR 14; Medium Humanoid (elf); HD 14d4+56 plus 3 (pseudonatural toad familiar) plus 3 (mad certainty) plus 3 (insane certainty); hp 108; Init +5; Spd 30 ft.; AC 21*, touch 17, flat-footed 16*; BAB/Grp +7/+7; Atk +8 melee (1d8, masterwork morningstar) or +11 ranged (1d10/19-20, heavy crossbow) or +12 ranged touch (by spell, ray); Full Atk +8/+3 melee (1d8, masterwork morningstar) or +11 ranged (1d10/19-20, heavy crossbow) or +12 ranged touch (by spell, ray); SA Summon alien; SQ Familiar (toad), Alien blessing, mad certainty, pseudonatural familiar, extra summoning, insane certainty; AL CE; SV Fort +9, Ref +10, Will +11; Str 10, Dex 20, Con 18, Int 12, Wis 8, Cha 23.

Skills and Feats: Concentration +17, Knowledge (arcana) +10, Knowledge (the planes) +10, Listen +9, Spellcraft +14; Alertness (when familiar is within arm's reach), Augment Summoning, Empower Spell (B), Eschew Materials, Spell Focus (Conjuration), Spell Focus (Evocation), Weapon Focus (ray), Widen Spell (B).

Languages: Elven, Common, Sylvan.

Sorcerer Spells Known (6/8/8/7/7/7/6/3 plus Extra Summoning; base DC = 16 + spell level, Conjuration and Evocation base DC = 17 + spell level; Caster Level 14th): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, ray of frost, resistance, touch of fatigue*; 1st—*mage armor, magic missile, protection from law, ray of enfeeblement, shield*; 2nd—*detect thoughts, glitterdust, mirror image, scorching ray, see invisibility*; 3rd—*displacement, fireball, lightning bolt, suggestion*; 4th—*dimension door, enervation, Evard's black tentacles, ice storm*; 5th—*cone of cold, dominate person, wall of force*; 6th—*greater dispel magic, globe of invulnerability*; 7th—*summon monster VII*.

* Hrek'sha always has *mage armor* cast. This +4 armor bonus is included in his stat block. The DM should assume he has cast this as a first level spell and deduct one (or more depending on circumstances) from his available daily spell allotment.

Possessions: Cloak of Charisma +4, amulet of health +4, gloves of Dexterity +4, ring of protection +2, potion of cure serious wounds (2), potion of remove curse, masterwork morningstar, masterwork ribbon dagger (see Appendix Three), dagger, pseudonatural toad familiar.

Physical Description: A wild-looking elf with darting beady purple eyes, scaly flaking skin, and red hair.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, he summons a "pseudonatural" version of a creature chosen from the appropriate list

of the *Player's Handbook*. This adds the pseudonatural template to the summoned creature. If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus to all saving throws, but he permanently loses 2 points of Wisdom. (This is already included in this stat block.)

Mad Certainty: Hrek'sha's mad certainty in the power of entities beyond the reach of normal space and time lend him an unnatural fortitude: he gains an additional 3 hit points as though from the Toughness feat. However, constantly dwelling on such beings is mentally corrosive, and his mind has begun to fracture. He has a phobia against birds, suffering a -2 penalty (-6 with Insane Certainty) to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to these creatures. Birds gain a +2 morale modifier (+6 with Insane Certainty) to AC and saving throws against Hrek'sha. Beings that share attributes with or those that resemble birds also trigger the phobia.

Extra Summoning: From 6th level on, the alienist gains an extra spell slot at his highest level. This slot can only be used for a *summon monster* spell. As the alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty: Hrek'sha's mad certainty has crystallized into a truly chilling mania. He gains an additional 3 hit points as though from the Toughness feat, but his phobia likewise intensifies. All penalties and bonuses listed under Mad Certainty increase to -6/+6.

Pseudonatural Advanced Basilisk: CR 10; Large Outsider; HD 12d10+60; hp 115; Init -2; Spd 20 ft.; AC 17, touch 7, flat-footed 17; BAB/Grp +12/+23; Atk +18 melee (3d6+10, bite); Full Atk +18 melee (3d6+10, bite); Space/Reach 10 ft./5 ft.; SA *True Strike*, Petrifying gaze; SQ Electricity and acid resistance 15, DR 10/magic, SR 22, *Alternate Form*, Darkvision 60 ft., low-light vision; AL N; SV Fort +15, Ref +6, Will +7; Str 24, Dex 6, Con 20, Int 3, Wis 12, Cha 11.

Skills and Feats: Hide +0*, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude, Improved Natural Attack, Iron Will.

Petrifying Gaze (Su): Turn to stone permanently; range 30 ft.; Fortitude DC 16 negates. The save DC is Charisma-based.

