

GE07-06

Spearbreaker

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

Version 1.0

by Sean Hillman

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The War between the Shadar Kai and the people of Cysgod Annwn is quickly coming to a crisis. New tactics among the enemy require the presence of the Celebrated Brightlings. Can heroes save the Angry Mountain and give back to one of the daughters something she had thought lost forever?

A Geoff Regional adventure for APLs 4-12, and Part Three of the *Four Daughters of Geoff* series

Note: This adventure will be of particular interest to Old Faith, the Brenin's Fist, the Prydythi and the Old Lore Bards

Resources: *Monster Manual III*, *Draconomicon* [Andy Collins, Skip Williams, James Wyatt].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

Sum the results of step 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.

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

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

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

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	

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one

Time Unit per round, all others pay two Time Units per round.

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

A character 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

Almost two years ago now, a mysterious rift opened up and Shadar Kai poured forth onto the Shadow Plane. They attacked a society known as Cysgod Annwn, which in many ways resembles the prime material society known as Geoff. Indeed Cysgod Annwn is like a shadow of Geoff. Having slain their ruler, the Shadar Kai split the society into two factions. An evil society that follows the warlord Havgan and his devotion to Hasforensees the Shadow Dragon and a more neutral society that follows Viktor Brightblade. Victor is from the Prime Material Plane and is half brother to Sierra Blackblade.

By chance heroes from the Prime Material Plane come across this conflict and enlist the aid of four of Geoff's daughters: Gwenllian the Eglantine; Sierra Blackblade, Rhian merch Neiren, and Ffionna Ebontress. In a desperate battle on a Shadow Plane hill, Gwenllian recently sacrificed part of herself to re-light the Lygedden, the standing stones that dot Cysgod Annwn.

Much has transpired since the re-lighting of the lygedden on Llew's Hill. Although the Shadar Kai were shattered and forced to retreat by Victor's forces, they seem to have endless numbers. More over, Havgan's forces have refused to cooperate with Victor's at all after the recent battle on the Prime Material Plane concerning the Dim Forest.

Now the Shadar Kai threaten Gwyth Mynydd (pr. Gwith My-nith) or Angry Mountain as it is known in common. Where Gwyth Mynydd goes, others follow and the faction that saves the village may well turn the tide against the Shadar Kai and the rival faction.

ADVENTURE SUMMARY

Introduction: PCs receive an unusual summons requesting that they come to the Plane of Shadow quickly on urgent business.

Encounter One: Those who agree meet with Victor and the Four Daughters, where they learn that a force is being put together to go save Gwyth Mynydd. They are informed that Rhian will be leading the expedition.

Encounter Two: Coming to a bridge, Rhian is a bit indecisive and asks the PCs to go across. They are ambushed by some trolls with an unusual parentage.

Encounter Three: The PCs arrive in Gwyth Mynydd and discover Havgan's men have already arrived after a forced march. After a confrontation between Rhian and the leader of the Havgan faction, the PCs are asked to scout the mountain passes.

Encounter Four: PCs arrive back in Gwyth Mynydd to find Rhian brooding. A war council is to be convened in less than an hour and she has no plan or any energy to express one. Rhian seeks strength to perform her duties but finds none.

Encounter Five: The PCs must either face the attacking Shadar Kai vanguard in the village or up on the Angry Mountain itself, depending on which plan is decided on.

PREPARATION FOR PLAY

The DM should find out, which if any of the previous modules (*GEO6-05 A Gathering of Storms and GEO6-07 Lady of Oak & Oracles*) the PC has played. Then get two Spot and two Listen skill checks from the PCs for later use.

INTRODUCTION

Read the following for those who have played either GEO6-05 A Gathering of Shadows or GEO6-07 Lady of Oak & Oracles.

You are taking a moment for yourself, contemplating life or enjoying a lazy afternoon when something catches your attention. A knock on a door, someone clearing his throat, or perhaps the sound of horse galloping up to you.

At this point ask the PC if he or she takes notice. If not then the messenger will actively try and get their attention by calling out their name. The messenger will be polite and persistent. Once the PC acknowledges the messenger, continue on.

A young dark haired and bronze skinned man in (describe Rhychdir Ros livery) stands there, a parchment in his hand. "Ser (or Seres if the PC is female), I have a message for you."

A DC 15 Knowledge Nobility & Royalty or Knowledge Local Sheldomar reveals the livery to be that of Rhychdir Ros. Once the PC takes the message or has the messenger read it, continue:

The message is very simple. "Events are moving faster than anticipated. We are again in need of your assistance in the dark place. If you agree to come, find a road this evening and walk towards the setting sun." At the end of the message is a symbol of four stylized "D"s intertwined. (maybe make this a player handout)

If the PC agrees, move to Encounter One. If the PC does not agree, then the module is over for them.

For those who have not played either GEO6-05 or GEO6-07, read the following:

You are taking a moment for yourself, contemplating life or enjoying a lazy afternoon when something catches your attention. A knock on a door, someone clearing his throat, or perhaps the sound of horse galloping up to you.

At this point ask the PC if he or she takes notice. If not then the messenger will actively try and get their attention by calling out their name. The messenger will be polite and persistent. Once the PC acknowledges the messenger, continue on.

A young dark haired and bronze skinned man in (describe Rhychdir Ros livery) stands there, a parchment in his hand. "Ser (or Seres if the PC is female), I have a message for you."

A DC 15 Knowledge Nobility & Royalty or Knowledge Local Sheldomar reveals the livery to be that of Rhychdir Ros. Once the PC takes the message or has the messenger read it, continue:

The message is a long one. "Forgive us friend, for your name has become known to us through the winds as someone can be counted on. Whether for gold, glory, or duty, you have been a hero before and we wish to employ you as one again. There can be no lie here. It is a dangerous mission in a very dangerous place. It will require not just a good many of resources but also a leap of faith for the means to get you where we need you will be unorthodox. You will be compensated adequately if such is needed."

"The messenger knows nothing of the contents of this message. All questions shall be answered when you arrive at your destination. We swear in the name of St. Cuthbert this is no trap. If you agree, then get your affairs in order and this evening find a road and walk towards the setting sun. We shall do the rest." The message is signed 'The Four Daughters'.

If the PC agrees, move to Encounter One. If the PC does not agree, then the module is over for them.

A Knowledge Local Sheldomar or Bardic Knowledge of DC 20 reveals that recently a group of heroes known as the Four Daughters of Geoff has been helping out with the conflict in the Dim Forest. If a PC does not have these skills or is having trouble with motivation or trusting the missive, the DM can give them this information for free to help the PC decide to go.

ENCOUNTER 1: WALKING INTO THE SUN

Once all PCs who have agreed to go are ready, read the following:

You find a road and begin walking down it as instructed. The air is heavy with magic and the autumn leaves gently fall from the trees that line your path. As you move towards the setting sun, your surroundings become more vivid and intense in their color. A gentle

breeze blows cool air across your back and the cool air dries any sweat on your face and neck.

One moment you hear the rustle of leaves and whistling of wind through trees and then in an instant, these are gone. There is no sound, not even your footsteps, and the air is suddenly very dense and heavy.

The silence lasts a single breath and then your body feels pulled slightly to one side. In a rush sound comes to your ears but all color is gone from the world. What had been a scene of intense autumn colors has been replaced by a landscape almost totally devoid of any color. Everything and everyone is bathed in some shade of gray.

A Knowledge Planes DC 20, tells the PC this is the Plane of Shadow. Those who have been here automatically know this.

In front of you is an odd scene. You and some others stand around a tall stone. Nearby is a human male who can only be described as ancient though he stands tall and strong. Slightly down the hill upon which you stand is an immense grove of oak trees that seems to shuffle back and fourth of its own accord, as if it were waiting nervously. "Hello" the old human says and then motions with one hand to your right. "Some friends have been expecting you."

There are four women there and a tall man. They are like you and have pigment to their skin and clothes, though even these are slightly muted. Behind them, standing in a fierce shield wall but nonetheless looking somewhat nervous are about fifty warriors. These are muted and shadowy like the surrounding world.

PCs who have played the previous mods immediately recognize all the NPCs. If the PC has not played Lady of Oak & Oracle then they will not recognize the Crawling Grove or the Druid of the Grove. PCs can make a Sense Motive DC 15 to tell that the soldiers of the shield wall are nervous because of the Druid.

If the PC has not played GEO6-05 A Gathering of Shadows or GEO6-07 Lady of Oak & Oracle, read the following:

The tall man steps towards those of you for who this is a new experience. "My apologies for the rough ride. My name is Victor Brightblade, I am the war leader of these

people, of the folk of this place. This is Cysgod Annwn and we are a society much like yours. If you have not guessed already, you are on the Plane of Shadow.

Over a year ago a group of Shadar Kai or Shadow Fey emerged upon our land from out of nowhere and began attacking us. Our regent was killed and the war has split our society. Those of us who do not wish harm to come to the brightling land known as Geoff are fighting to push back the Shadar Kai. Those who follow Havgan are also doing this but they have allied themselves with an evil dragon and her cult of Falazure followers.” He almost spits out the last part of the phrase.

“These women are the Four Daughters that sent you the message.” (Introduce the women).

The stunning woman in the simple green dress steps forward. “A bargain has been struck with the Druid of the Crawling Grove, which is the balancing power that keeps this land from falling into total darkness. He will be helping us in a more direct way than before and with his aid we brought you from our world into this one.”

Victor nods and looks to you. “Have you more questions before we get to the business at hand?”

Q. Why did we have to come this way?

A. Time is of the essence and the Four Daughters were already here.

Q. What kind of deal was made with the Druid of the Grove?

A. Gwenllian the Eglantine made that deal and no one else speaks of it.

Q. How has the war gone?

A. The war is in flux right now. No one has the upper hand but the Shadar Kai are changing tactics again.

Q. What new tactics?

A. They are sending in smaller, tougher advanced scouts. Less massed attacks.

Once the PCs are ready to continue, read the following:

Your group has retired to a small campfire, where drink and food can be had.

“Be comfortable.” Victor says and he himself takes a mug full of some colorless liquid that smells like mead. “Despite the fact that we re-lit the lygeden, the Shadar Kai are still attacking us. The stones are not back to full strength yet and thus barely outline our enemies. They are moving in force towards a far outpost known as Gwyth Mynydd or Angry Mountain in the common tongue. We are sending help but so is my rival, Havgan. The people of Gwyth Mynydd are undecided on who to support and the force that can best defend them will win the village to its side. That has to be us.” Victor seems very determined. He looks over at Rhian. “We cannot fail here.”

Rhian turns back to Victor and levels him with a steady gaze. “I know the mission.” Is all that she says.

In the uncomfortable silence that follows, Sierra speaks up.

“We, that is Gwenllian, Ffiona, Victor and I will go with the main army to draw off some of the Shadar Kai and hopefully block any more of Havgan’s forces from reaching his company. That is why we are sending you with Rhian and these men to bolster the defenses of (Angry Mountain). She is the most experienced war leader of the four of us.”

“We should leave soon.” Rhian says suddenly and she gets up to leave the area of the fire. “When you are prepared we shall go.”

Allow the PCs to make suggestions to Viktor and the others as well as ask some questions. As soon as the PCs are ready to go, read the following:

Before you join the force, Ffiona walks up to you. “May I have a moment of your time?”

Assuming the PCs say yes, continue.

“There is one other reason you are going with Rhian. Her confidence has waned since the last battles and she doubts herself. She does not listen to any of us and I fear for her. Out of kindness or out of a sense of duty, I ask you to bolster her whenever possible. The Druid of the Grove says that this is her time and her place and that as well as her skill is why she leads.

“However, as much as I have come to see her as a friend I also know that inside she is fragile as we all are. Should she falter,

someone will need to lead. There is a battle leader among the forces of Havgan who is a spy for us. You will know her for she wears the same flower in her hair that I do. If you think Rhian may collapse, seek her out. She may be able to help though it means possibly revealing her true identity. Unless of course one of you believes you can lead the troops to victory.”

As Ffionna walks away she looks over her shoulder. “I must go now, be well and good luck.”

The PCs cannot get any supplies other than mundane items from the camp. They can get no magical or alchemical supplies and no master work items.

When the PCs are ready, go to Encounter 2

ENCOUNTER 2: A TROLL ON A BRIDGE

The journey will take four days. PCs should let the judge know which spells they have memorized. Rhian uses the PCs to scout dangerous situations where their experience is most helpful.

During that time allow the PCs to ask Rhian questions if they wish or talk to her.

Q. How is your husband?

A. He is fine, he guards our cantrev while I am here.

Q. Why do you work with evil Fire Giants?

A. Two reasons really. They are not all evil and I find them to be honest and honorable. They have given their loyalty to me and I see no reason to turn them into an enemy who may deprive my lands when they can pay penance by safe guarding it.

Q. Why are you the only one of the daughters to come?

A. The Druid of the Grove feels that only one of us should go. He has suggested tasks for all of us and we have taken his counsel.

This encounter happens on the afternoon of the third day. Once the PCs are done talking to Rhian if they wish, read the following:

The small army snakes its way through the shadowed landscape, generally making good time as no Shadar-Kai have been encountered. Rhian is a careful commander, at times even a

bit too cautious and she has scouts out all the time checking and double-checking every possible ambush site. Some of this seems prudent but members of the small force occasionally grumble that they could be making better time if she would just not stop to check every dark grove of trees.

At what you think is mid-day on the fourth day of marching, Rhian again calls a halt and sends out scouts to a large stone bridge that the force will have to cross. They return pronouncing the area before the bridge safe, except for the ‘dark’ forest beneath it. The bridge was not built to cross a river, they explain but to go over a forest of negative energy. At this news Rhian chafes a bit, and she seems a bit indecisive. After a short time, she turns to you.

“Our scouts have pronounced it safe, go ahead and cross the bridge first. I have a strong feeling that there is an enemy about. We will wait for you to give us the all clear.” She orders her scouts to stay halfway between you and the army and begins preparing her soldiers to cross.