True Strike (Su): Once per day, a pseudonatural basilisk can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural basilisk can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

Pseudonatural Advanced Gorgon: CR 10; Large Outsider; HD 12d10+72; hp 138; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 20; BAB/Grp +12/+22; Atk/Full Atk +17 melee (2d6+9, gore); Space/Reach 10 ft./5 ft.; SA *True Strike*, Breath weapon, trample 1d8+9; SQ Electricity and acid resistance 15, DR 10/magic, SR 22, *Alternate Form*, Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +14, Ref +10, Will +7; Str 22, Dex 10, Con 22, Int 3, Wis 12, Cha 9.

Skills and Feats: Listen +10, Spot +11; Alertness, Improved Initiative, Improved Natural Attack, Iron Will, Lightning Reflexes.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 22 negates. The save DC is Constitution based.

Trample (Ex): Reflex DC 22 half. The save DC is Strength based.

True Strike (Su): Once per day, a pseudonatural gorgon can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Alternate Form (Su): At will, a pseudonatural gorgon can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Appendix One – Encounter Nine

Low-light vision, scent; AL CN; SV Fort +13, Ref +10, Will +5; Str 31, Dex 13, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Listen +15, Speak Language (Common), Speak Language (Elven), Spot +15, Swim +16; Alertness, Endurance, Run, Improved Toughness (see Appendix Four), Weapon Focus (claw).

Languages: Common, Elven, Giant.

Possessions: +2 Large chain shirt barding (with armor spikes), amulet of mighty fists +1, potion of cure serious wounds.

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

Pretty Boy (APL 10): Male bugbear Sor10; CR 10; Medium humanoid (goblinoid); HD 3d8+3 plus 10d4+10; hp 51; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +7/+8; Atk +9 melee (1d8+2, +1 cold iron morningstar); Full Atk +9/4 melee (1d8+2, +1 cold iron morningstar); SQ Darkvision 60 ft., scent; AL CE; SV Fort +7, Ref +9, Will +12; Str 13, Dex 12, Con 13, Int 10, Wis 14, Cha 15.

Skills and Feats: Bluff +6, Climb +3, Concentration +3, Hide +5, Knowledge (arcana) +4, Listen +4, Move Silently +6 (includes +4 racial bonus), Search +2, Speak Language (Giant), Speak Language (Elven), Spellcraft +4, Spot +4; Enlarge Spell, Eschew Materials, Practiced Spellcaster (see Appendix Four), Silent Spell, Still Spell.

Languages: Common, Elven, Goblin, Giant.

Sorcerer Spells Known (6/7/7/6/5/3; base DC = 12 + spell level, caster level 13th): 0—*arcane mark, detect magic, detect poison, light, mage hand, open/close, ray of frost, read magic, touch of fatigue*; 1st—*burning hands, chill touch, magic missile, ray of enfeeblement, shield*; 2nd—*blur, glitterdust, see invisibility, blur, scorching ray*; 3rd—*dispel magic, fireball, haste*; 4th—*greater invisibility, ice storm*; 5th—*hold monster*. Arcane spell failure 10%.

Possessions: +2 mithral chain shirt, +1 cold iron morningstar, cloak of resistance +2, potion of cure moderate wounds, potion of invisibility, potion of levitation, potion of lesser restoration, scroll of protection from good (5), wand of flaming sphere.

APL 12

Pretty Boy (APL 12): Male bugbear Sor12; CR 12; Medium humanoid (goblinoid); HD 3d8+3 plus 12d4+12; hp 58; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +8/+9; Atk +10 melee (1d8+2,

APL 4-8

Ogre Bbn2: CR 5; Large Giant; HD 4d8+15 plus 2d12+6; hp 52; Init +0; Spd 40 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +5/+17; Atk/Full Atk +14 melee (2d8+13, +1 Large greatclub) or +4 ranged (1d8+8, Large javelin); Space/Reach 10 ft./10 ft.; SA rage 1/day; SQ Darkvision 60 ft., low-light vision, uncanny dodge; AL CE; SV Fort +10, Ref +1, Will +1; Str 26, Dex 11, Con 17, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Language: Giant only.

Possessions: +1 Large hide armor, +1 Large greatclub.

Rage (Ex): When the Ogre Bbn2 rages, his statistics change as follows for up to 8 rounds – hp 64; AC 16, touch 7, flat-footed 16; Grp +19; Atk/Full Atk +16 melee (2d8+16, +1 greatclub) or +4 ranged (1d8+10, javelin); SV Fort +12, Will +3; Str 30; Con 21; Climb +15, Jump +19.