As soon as the PCs are ready to cross the bridge, ask them for their marching order. For the following encounter use the first Spot and Listen checks you gathered at the beginning of the module.

If for some reason the PCs refuse to go or try and get Rhian to be more decisive, she gets slightly angry and explains to them once again that they are here for the people of Cysgod Annwn, not her personal counsel.

The Bridge

Half-Dragon Troll allies of Havgan are here waiting for the PCs and Rhian’s army. Their job is to delay any enemies and kill their war leaders. With this in mind, the trolls have laid a trap on the bridge (caltrops) and prepared to defend their tower. See Map #1. The tower is 20’ high.

As PC’s approach they may see the caltrops and or the troll, who is situated in a stone tower on the bridge. The creatures will not reveal themselves until someone on foot crosses the bridge, allowing anyone flying to pass by.

APL AII (EL 1)

Caltrops (See Map #1): Search DC 20; Mechanical; Triggered when stepped on; see *PHB* page 126. The caltrops are deployed in all

squares in front of the tower, stretching from one side to the other.

Troll: DC 30 Spot or DC 25 Listen to know that something is in the tower BUT the PC in question has to be close enough to the tower (within twenty feet).

If the troll cannot get at least two people in the fire or a single PC steps on the caltrops, he sets his trap and attacks. Note at higher APL's there are two trolls and both are in the tower.

APL 4 (EL 6)

Half Shadow Dragon Forest Troll: hp: 56 Monster Manual III, see *Appendix One*

APL 6 (EL 8)

Half Shadow Dragon Forest Troll Fighter 2: hp:78 Monster Manual III, see *Appendix Two*

APL 8 (EL 10)

Half Shadow Dragon Forest Troll Fighter 2 (2): hp:78 Monster Manual III, see *Appendix Three*

APL 10 (EL 12)

Half Shadow Dragon Forest Troll Fighter 4 (2): hp:100 Monster Manual III, see *Appendix Four*

APL 12 (EL 14)

Half Shadow Dragon Forest Troll Fighter 4 (4): hp:100 Monster Manual III, see *Appendix Five*

Tactics:

The Bridge: The bridge is made out of coarse stone and is Hardness 20 with 50 hp per 5' square. The troll hides behind arrow slits in a tower that give him partial cover and +2 on Reflex saves vs. area of effect spells. The tower is 20' high and has a single locked wooden door. Lock DC: 20, Hardness 5, HP 40.

Troll: The troll(s) begin the battle by dropping flaming oil on the PCs' heads. One troll then moves to block the ladder, perhaps even meeting PC's at the front door. If there are two trolls, the second troll will attack through arrow slits, throwing spears. Flaming oil does 3d6 damage in a 10 x 10 area. DC 15 Reflex save for half.

Treasure: The troll(s) have amassed a small amount of treasure that they carry with them. It is payment for their deeds. At various APL's if the PCs search, they find a Ring of Feather Fall (APL 4), Gloves of Fortunate Striking (APL 6), and a Heartseeker Amulet (APL 8) in a corner, stuffed

into a bag. Note the PCs would get two items at APL 6 and three at APL 8.

APL 4: L: 1 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp).

APL 6: L: 105 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), *Gauntlets of Ogre Power* (333 gp), *Gloves of Fortunate Striking* (Xgp).

APL 8: L: 105 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), 2x *Gauntlets of Ogre Power* (333 gp each), *Gloves of Fortunate Striking* (Xgp), *Heartseeker Amulet* (Xgp).

APL 10: L: 0 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), 2x *Gauntlets of Ogre Power* (333 gp each), *Gloves of Fortunate Striking* (Xgp), *Heartseeker Amulet* (Xgp), 8x *Spears +1* (191 gp each), 2x *Mithril Breastplate +1* (191 gp each)

APL 12: L: 0 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), 4x *Gauntlets of Ogre Power* (333 gp each), *Gloves of Fortunate Striking* (Xgp), *Heartseeker Amulet* (Xgp), 16x *Spears +1* (191 gp each), 4x *Mithril Breastplate +1* (191 gp each)

Development: Once the PC's clear the bridge, the Army crosses. If for some reason the PCs fly or Dimension Door past the encounter, Rhian herself is wounded in the battle and all further Diplomacy checks with her at -6 for the remainder of the module.

Once finished with this encounter, move onto Encounter Three.

ENCOUNTER THREE: THE ANGRY MOUNTAIN

The PCs approach the village only to find that Havgan's company has arrived ahead of them and is spreading a number of rumors about the PCs, Geoff, and Rhian. Plus, Rhian has a nasty encounter with the leader of Havgan's forces.

You know now why this place is called angry mountain. Four distinct pillars of black on black smoke rise from the mountains that offer a backdrop to the village itself. None of the buildings here are made from wood and the surrounding temperature is noticeably hotter. Many in the army grumble and curse the area, saying it is bad luck to fight here.

As you approach the village you get a sense that something is not right and the scouts confirm this: Havgan's company has

already arrived at the village and is making preparations to receive both the Shadar Kai AND Rhian's force. As you enter the village you are immediately met by members of Havgan's forces, who 'escort' you to the center of the village.

Standing there are two men, one who looks decidedly unhappy and one he cannot be more pleased with himself.

A villager steps forward and bows to Rhian and to you. "May I present Brehyr Orman of Angry Mountain and... Lord Neres of the Eastwall." As you watch, the one named Lord Neres steps forward his smug expression suddenly gone. He takes two steps towards Rhian and he mouths a single word. (DC 15 Spot Check to see it is 'Rhea') His face then contorts with disgust.

"Is this the celebrated brightling you choose as your war leader? Oh my, such folly!" He gives a belly laugh and his men laugh with him. As suddenly as it faded, the smugness returns. "She will cower in fear and run away as her other did before."

You see now that Rhian, after some shock, is becoming very angry. Spurring her horse forward, she comes very close to knocking the man down. "You should know much about fear! The shadow of a coward is still a coward." As her words pierce the air, silence falls and hands fall to swords.

At this point allow the PCs to intervene. If they do not, the villagers opinion of them will fall and they will be at -2 to Charisma based checks for the rest of the mod with the villagers. Ironically their checks with Havgan's men will increase by +2 for having the guts to let the fight happen. No fight does happen, regardless, as Brehyr Orman will step in and ask them to keep the peace.

Once the situation is calm, continue reading:

The two leaders are pulled apart and soldiers on both sides stand a bit bewildered by their words. Orman clears his throat.

"The enemy?" He looks at both Rhian and Neres. Rhian nods and looks down at you. "These are the ones our message spoke of, the one sent to you by the Druid of the Grove." The villagers seem slightly more at ease once they hear this.

Orman nods. "Good. Have them scout the Angry Mountain for signs of the enemy." With

that he turns away and heads off into the crowd. For his part Neres just shakes his head and nods for one of his own to step forward. She is tall, with a thick head of hair that is tied in a ponytail. Her eyes are intense. Sticking out of her armor is a colorless flower that matches the one worn by Ffionna Ebontress.

"Tegwen is from this place. She can show you the way. It is the least I can do for our allies." He smirks and gives a mock bow. Rhian does nothing more then give the woman a nod of acceptance.

"Scout the mountain passes, see how long we have." Rhian says and then leads your allies off to their camp. Havgan's forces are being quartered on the other side of the village.

Tegwen approaches you and sneers. "Come on then, lets put some pepper under it."

The PCs now can make preparations for tracking the enemy. They will be away from the village for about a day. Tegwen will lead them into the mountains but not reveal herself unless asked.

If the PCs mention the problem that Rhian is having, Tegwen will say the following:

"I cannot reveal myself yet, even here. The information I am learning is too valuable. However, if this becomes more of a problem know that Orman would support one of you as he would Rhian.

On the behavior between Rhian and Neres, she will comment:

"Yes, very odd. Neres had a daughter named Rhea who died early in the invasion. She became frightened and was set upon by Shadar Kai in a field. Since then Neres has supported Havgan because he fears Victor is weak like Neres own daughter."

The Angry Mountain

When PCs are ready they may make Survival (Track) checks (DC 20) or Search checks (DC 25) to find a trail that the Shadar Kai scouts have left. If they investigate, read the following:

You make your way across the mountain and through Three Troll Pass. Tegwen is an expert guide but offers little in the way of conversation. After a time, you catch site of movement down on the plains below.

Just the barest hint of red outlines can be seen ascending the Angry Mountains from the side opposite Gwyth Mynydd.

“Two days, maybe less if they push it.” Tegwen says.

PCs may make a Survival (Track) check or Knowledge: Geography.

DC 15 – Tegwen’s Estimate is correct

DC 25 – The ground the PCs are on is unstable.

When the PCs are ready to return, read the following. Use the second Spot and Listen checks to see if any PC is surprised by the sudden eruption of the mountain. Any PC with Knowledge Geography gets a +2 bonus to their Spot and Listen.

One moment the ground is fine and the next it is rolling, carrying you with it. Landing on the ground you feel the hot sting of lava on your face and arms and an enormous heat from the ground nearby.

Any PC who has a Spot or Listen greater than 25 takes only 1d6 Damage from the spitting Lava. Those who failed were taken unaware and suffer 2d6 damage.

Now each PC must make a reflex save (see trap information below) to avoid the exploding ground. If a PC had been searching for such things allow any Rogue in the party to search for the breaking ground like a trap. Then he or she may try and ‘disable’ the trap by helping PCs avoid the problem areas. If so then none take any damage from the spitting lava above.

The area heaves in two rounds, so the DM may want to take initiative. Place all PCs near the middle of the map and draw a circle of 50’ radius. The ground is broken so there is no running or charging and all PCs begin the encounter prone.

Anyone within the 50’ circle when it explodes takes the damage for their APL. Everyone else on the map takes half that and may make reflex saves for half or evading entirely. Even PCs who are flying take damage and anyone flying over the 50’ center takes full damage unless they make their save.

APL 4 (EL 3)

Erupting Mountain (1): Search DC 22; Disable DC 22; Natural; Environmental Trigger; Damage 3d6, Reflex DC 15

APL 6 (EL 5)

Erupting Mountain (1): Search DC 24; Disable DC 24; Natural; Environmental Trigger; Damage 5d6, Reflex DC 17

APL 8 (EL 7)

Erupting Mountain (1): Search DC 26; Disable DC 26; Natural; Environmental Trigger; Damage 7d6, Reflex DC 19

APL 10 (EL 9)

Erupting Mountain (1): Search DC 28; Disable DC 28; Natural; Environmental Trigger; Damage 9d6, Reflex DC 21

APL 12 (EL 11)

Erupting Mountain (1): Search DC 30; Disable DC 30; Natural; Environmental Trigger; Damage 11d6, Reflex DC 23

Development: Tegwen tells the PCs it will be two days for sure, because of the closing of Three Troll Pass. She recommends they get Rhian to attack the Shadar Kai in Draken Pass to keep them bottled up.

Go to Encounter 4

ENCOUNTER 4: HEARTBROKEN

The PCs return to Gwyth Mynydd to find that Rhian has been given a ‘gift’ by Neres and that her spirits have plummeted even further.

Read the following:

You arrive back in Gwyth Mynydd amid preparations for battle. The folk of this village are arranging their defenses while the men Rhian has lead here help them.

Upon your arrival one of these men, Arval, approaches you.

“Lady Rhian asks that you report to her.” He seems a bit unsure of how to continue but then throws caution to the side and plows ahead. “She received a ‘gift’ from Lord Neres, some doll or such. It has affected her mood and made it worse.” He knows nothing more and offers no more explanation than that.

The PCs will likely go see Rhian at this point and encourage them to do so. If they do not or the

party splits, use the sections following this one as a guide to their actions.

Talking to Rhian

As PCs go to find her, read the following:

You make your way to the small group of tents and find that they are nearly deserted. Only one or two guards stand watch over the camp. If asked they point out which one belongs to Rhian.

From out here you can see her sitting and staring at a map. In one hand is a comb made of a shiny material. She notices you and waves you over.

“What news of the enemy?”

At this point the PCs should give their report. What else they wish to do will govern their further actions.

Ask about Lord Neres ‘gift’ or her reaction to Lord Neres himself.

PCs may attempt a Diplomacy Check to get Rhian to reveal more information.

DC 15

“Yes a silver comb. Very much like the one my father brought me many years ago.”

DC 20

“I think he understands the relationship between Prime and Shadow. They know a great deal about us.”

DC 25

“He is the shadow of my father.”

DC 30

“You know how my father died? Pulled from his carriage by goblins and cut to pieces. The coward was fleeing while everyone else was fighting.”

Ask Rhian what is bothering her

DC 15

“I feel the weight of this command much heavier than any in our war. My failure from earlier this year was a bitter lesson.”

DC 20

“The others do not trust me. Odd, we seem to like one another more and yet they trust me less. They have seen that I have lost faith in myself.”

DC 25

“They used to say that I was a great deal like my own father. Now I wonder if it is true. I wonder if when the moment becomes too great I will break and die like my father, running away.”

Ask about the map or a plan or what to do

“I have no plan. I know what I would normally do but... the Shadar Kai flowed around my giants as if they were consuming them. Were you there, do you remember that? I remember one, saluting me as he fell to them, loyal to the end. At one time I would have reveled in that but now... the world is not what it was. I have no plan worth mentioning.”

Getting Rhian on her feet

The PCs may now realize that some very deep issues are bothering Rhian. Obviously the others thought that given command, she would snap out of her funk but she has not.

At this point the War Council to decide the fate of Gwyth Mynydd is a few hours away. The PCs may talk to Rhian directly, but if they wish, they may try to do a little snooping and fact finding first.

Talking to the Villagers

Gather Information Check

DC 15

The people are angry at both sides for only noticing them now that they need Gwyth Mynydd’s support.

DC 20

People generally think more highly of Victor than Havgan but are afraid Havgan is stronger.

Old Faith Druid

Old Scare Eye: Male Planar Druid 9, Knowledge Nature +14

Gather Information Check

DC 15

If the Druid of the Grove says Rhian is the one, then she is the one and that’s that. He will speak up for her at the War Council.