Ogre Rgr2: CR 5; Large Giant; HD 4d8+15 plus 2d8+6; hp 48; Init -+1; Spd 40 ft.; AC 18, touch 10, flat-footed 18; BAB/Grp +5/+16; Atk +13 melee (2d6+7/19-20, masterwork Large longsword) or +5 ranged (1d8+7, Large javelin); Full Atk +11/+6 melee (2d6+7/19-20, masterwork Large longsword) and +10 melee (1d6+3/x4, masterwork Large light pick), or +5 ranged (1d6+7, Large javelin); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy elves +2, low-light vision, Wild Empathy +0; AL CE; SV Fort +10, Ref +5, Will +2; Str 24, Dex 13, Con 17, Int 9, Wis 12, Cha 6.

Skills and Feats: Climb +12, Knowledge (nature) +3, Listen +4, Spot +3, Survival +6; Diehard, Endurance (B), Toughness, Track (B), Two-Weapon Fighting (B), Weapon Focus (longsword).

Language: Giant only.

Possessions: Masterwork Large studded leather armor, masterwork Large longsword (2), masterwork Large light pick, Large javelin (4), Large greatclub.

APL 10

Chuggy, Awakened Dire Bear: CR 8; Large Magical Beast (augmented animal); HD 14d10+56 plus 14 (improved toughness); hp 147; Init +1; Spd 40 ft.; AC 23, touch 10, flat-footed 22; BAB/Grp +10/+24; Atk +21 melee (2d4+11, claw) or +20 melee (2d8+6, bite); Full Atk +21 melee (2d4+11, 2 claws) and +15 melee (2d8+6, bite); Space/Reach 10 ft./5 ft.; SA Improved Grab; SQ

+1 *cold iron morningstar*); Full Atk +10/+5 melee (1d8+2, +1 *cold iron morningstar*); SQ Darkvision 60 ft., scent; AL CE; SV Fort +9, Ref +11, Will +14; Str 13, Dex 12, Con 13, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +7, Climb +3, Concentration +5, Hide +5, Knowledge (arcana) +4, Listen +4, Move Silently +6 (includes +4 racial bonus), Search +2, Spot +4, Spellcraft +4, Speak Language (Giant), Speak Language (Elven); Enlarge Spell, Eschew Materials, Practiced Spellcaster (see Appendix Four), Silent Spell, Still Spell, Widen Spell.

Languages: Common, Elven, Goblin, Giant.

Sorcerer Spells Known (6/7/7/7/6/5/3; base DC = 13 + spell level, caster level 15th): 0—*arcane mark, detect magic, detect poison, light, mage hand, open/close, ray of frost, read magic, touch of fatigue*; 1st—*burning hands, chill touch, magic missile, ray of enfeeblement, shield*; 2nd—*blur, eagle's splendor, glitterdust, scorching ray, see invisibility*; 3rd—*dispel magic, fireball, haste, slow*; 4th—*lesser globe of invulnerability, greater invisibility, ice storm*; 5th—*cloudkill, hold monster*; 6th—*Bigby's forceful hand*. Arcane spell failure 10%.

Possessions: +2 *mithral chain shirt*, +1 *cold iron morningstar*, *cloak of resistance* +3, *potion of cure moderate wounds*, *potion of invisibility*, *potion of levitation*, *potion of lesser restoration*, *potion of lesser vigor*, *scroll of protection from good* (5), *wand of flaming sphere*, *wand of fireball* (5th).

Vorggorr, male Ogre, Clr9 (Vaprak): CR 10; Large Giant; HD 4d8+8 plus 9d8+18; hp 84; Init +0; Spd 30 ft.; AC 28, touch 11, flat-footed 28; BAB/Grp +9/+18; Atk +16 melee (2d8+17/19-20, masterwork greatclub with spikes) or +15 melee (2d8+8, +1 greatclub); Full Atk +16/+11 melee (2d8+17/19-20, masterwork greatclub with spikes) or +15/+10 melee (2d8+8, +1 greatclub); Space/Reach 10 ft./10 ft.; SA Turn Undead; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +12, Ref +6, Will +10; Str 20, Dex 11, Con 15, Int 8, Wis 16, Cha 8.

Skills and Feats: Climb +3, Concentration +6, Heal +4, Listen +2, Spellcraft +3, Spot +2; Craft Arms and Armor, Lightning Reflexes, Power Attack, Practiced Spellcaster (see Appendix Four), Spell Penetration.

Language: Giant only.

Cleric Spells Prepared (6/5+1/5+1/4+1/ 2+1/1+1; base DC = 13 + spell level; caster level 13th): 0—*create water, cure minor wounds* (3), *detect magic, guidance*; 1st—*protection from good**, *cure light wounds, deathwatch, detect good, divine favor, entropic shield*; 2nd—*spiritual weapon**, *aid, cure moderate wounds, resist energy* (2), *silence*; 3rd—*magic vestment**, *spikes* (3), *prayer*; 4th—*unholy blight**, *dimensional anchor, freedom of movement*; 5th—*flame strike**, *spell resistance*.

*Domain spell. **Domains:** Evil (casts evil spells at +1 caster level); War (Martial Weapon Proficiency [greatclub], Weapon Focus [greatclub]).