Rhian’s Soldiers

No check is required as they are worried about Rhian and fully trust the PCs. They let the PCs know that they back her fully but that she cannot

lead as is. Something needs to be done. If she fails, they will follow the PCs.

Lord Neres' Soldiers

Gather Information Check

DC 15

"Your leader is weak, like all of your leaders. Go home brightling, I have no use for you."

Diplomacy Check

DC 25

With this, some of the soldiers express their displeasure with Neres plan as they think Lord Havgan wishes to punish Gwyth Mynydd for not coming to his side sooner. Thus intimidating other villages into joining him.

Brehyr Orman

Orman will flat out tell the PCs that he prefers them and Victor over Havgan but he must support the stronger side, who can protect his village.

Lord Neres

Diplomacy Check

DC 40

If the PCs work their charm on Neres he will at some point admit that Rhian is not quite like his daughter but his duty is to break her and so he shall.

War Council

After PCs have had some time to collect information, they need to discuss the plan with Rhian as well as get her faith in herself built up.

Building her Self Confidence

To get Rhian believing in herself again will require a DC 25 + APL Diplomacy Check. The reason the check is tiered is that with less experienced PCs, Rhian's sense of duty to lead these young ones will help her. At higher APL's she knows the PCs are powerful and can do fine without her.

Bonuses:

- DC 20 Gather Info from talking to Villagers: +3
- Talking to Old Scare Eye: +3
- Talking to Rhian's Soldiers: +5
- DC 25 Diplomacy Check with Neres' Soldiers: +5

- Talking to Brehyr Orman: +3
- DC 40 Diplomacy Check with Lord Neres: +6
- Reminding her of her past accomplishments, talking about her husband, and general pep talk: +2
- Expending a Favor of Rhian: +5

Success:

Rhian's expression gradually changes from dismay to wonder, something you do not think anyone has ever seen.

"I had not idea so many had faith in me. I never thought... well it does not matter now. We have an attack to plan."

Later at the War Council:

"We did not come here to lose, good people. If we follow Lord Neres plan and fight among the village walls while he circles around outside, failure is what you shall have. I will lead my troops up into this Draken Pass and hit our enemy head on. Even if we all die, they will be so worn down that you will defeat them easily."

Brehyr Orman stands and smiles. "I have heard enough. We shall go with Lady Rhian's plan."

Failure:

Rhian nods at your words. "I will consider what you have said."

Later at the War Council

Brehyr Orman stands. "Lady Rhian, your plan seems like a good one but I can see you have little faith in it. We shall accept Lord Neres' plan instead." He walks away, very unhappy.

Go to Encounter 5

ENCOUNTER 5: BATTLE ON ANGRY MOUNTAIN

If the PCs succeeded in getting Rhian to believe in herself then they fight on Map 3A. If not then they fight on Map 3B.

If the PCs succeeded:

Rhian is on foot, leading her company. "Go forward and disrupt their scouts. The longer they are unaware of our strength, the better."

If the PCs failed:

Rhian finds you and she is looking much chagrined. "I have failed, this plan is stupid and will lead to our destruction. Well to mine. I will do my best to keep them out of the village. Your best chance is to attack their scouts. It may delay them."

The Battle

The Shadar Kai scouts and the PCs find one another at about the same time. The three scouts are powerful spell casters and magic wielders as well as being excellent combatants.

All Shadar Kai Hide Checks are at -2 due to the slight red outline but they may still Hide In Plain Sight.

Terrain: Falling in a pool of lava causes 2d6 damage per round. Total immersion increases this to 20d6 a round.

APL 4 (EL 7)

Ayasa, Liandro, and Veric, Male Shadar Kai Rogue 1 / Wizard 2 / Unseen Seer 1 (3): hp 28 each; see *Appendix One*.

APL 6 (EL 9)

Ayasa, Liandro, and Veric, Male Shadar Kai Rogue 1 / Wizard 2 / Unseen Seer 3 (3): hp 36 each; see *Appendix Two*.

APL 8 (EL 11)

Ayasa, Liandro, and Veric, Male Shadar Kai Rogue 1 / Wizard 2 / Unseen Seer 5 (3): hp 66 each; see *Appendix Three*.

APL 10 (EL 13)

Ayasa, Liandro, and Veric, Male Shadar Kai Rogue 3 / Wizard 2 / Unseen Seer 5 (3): hp 80 each; see *Appendix Four*.

APL 12 (EL 15)

Ayasa, Liandro, and Veric, Male Shadar Kai Rogue 3 / Wizard 2 / Unseen Seer 7 (3): hp 92 each; see *Appendix Five*.

Tactics: In general the Shadar Kai will split up and use their spells and hiding abilities to keep the PCs off balance, only charging in with their weapons at the right time. They will use the terrain to their best ability. Anyone casting

Daylight will be stalked from outside of the range if possible or immediately attacked and brought down if not.

DM's should note that the Shadar Kai have some extra items on their person and this is noted in the stat blocks. These items have not affected the stats listed, the items are there for DM's with very strong parties to increase the strength of the Shadar Kai if needed.

Treasure: The Shadar Kai do have a few nice trinkets with them.

APL 4: L: 572gp, C: 10gp, M: 700gp

APL 6: L: 566gp, C: 20gp, M: 1281gp

APL 8: L: 566gp, C: 20gp, M: 2056gp

APL 10: L: 278gp, C: 20gp, M: 6706gp

APL 12: L: 278gp, C: 20gp, M: 12706gp

Development:

Double Success: If the PCs both succeeded in getting Rhian's confidence back and foiled the Shadar Kai, then they receive Conclusion A.

Success / Failure: If they succeeded with Rhian but failed in the battle, they receive Conclusion B.

Failure / Success: If they failed with Rhian but defeated the Shadar Kai, they also receive Conclusion B.

Total Failure: Conclusion C

CONCLUSION

The degree of success in this battle will turn the tide of the war one way or the other.

CONCLUSION A: SPEARBREAKER!

You have won a great battle, both on the field and in a woman's heart. Upon your return to Gwyth Mynydd the people cheer you and even some of Neres men are glad to see you returned. At some point a member of the crowd points to a window where Rhian is standing, speaking to Brehyr Orman. Suddenly, the chant begins and is taken up by all, save Lord Neres and those of his men closest to him.

"Spearbreaker, Spearbreaker, Spearbreaker..."

PCs receive: Favor of the Four Daughters, Hero of Angry Mountain, and Touched by the Plane of Shadow on the AR.

CONCLUSION B: A VERY NEAR THING

Your efforts are not in vein but much damage has been done. Brehyr Orman reluctantly does not side with either Havgan or Victor but will seek his own coalition, weakening the forces arrayed against the Shadar Kai.

PCs receive: Favor of the Four Daughters and Touched by the Plane of Shadow on the AR.

CONCLUSION C: SLAUGHTER

Disaster has struck. Most of the village is destroyed, all but five of your company lay slain, and Lord Neres retreats with his last three soldiers. Gwyth Mynydd is no more. Yet worse is to come. Buried under the bodies of her slain enemies, Rhian merch Neiren lies dead. She found her courage too late to save the village or herself.

PCs receive: Touched by the Plane of Shadow on the AR.

EPILOGUE

PCs are returned to their own plane but are told that the Druid of the Grove expects to see them again. When that is, who knows.

CAMPAIGN CONSEQUENCES

Check the Critical Event Summary Page.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat Troll(s) on the bridge

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter 3

Survive the erupting mountain

APL 4: 90 xp.

APL 6: 150 xp.

APL 8: 210 xp.

APL 10: 270 xp.

APL 12: 330 xp.

Encounter 5

Defeat the Shadar Kai scouts

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

Get Rhian to believe in herself again.

APL 4: 105 xp.

APL 6: 150 xp.

APL 8: 195 xp.

APL 10: 240 xp.

APL 12: 285 xp.

Discretionary Roleplaying Award

APL All: 60 xp.

Total possible experience.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their

foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 2:

APL 4: L: 1 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp).

APL 6: L: 105 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), *Gauntlets of Ogre Power* (333 gp), *Gloves of Fortunate Striking* (Xgp).

APL 8: L: 105 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), 2x *Gauntlets of Ogre Power* (333 gp each), *Gloves of Fortunate Striking* (Xgp), *Heartseeker Amulet* (Xgp).

APL 10: L: 0 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), 2x *Gauntlets of Ogre Power* (333 gp each), *Gloves of Fortunate Striking* (Xgp), *Heartseeker Amulet* (Xgp), 8x *Spears +1* (191 gp each), 2x *Mithril Breastplate +1* (191 gp each)

APL 12: L: 0 gp, C: 100 gp, M: *Ring of Feather Fall* (183 gp), 4x *Gauntlets of Ogre Power* (333 gp each), *Gloves of Fortunate Striking* (Xgp), *Heartseeker Amulet* (Xgp), 16x *Spears +1* (191 gp each), 4x *Mithril Breastplate +1* (191 gp each)

Encounter 5:

APL 4: L: 572gp, C: 10gp, M: 700gp

APL 6: L: 566gp, C: 20gp, M: 1281gp

APL 8: L: 566gp, C: 20gp, M: 2056gp

APL 10: L: 278gp, C: 20gp, M: 6706gp

APL 12: L: 278gp, C: 20gp, M: 12706gp

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 573 gp, C: 110 gp, M: 883 gp – Total: 1566 gp (650 gp).

APL 6: L: 671 gp, C: 120 gp, M: 1797 gp – Total: 2588 gp (900 gp).

APL 8: L: 671 gp, C: 120 gp, M: 2905 gp – Total: 3696 gp (1,300 gp).

APL 10: L: 278 gp, C: 120 gp, M: 9466 gp – Total: 9864 gp (2,300 gp).

APL 12: L: 278 gp, C: 120 gp, M: 12043 gp – Total: 12441 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Favor of the Four Daughters: For once again risking your lives for the land of Cysgod Annwn and by extension the nation of Geoff, you are rewarded by the Four Daughters. They provide you with a charm: four stylized D's intertwined around a circle. The charm will perform four actions, one time each:

-Provide Darkvision 60' for ten rounds. Those who have darkvision already have it extended an extra 60' for the duration.

-A single casting of True Strike as per the spell

-A single casting of Cure Moderate Wounds, on the pc only as per the spell

-A single casting of Pass without Trace, on the pc only, the duration is 120 minutes.

Touched by the Plane of Shadow: After extended exposure to the Plane of Shadow, the character notices a few things. First, their shadow is bigger and darker than before. Second, the sunshine is always a bit too bright for their taste. The Character feels more comfortable in minimal sunlight. If this is the second time the PC has received this favor, then he or she now seems less "colorful". Their skin coloring seems faded. PCs should note this for future reference. If this is their third time on the plane of Shadow for an extended period, the PCs now have an inherent +4 to Hide skill checks. When trying to pass as a native of the Plane of Shadow, they get a +2 to all Bluff or Disguise checks. However, the PC is now considered Dazzled (-1 to Attack and Skill Checks), while on the Prime Material Plane during daylight hours. The dazzled effect lasts for one year after the last time the PC visits the Plane of Shadow

Hero of Angry Mountain: For driving off the Shadar Kai, the PCs are welcomed as Heroes in Angry Mountain. By using this favor, the PCs may upgrade one weapon to use the Vampiric weapon ability.

APL 4

Arcanist's Gloves, adventure (MIC)

Ring of the Darkhidden, adventure (MIC)

Ring of Feather Fall, adventure (DMG)

Spool of Endless Rope, adventure (MIC)

APL 6

Armband of Elusive Action, adventure (MIC)

Caduceus Bracers, adventure (MIC)

Gloves of Fortunate Striking, adventure (MIC)

Tome of Worldly Memory, adventure (MIC)

APL 8

Rod of Substitution (acid), Lesser, adventure (DMG)

Heartseeking Amulet, adventure (DMG)

Eternal Wand of Cure Light Wounds, adventure (MIC)

APL 10

Ring of Mystic Fire, adventure (MIC)

Cape of the Mountebank, adventure (MIC)

APL 12

Ring of Spell Battle, adventure (MIC)

Cloak of Displacement, Minor, adventure (MIC)

Cloak of Thorns, adventure (MIC)

APPENDIX 1 – APL 4

ENCOUNTER 2

HALF DRAGON FOREST TROLL CR 6

Male Half Dragon – Forest Troll Troll
CE Medium Dragon

Init +7; **Senses** Listen +7, Spot +7

Languages Giant, Draconic

AC 22, touch 13, flat-footed 19
(+3 Dex, +9 natural)

hp 56 (5 HD); Fast Healing 5

Immune: Sleep, Paralysis, Energy Drain

Fort +9 (+9 against poison), **Ref** +4, **Will** +2

Weakness No Regeneration from Fire Damage

Speed 30 ft. in no armor (6 squares), base movement 30 ft., Climb 20 ft.;

Melee Claw +6 (1d4+3, poison) or 2 Claws +6 (1d4+3, poison) and Bite +1 (1d6+1)

Ranged Speara +6 (1d8+1, poison)

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

Base Atk +3; **Grp** +6

Atk Options Breath Weapon 1/day

Special Actions Shadow Breath Weapon

Combat Gear Spears (4)

Abilities Str 17, Dex 16, Con 21, Int 11, Wis 12, Cha 6

SQ Darkvision 90', Fast Healing 5, Low Light Vision, Scent

Feats Improved Initiative, Track

Skills Climb +13, Hide +8, Listen +7, Spot +7, Survival +7

Possessions

Poison (Ex) DC 17 Reflex save, Initial and Secondary Damage are 1d6 Con. The Trolls can coat their spears with the poison in preparation for battle.

Breath Weapon (Su) DC 15 Reflex Save. Inflicts 2 Negative levels (Energy Drain). Can be used 1/day. 30' Cone.