Possessions: +2 *Large full plate armor*, +1 *Large greatclub*, masterwork *Large greatclub*, *ring of protection* +2, *amulet of natural armor* +2, wooden holy symbol (3), *lesser metamagic rod of extend*.

Ogre Bbn4: CR 7; Large Giant; HD 4d8+19 plus 4d12+16; hp 79; Init +0; Spd 40 ft.; AC 19, touch 10, flat-footed 19; BAB/Grp +7/+19; Atk +17 melee (2d8+22/19-20*, *Large greatclub with spikes**) or +16 melee (2d8+13, +1 *Large greatclub*) or +6 ranged (1d8+8, *Large javelin*); Full Atk +17/+12 melee (2d8+22/19-20*, *Large greatclub with spikes**) or +16/+11 melee (2d8+13, +1 *Large greatclub*) or +6 ranged (1d8+8, *Large javelin*); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Language: Giant only.

Possessions: +1 *Large hide armor*, *Large greatclub*, +1 *Large greatclub*, *ring of protection* +1, *Large javelin* (4), *Large club*, sack.

*Only 2 of these creatures have greatclubs with spikes cast upon them. The rest typically use a +1 *Large greatclub*. See Appendix Four for information about the spell spikes.

Rage (Ex): When the Ogre Bbn4 rages, his statistics change as follows for up to 9 rounds – hp 95; AC 17, touch 8, flat-footed 17; Grp +21; Atk +19 melee (2d8+25/19-20*, *Large greatclub with spikes**) or +18 melee (2d8+16, +1 *Large greatclub*) or +6 ranged (1d8+10, *Large javelin*); Full Atk +19/+14 melee (2d8+25/19-20*, *Large greatclub with spikes**) or +18/+13 melee (2d8+16, +1 *Large greatclub*) or +6 ranged (1d8+10, *Large javelin*); SV Fort +14, Will +4; Str 30; Con 22; Climb +15, Jump +19.

Chuggy, Awakened Anarchic Dire Bear: CR 10; Large Magical Beast (augmented animal); HD 14d10+56 plus 14 (improved toughness); hp 147; Init +1; Spd 40 ft.; AC 23, touch 10, flat-footed 22; BAB/Grp +10/+24; Atk +22 melee (2d4+12, claw) or +21 melee (2d8+7, bite); Full Atk +21 melee (2d4+12, 2 claws) and +16 melee (2d8+7, bite); Space/Reach 10 ft./5 ft.; SA Improved Grab, Smite Law; SQ Darkvision 60 ft., acid, cold, electricity, fire, and sonic resistance 5, immune to polymorphing and petrification, fast healing 5, DR 5/magic, Low-light vision, scent; AL CN; SV Fort +13,

Ref +10, Will +5; Str 31, Dex 13, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Listen +15, Speak Language (Common), Speak Language (Elven), Spot +15, Swim +16; Alertness, Endurance, Run, Improved Toughness (see Appendix Four), Weapon Focus (claw).

Languages: Common, Elven, Giant.

Possessions: +2 *Large chain shirt barding* (with armor spikes), *amulet of mighty fists* +2, *potion of cure serious wounds*.

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

Smite Law (Su): Once per day, Chuggy can make a normal attack to deal +14 damage against a lawful opponent.

Appendix Two - New Monsters

Darktentacles, from the *Monster Manual II*:

DARKTENTACLES

Large Aberration
Hit Dice: 9d8+27 (67 hp)
Initiative: +2
Speed: 5 ft., swim 20 ft.
AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Attacks: 12 slams +9 melee, or weapon +9/+4 melee and 11 light weapons +9 melee, or weapon +7/+2 melee and 11 weapons (at least one of which is not light) +7 melee
Damage: Slam 1d4+4, by weapon (damage bonus +4 for primary hand and +2 for each off hand)
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Constrict 2d6+6, improved grab, spell-like abilities
Special Qualities: Darkvision 60 ft., enhanced multiweapon fighting, tentacle regeneration, tremorsense, weapon use
Saves: Fort +6, Ref +5, Will +7
Abilities: Str 19, Dex 15, Con 17, Int 14, Wis 12, Cha 12
Skills: Concentration +11, Hide +14, Listen +6, Move Silently +14, Spot +6
Feats: Combat Reflexes, Multidexterity, Multiweapon Fighting
Climate/Terrain: Any marsh
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 10–18 HD (Large); 19–27 HD (Huge)

The darktentacles is a justly feared swamp monster. Both intelligent and malicious, it often leaves treasure from previous victims scattered about to attract new prey. The creature can flatten its squishy body across the ground so as to be inconspicuous, and it usually hides in or near water.