Skills

Description

Monster Manual III, Draconomicon, Monster Manual

ENCOUNTER 5

AYASA, LIANDRO, VERIC CR 4

Male Shadar-Kai Rogue 1/Wizard 2/Unseen Seer 1
LE Medium fey (Extraplanar)

Init +3; **Senses** Listen +10, Spot +10

Aura

Languages Common, Elven, Sylvan

AC 21, touch 15, flat-footed 18

(+3 Dex, +4 armor, +2 deflection, +2 natural)

Miss Chance hide in plain sight

hp 28 (7 HD)

Fort +4, **Ref** +10, **Will** +10 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Weakness shadow curse

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.

Melee masterwork spiked chain +6 (2d4/x2) or dagger +5 (1d4/19-20x2)

Ranged shortbow +5 (1d6/x3) or spell +5 (damage as per spell)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

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

Atk Options sneak attack +3d6

Special Actions spells

Combat Gear potion of shield of faith +2 (already drunk), potion of barkskin +2 (already drunk), potion of cure moderate wounds, 40 arrows

Wizard Spells Prepared (CL 7th):

2nd—glitterdust (DC 15), scorching ray

1st—magic missile, true strike x2

0—acid splash x2, ray of frost x2

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

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

Feats Alertness, Exotic Weapon Proficiency (spiked chain)^B, Practiced Spellcaster, Scribe Scroll, Weapon Finesse

Skills Concentration +13, Disable Device +11, Hide +15, Knowledge (arcana) +4, Knowledge (the planes) +4, Listen +10, Move Silently +15, Open Lock +11, Search +13, Sense Motive +4, Spellcraft +7, Spot +10, Survival +4 (+6 following tracks), Tumble +13

Possessions combat gear plus +2 gal-ralan, masterwork spiked chain, masterwork skill kits (Concentration, Hide, Listen, Move Silently, Search, Spot, Tumble), masterwork thieves' tools, spell component pouch, Spellbook, Arcanist's Gloves (Ayasa), Ring of the Darkhidden (Liandro), Spool of Endless Rope (Veric)

Spellbook spells prepared plus 0—all; 1st—charm person, comprehend languages, feather fall, identify, lesser orb of acid, lesser orb of sound, ray of enfeeblement; 2nd—detect thoughts, false life, glitterdust, protection from arrows

Shadow Curse (Su): Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or gain a negative level. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels.

Description

Shadar-kai (MM II, p.150), Unseen Seer (Complete Mage, p. 81)

Equipment

Gal-Ralan: When this cold-forged iron armband is donned (taking up the bracer slot), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Con damage that cannot be healed until after the gal-ralan is removed. A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides a +4 resistance bonus against these effects.

APPENDIX 2 – APL 6

ENCOUNTER 2

HALF DRAGON FOREST TROLL CR 8

Male Half Dragon – Forest Troll Troll Fighter 2

CE Medium Dragon

Init +7; **Senses** Listen +7, Spot +8

Languages Giant, Draconic

AC 26, touch 13, flat-footed 23

(+3 Dex, +9 natural, +4 armor)

hp 78 (7 HD); Fast Healing 5

Immune: Sleep, Paralysis, Energy Drain

Fort +12 (+12 against poison), **Ref** +4, **Will** +2

Weakness No Regeneration from Fire Damage

Speed 30 ft. in Mithril Chain Armor (6 squares), base movement 30 ft., Climb 20 ft.;

Melee Claw +9 (1d4+4, poison) or 2 Claws +9 (1d4+4, poison) and Bite +4 (1d6+2)

Ranged Spear +8 (1d8+2, poison)

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

Base Atk +5; **Grp** +8

Atk Options Breath Weapon 1/day

Special Actions Shadow Breath Weapon

Combat Gear Spears (4), Mithril Chain Shirt

Abilities Str 19, Dex 16, Con 21, Int 11, Wis 12, Cha 6

SQ Darkvision 90', Fast Healing 5, Low Light Vision, Scent

Feats Improved Initiative, Track, Point Blank Shot, Precise Shot, Power Attack

Skills Climb +15, Hide +8, Listen +7, Spot +8, Survival +7

Possessions Gauntlets of Ogre Power

Poison (Ex) DC 17 Reflex save, Initial and Secondary Damage are 1d6 Con. The Trolls can coat their spears with the poison in preparation for battle.

Breath Weapon (Su) DC 15 Reflex Save. Inflicts 2 Negative levels (Energy Drain). Can be used 1/day. 30' Cone.

Skills

Description

Monster Manual III, Draconomicon, Monster Manual

ENCOUNTER 5

AYASA, LIANDRO, VERIC CR 6

Male Shadar-Kai Rogue 1/Wizard 2/Unseen Seer 3

LE Medium fey (Extraplanar)

Init +3; **Senses** Listen +14, Spot +14

Aura

Languages Common, Elven, Sylvan

AC 21, touch 15, flat-footed 18

(+3 Dex, +4 armor, +2 deflection, +2 natural)

Miss Chance hide in plain sight

hp 36 (9 HD)

Fort +5, **Ref** +11, **Will** +11 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Weakness shadow curse

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.

Melee +1 spiked chain +8 (2d4+1/x2) or dagger +7 (1d4/19-20x2)

Ranged masterwork shortbow +8 (1d6/x3) or spell +7 (damage as per spell)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

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

Atk Options sneak attack +3d6

Special Actions spells

Combat Gear potion of shield of faith +2 (already drunk), potion of barkskin +2 (already drunk), potion of cure moderate wounds, 40 arrows

Wizard Spells Prepared (CL 10th for divination spells, CL 8th for all others):

3rd—haste, ray of exhaustion

2nd—bear's endurance, glitterdust, scorching ray

1st—divine favor, magic missile, shield, true strike

0—acid splash x2, ray of frost x2

Abilities Str 10, Dex 16, Con 12, Int 18, Wis 10, Cha 10

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

Feats Alertness, Arcane Disciple (Competition Domain), Exotic Weapon Proficiency (spiked chain)^B, Practiced Spellcaster, Scribe Scroll, Silent Spell, Weapon Finesse

Skills Concentration +15, Disable Device +15, Hide +17, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +14, Move Silently +17, Open Lock +11, Search +15, Sense Motive +4, Spellcraft +8, Spot +14, Survival +4 (+6 following tracks), Tumble +13

Possessions combat gear plus +2 gal-ralan, masterwork spiked chain, masterwork skill kits (Concentration, Hide, Listen, Move Silently, Search, Spot, Tumble), masterwork thieves' tools, spell component pouch, Spellbook, Arcanist's Gloves (Ayasa), Armband of Elusive Action (Ayasa), Ring of the Darkhidden (Liandro), Caduceus Bracers (Liandro), Spool of Endless Rope (Veric), Tome of Worldly Memory (Veric)

Spellbook spells prepared plus 0—all; 1st—charm person, comprehend languages, feather fall, identify, lesser orb of acid, lesser orb of sound, ray of enfeeblement; 2nd—augury, detect thoughts, false life, glitterdust, protection from arrows, touch of idiocy; 3rd—arcane sight, clairaudience/clairvoyance, dispel magic, displacement, fireball, wind wall

Shadow Curse (Su): Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or gain a negative level. If exposed to another event that requires a save against the

shadow curse, a shadar-kai may gain additional negative levels.