A darktentacles resembles an octopus with thirty-six tentacles, each of which can be up to 20 feet long. Instead of suction cups, each of its tentacles is lined with eyes. The creature uses some tentacles for movement and others for combat, striking with whichever tentacles are convenient.

This creature is capable of wielding weapons in its tentacles, and it often does so. It has no innate sense for magic items, but it tends to select the most effective weapons at its disposal. Because it hides so well, many characters have no idea that a darktentacles is present

until abandoned weapons fly up from the ground and begin attacking them.

A darktentacles speaks Common and Aquan.

COMBAT

When creatures approach, a darktentacles typically uses its *charm monster* and *hold monster* powers first, concentrating these attacks on foes who seem to be physically powerful. Thereafter, it attacks anyone who comes within reach of its tentacles. If the darktentacles manages to grab someone, it uses its *wall of force* ability to keep any other opponents from lending the victim assistance.

A darktentacles can use only three tentacles at once against a Small or Medium-size opponent. Against a larger foe, it can use three additional tentacles for each extra 5 feet of face the opponent has, provided that it has the reach. Against a Tiny or smaller opponent, the creature can use only one tentacle. It can use a maximum of three tentacles against all foes in any single 5-foot by 5-foot area.

Constrict (Ex): With a successful grapple check, a darktentacles can crush a grabbed opponent, dealing 2d6+6 points of bludgeoning damage.

Improved Grab (Ex): If a darktentacles hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +30; includes a +16 racial bonus

on grapple checks). If it gets a hold, it can also constrict in the same round. Thereafter, the darktentacles has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the darktentacles is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam and constrict damage.

Spell-Like Abilities: 5/day—*hold monster*; 3/day—*charm monster*; 1/day—*wall of force*. Caster level 10th; save DC 11 + spell level.

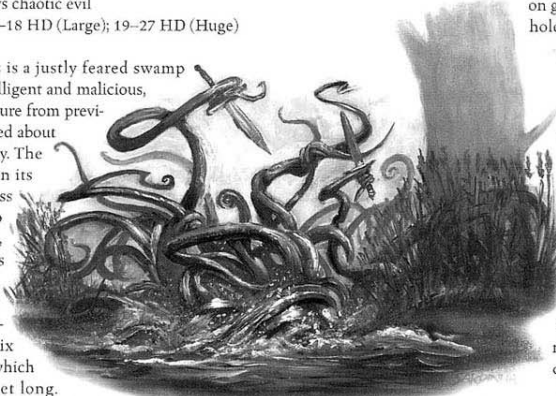
Enhanced Multiweapon Fighting (Ex): This ability lessens the penalty for off-hand weapon use by 2 for both primary and off hands. Combined with the Multidexterity and Multiweapon Fighting feats, this ability effectively negates all attack penalties for using one or more light off-hand weapons.

Tentacle Regeneration (Ex): Foes can attack the tentacles of a darktentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 20 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb within a day.

Tremorsense (Ex): A darktentacles can automatically sense the location of anything within 60 feet that is in contact with the ground.

Weapon Use (Ex): A darktentacles of Large size can wield a melee weapon of up to Huge size in each tentacle. It is proficient with all simple and martial melee weapons.

Skills: A darktentacles receives a +4 racial bonus on Hide checks.

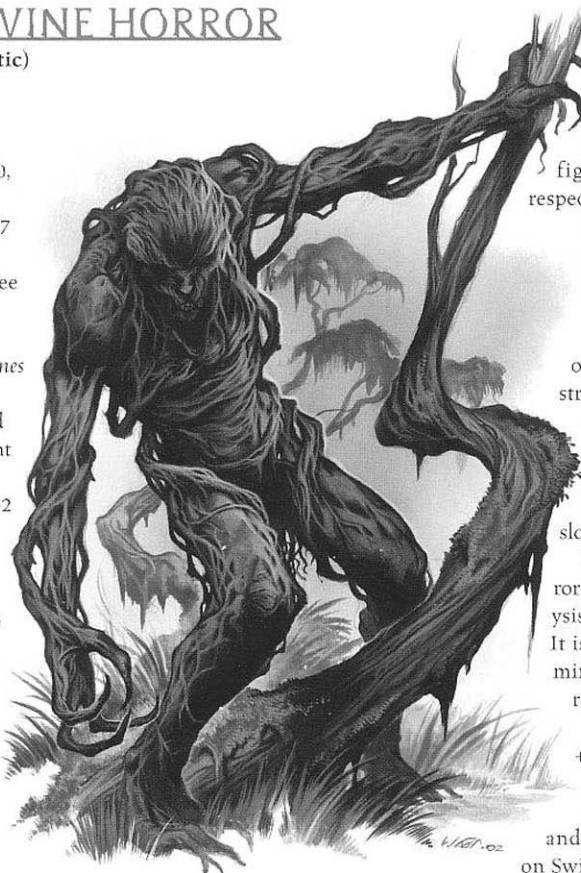


Vine Horror, from the *Fiend Folio*:



VINE HORROR

Medium-Size Plant (Aquatic)
Hit Dice: 5d8+20 (42 hp)
Initiative: +0
Speed: 30 ft., swim 20 ft.
AC: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +3/+7
Attack: Slam +7 melee
Full Attack: 2 slams +7 melee
Damage: Slam 1d6+4
Face/Reach: 5 ft./5 ft.
Special Attacks: *Animate vines*
Special Qualities: Half damage from piercing and slashing, malleability, plant traits
Saves: Fort +8, Ref +1, Will +2
Abilities: Str 18, Dex 10, Con 19, Int 9, Wis 13, Cha 10
Skills: Hide +15*, Listen +3, Spot +3, Swim +16
Feats: Alertness, Blind-Fight
Climate/Terrain: Any swamp or aquatic
Organization: Solitary or colony (2–12)
Challenge Rating: 4
Treasure: —
Alignment: Always neutral evil
Advancement: 6–7 HD (Large); 8–16 HD (Huge)



Vine horror

Primitive, cruel, and elusive, vine horrors are sentient colonies of algae with the ability to assume a roughly humanoid form. They stalk swamps and similar areas, and they attack by surprise whenever possible.

Vine horrors are often mistaken for green-skinned humanoids with coarse, rough features. A vine horror's features appear smooth and somewhat unformed, and when it speaks, its voice often changes pitch in unusual and seemingly random patterns.

Guided by their own malicious instincts, vine horrors seek to harm and slay any who enter their territory. Communities located too close to swamps or other vine horror lairs often suffer nocturnal attacks by animated trees.

Vine horrors speak Sylvan.

COMBAT

Vine horrors often attempt to hide in shallow, algae-filled water, where they then *animate trees* to attack foes one at a time. Unlike treants and similar creatures, vine horrors care nothing for the trees they animate or the swamps they inhabit.

Animate Vines (Sp): A vine horror can use this ability to animate any single vine or similar kind of plant life within 90 feet. An animated vine fights as an assassin vine in all respects (see the *Monster Manual*). An animated vine loses its ability to fight if the vine horror that animated it is incapacitated or moves out of range.

Malleability (Ex): Because of a vine horror's unusual body structure, it can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and similar openings that are 1 inch or more in width do not slow the vine horror at all.

Plant Traits (Ex): A vine horror is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. A vine horror also has low-light vision.

Skills: Vine horrors have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered. *Vine horrors have a +15 racial bonus on Hide checks in swamps or other areas with noticeable concentrations of algae.

Appendix Three - New Items

Raucher's Recorder: This small masterwork instrument is made of finely sculpted hornwood and bears sylvan runes upon its length. Once per day, upon playing the correct tune with a successful Perform (wind instruments) check (DC 14), the performer is affected by an *invisibility* spell (CL 13th). Once per week, upon playing the correct tune with a successful Perform (wind instruments) check (DC 19), the performer may cast *mass invisibility*. A failed Perform check still expends the use. In addition to the +2 circumstance bonus granted for its masterwork quality, this fine instrument grants its owner a +2 enhancement bonus on any Perform checks made while playing it.

Strong illusion; CL 16th; Craft Wondrous Item, Perform (5 ranks), *invisibility*, *mass invisibility*; Price 13,500 gp.

This item is from the *Fiend Folio*, under Kaorti:

Ribbon Dagger: A ribbon dagger is a light exotic weapon crafted from alchemically treated kaorti resin. It consists of a resin handle to which is affixed a 1-foot-long flexible strip of resin. This ribbon of resin is razor sharp and deals 1d4 points of damage on a hit with a critical multiplier of x4. The ribbon can wrap around objects with ease; disarm attacks made with a ribbon dagger gain a +2 bonus.

Cost: 50 gp. Weight: 1 lb.

The spell is from *Complete Divine*:

Potion of Lesser Vigor

Faint conjuration; CL 1st; Brew Potion, *lesser vigor*; Price 50 gp.

This item is from *Savage Species*:

Elf Edge: This +1 *longsword* has a special affinity for those of elven blood. In the hands of someone who has elven blood, it grants the wielder a +4 enhancement bonus to Dexterity.

Moderate transmutation; CL 6th; Craft Arms and Armor, *cat's grace*; Price 18,315 gp.

Appendix Four – Builder Book Items

New Feats:

Improved Toughness [General] (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hp point permanently.

Practiced Spellcaster [General] (*Complete Divine*)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

New Spells:

Brambles (*Complete Divine*)

Transmutation

Level: Cleric 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell only works on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Spikes (*Complete Divine*)

Transmutation

Level: Cleric 3, druid 3**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Touch**Target:** Wooden weapon touched**Duration:** 1 hour/level**Saving Throw:** None**Spell Resistance:** No

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

Lesser Vigor (*Complete Divine*)

Conjuration (Healing)

Level: Cleric 1, druid 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Living creature touched**Duration:** 10 rounds + 1 round/level (max 15 rounds)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spells duration by the full duration of the second spell.

New Prestige Class:**Alienist** (*Complete Arcane*)

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty is sometimes strong enough to sway others to believe in her own future transcendence.

Alienists might, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly. NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

Adaptation: The inclusion of the alienist in your campaign world, as printed here, requires that you make some basic assumptions about the cosmology of your campaign: Places far worse than Hell exist in the multiverse, and even demons have more in common with characters than the entities that exist outside what is known, a mere glimpse of which can drive the sanity from someone's mind. If you prefer that demons and devils retain their top seat in the hierarchy of evil, you can adjust this prestige class so that the alienist has congress with demons instead of the nebulous entities of the Far Realm.

Hit Die: d4.**Requirements**

To qualify to become an alienist, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Knowledge (the planes) 8 ranks.

Feat: Augment Summoning.

Spells: Able to cast at least one summoning spell of 3rd level or higher.

Special: Must have made peaceful contact with an alienist or a pseudonatural creature.

Class Skills

The alienist's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the alienist prestige class.

Weapon and Armor Proficiency: Alienists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, the alienist gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If she had more than one spellcasting class before becoming an alienist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Familiar Abilities: Levels of alienist stack with levels of any class that provide access to a familiar. Add levels from this class and the class that granted access to the familiar together and refer to the table on page 53 of the Player's Handbook to determine the familiar's natural armor, Intelligence, and special abilities. If a character had levels in multiple classes that grant access to a familiar before becoming an alienist, she must decide to which class to add each level for the purpose of determining the abilities of her familiar. This ability does not grant an alienist a familiar if she does not already have one.

Summon Alien: Whenever an alienist would use any summon monster spell to summon a celestial or fiendish creature, she instead summons a "pseudonatural" version of that creature. For example, by casting summon monster IV, she could summon a pseudonatural dire wolf. This adds the pseudonatural template to the summoned creature. An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell. For instance, the alienist described above couldn't summon a mephit or howler with *summon monster* IV.

Alien Blessing (Ex): An alienist of 2nd level and higher gains a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

Metamagic Secret: An alienist listens to the secret voices whispering from beyond time's end, and profits thereby. At 3rd and 7th level, she can choose any metamagic feat as a bonus feat.

Mad Certainty (Ex): At 4th level and above, an alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude, granting her an additional 3 hit points. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She takes a -4 penalty on all Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures.

Pseudonatural Familiar: Beginning at 5th level, an alienist's familiar, if any, gains the pseudonatural template in addition to the powers and abilities normal for a familiar of the appropriate level. This does not replace the familiar—the original slowly takes on pseudonatural aspects, which become fully active at this point. From this point on, newly summoned familiars already possess the pseudonatural template. If an alienist has no familiar, this ability has no effect.

Extra Summoning: From 6th level on, an alienist gains one extra spell slot at her highest spell level. This slot can be used only for a *summon monster* spell. As an alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty (Ex): Beginning at 8th level, an alienist's mad certainty crystallizes into a truly chilling mania. She gains an additional 3 hit points, but her mental faculties continue to fracture. Her penalty on Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures increases to -10.

Timeless Body (Ex): At 9th level and higher, an alienist learns the secret of perpetual youth. She no longer takes ability penalties for aging and cannot be magically aged (see Table 6-5: Aging Effects on page 109 of the Player's Handbook). Any penalties she might have already taken, however, remain in place. Bonuses still accrue, but an alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Alien Transcendence (Su): Beginning at 10th level, an alienist, through long association with alien entities and intense study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to "outsider." Additionally, an alienist gains damage reduction 10/magic and resistance to electricity 10.

Upon achieving transcendence, an alienist's appearance undergoes a minor physical change, usually growing a small tentacle or other strange growth, such as an extra appendage, organ, eye, or enigmatic lump. An alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord. This applies a -4 penalty on Disguise checks made to conceal an alienist's nature.

Anyone who shares an alienist's predilection for study of the Far Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with such beings. She gains a +2 circumstance modifier on Intimidate checks against all other creatures to whom she reveals her abnormal nature.

Table: THE ALIENIST

Lvl	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Familiar abilities, summon alien	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Timeless body	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Alien transcendence	+1 level of existing spellcasting class

Pseudonatural Creature

Past the timeless eons that lie between the stars, pseudonatural creatures dwell beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take on the form and abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they might appear in a manner more consistent with their origins, manifesting as masses of writhing tentacles or other even more terrible forms.

Creating a Pseudonatural Creature

"Pseudonatural" is an acquired template that can be added to any corporeal creature (referred to hereafter as the base creature). A pseudonatural creature uses all the base creature's statistics and abilities except as noted here. Even though the creature's type changes, do not recalculate Hit Dice, base attack bonus, or skill points.

Size and Type: The creature's type changes to outsider. Size is unchanged.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following attack.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

Resistance (Ex): A pseudonatural creature has resistance to acid and electricity based on the base creature's Hit Dice (see the table below).

Damage Reduction (Ex): A pseudonatural creature gains damage reduction based on the base creature's Hit Dice (see the table below).

Spell Resistance (Ex): A pseudonatural creature gains spell resistance equal to 10 + the base creature's HD (maximum 25).

Hit Dice	Electricity, Acid Resistance	Damage Reduction
1-3	5	-
4-7	5	5/magic
8-11	10	5/magic
12+	15	10/magic

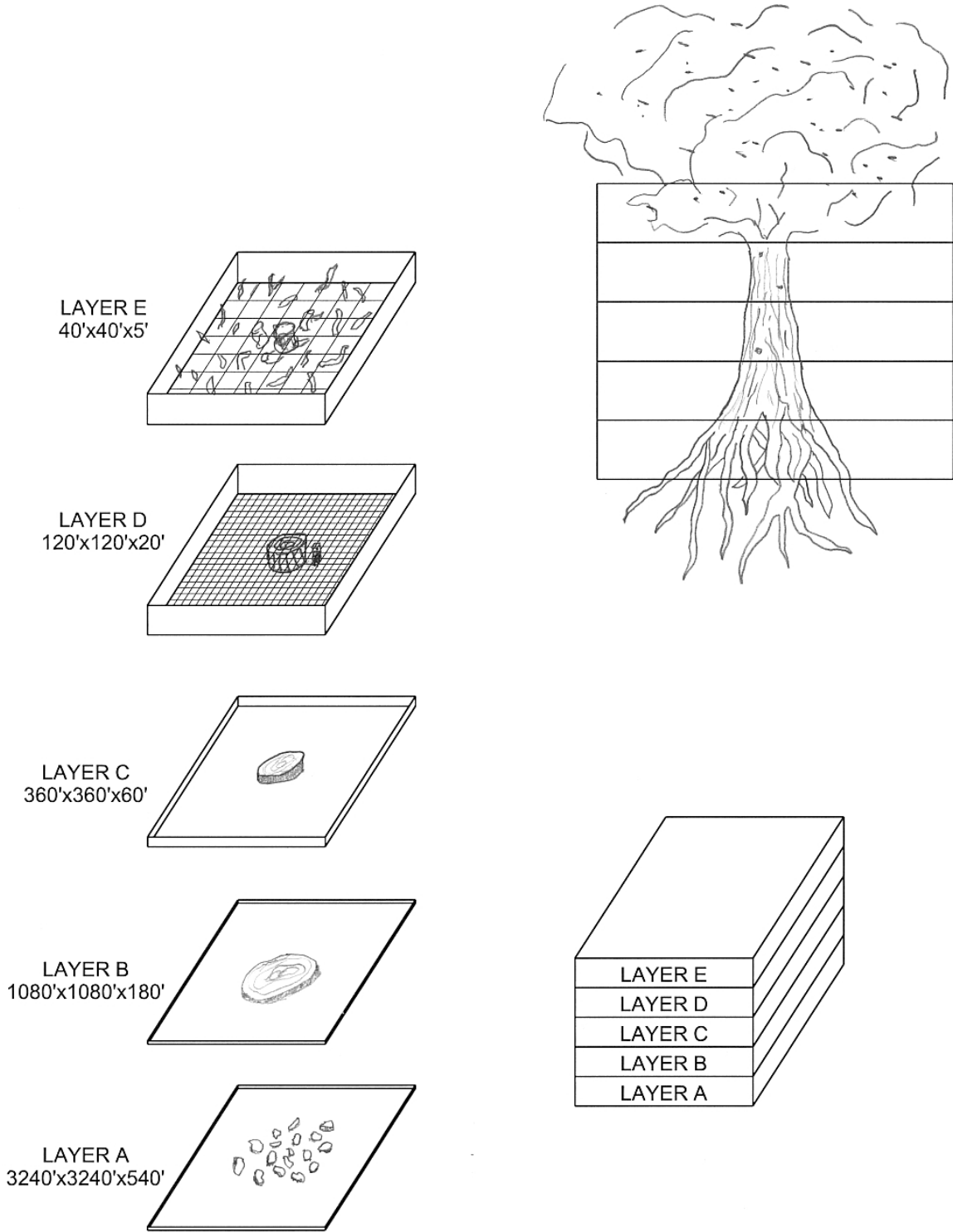
Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any land and underground.

Challenge Rating: Up to 3 HD, as base creature; 4 HD to 11 HD, as base creature +1; 12+ HD, as base creature +2.

The Far Realm



Ogre Camp