Description

Shadar-kai (MM II, p.150), Unseen Seer (Complete Mage, p. 81)

Equipment

Gal-Ralan: When this cold-forged iron armband is donned (taking up the bracer slot), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Con damage that cannot be healed until after the gal-ralan is removed. A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides a +4 resistance bonus against these effects.

APPENDIX 3 – APL 8

ENCOUNTER 2

HALF DRAGON FOREST TROLL **CR 8**

Male Half Dragon – Forest Troll Troll Fighter 2
CE Medium Dragon

Init +7; **Senses** Listen +7, Spot +8

Languages Giant, Draconic

AC 26, touch 13, flat-footed 23
(+3 Dex, +9 natural, +4 armor)

hp 78 (7 HD); Fast Healing 5

Immune: Sleep, Paralysis, Energy Drain

Fort +12 (+12 against poison), **Ref** +4, **Will** +2

Weakness No Regeneration from Fire Damage

Speed 30 ft. in Mithril Chain Armor (6 squares), base movement 30 ft., Climb 20 ft.;

Melee Claw +9 (1d4+4, poison) or 2 Claws +9 (1d4+4, poison) and Bite +4 (1d6+2)

Ranged Spear +8 (1d8+2, poison)

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

Base Atk +5; **Grp** +8

Atk Options Breath Weapon 1/day

Special Actions Shadow Breath Weapon

Combat Gear Spears (4), Mithril Chain Shirt

Abilities Str 19, Dex 16, Con 21, Int 11, Wis 12, Cha 6

SQ Darkvision 90', Fast Healing 5, Low Light Vision, Scent

Feats Improved Initiative, Track, Point Blank Shot, Precise Shot, Power Attack

Skills Climb +15, Hide +8, Listen +7, Spot +8, Survival +7

Possessions Gauntlets of Ogre Power

Poison (Ex) DC 17 Reflex save, Initial and Secondary Damage are 1d6 Con. The Trolls can coat their spears with the poison in preparation for battle.

Breath Weapon (Su) DC 15 Reflex Save. Inflicts 2 Negative levels (Energy Drain). Can be used 1/day. 30' Cone.

Skills

Description

Monster Manual III, Draconomicon, Monster Manual

ENCOUNTER 5

AYASA, LIANDRO, VERIC **CR 8**

Male Shadar-Kai Rogue 1/Wizard 2/Unseen Seer 5

LE Medium fey (Extraplanar)

Init +5; **Senses** Listen +16, Spot +16

Aura

Languages Common, Elven, Sylvan

AC 27, touch 17, flat-footed 22

(+5 Dex, +4 armor, +4 shield (*shield* spell), +2 deflection, +2 natural)

Miss Chance hide in plain sight

hp 66 (11 HD)

Fort +8, **Ref** +14, **Will** +13 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Weakness shadow curse

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.

Melee +1 spiked chain +20/+15/+10 (2d4+8/x2) or dagger +19/+14/+9 (1d4+6/19-20/x2)

Ranged masterwork shortbow +20/+15/+10 (1d6+3/x3) or spell +19 (damage as per spell)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +11 (*divine power*); **Grp** +14

Atk Options sneak attack +4d6

Special Actions spells

Combat Gear potion of shield of faith +2 (already drunk), potion of barkskin +2 (already drunk), potion of cure moderate wounds, 40 arrows

Wizard Spells Prepared (CL 12th for divination spells, CL 10th for all others):

4th—bestow curse (DC 18), divine power †

3rd—haste, ray of exhaustion, vampiric touch

2nd—bear's endurance †, cat's grace †, glitterdust, scorching ray

1st—divine favor †, grease, magic missile, shield †, true strike

0—acid splash x2, ray of frost x2

† Already cast

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

SQ guarded mind, hide in plain sight, shadow curse, superior low-light vision

Feats Alertness, Arcane Disciple (Competition Domain), Exotic Weapon Proficiency (spiked chain)^B, Practiced Spellcaster, Scribe Scroll, Silent Spell, Weapon Finesse

Skills Concentration +19, Disable Device +19, Hide +21, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +16, Move Silently +21, Open Lock +13, Search +20, Sense Motive +4, Spellcraft +8, Spot +16, Survival +4 (+6 following tracks), Tumble +15

Possessions combat gear plus +3 gal-ralan, masterwork spiked chain, masterwork skill kits (Concentration, Hide, Listen, Move Silently, Search, Spot, Tumble), masterwork thieves' tools, spell component pouch, Spellbook, Arcanist's Gloves (Ayasa), Armband of Elusive Action (Ayasa), Rod of Acid Substitution, Lesser (Ayasa), Ring of the Darkhidden (Liandro), Caduceus Bracers (Liandro), Spool of Endless Rope (Veric), Tome of Worldly Memory (Veric), Eternal Wand of Cure Light Wounds (Veric)

Spellbook spells prepared plus 0—all; 1st—charm person, comprehend languages, feather fall, identify, lesser orb of acid, lesser orb of sound, ray of enfeeblement; 2nd—augury, detect thoughts, false life, glitterdust, protection from arrows, touch of

idiocy; 3rd—arcane sight, clairaudience/clairvoyance, dispel magic, displacement, fireball, wind wall; 4th—dimensional anchor, enervation, remove curse, stonesskin

Guarded Mind (Su): Any successful unseen seer must learn to protect herself from magic that would reveal her identity. At 5th level, you become protected by *nondetection* (as the spell, but with a permanent duration). For the purpose of divinations attempted against you, your caster level equals your character level (11th).

Shadow Curse (Su): Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or gain a negative level. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels.

Description

Shadar-kai (MM II, p.150), Unseen Seer (Complete Mage, p. 81)

Equipment

Gal-Ralan: When this cold-forged iron armband is donned (taking up the bracer slot), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Con damage that cannot be healed until after the gal-ralan is removed. A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides a +4 resistance bonus against these effects.

Without spells:

Init +3;

AC 21, touch 15, flat-footed 18

(+3 Dex, +4 armor, +2 deflection, +2 natural)

hp 44 (11 HD)

Fort +6, **Ref** +12, **Will** +13 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Melee +1 spiked chain +9 (2d4+1/x2) or dagger +8 (1d4/19-20x2)

Ranged masterwork shortbow +8 (1d6/x3) or spell +7 (damage as per spell)

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

Abilities Str 10, Dex 16, Con 12, Int 18, Wis 10, Cha 10

Skills Concentration +17, Disable Device +19, Hide +19, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +16, Move Silently +19, Open Lock +11, Search +20, Sense Motive +4, Spellcraft +8, Spot +16, Survival +4 (+6 following tracks), Tumble +13

APPENDIX 4 – APL 10

ENCOUNTER 2

HALF DRAGON FOREST TROLL CR 10

Male Half Dragon – Forest Troll Troll Fighter 4

CE Medium Dragon

Init +7; Senses Listen +7, Spot +9

Languages Giant, Draconic

AC 28, touch 13, flat-footed 25
(+3 Dex, +9 natural, +6 armor)

hp 100 (9 HD); Fast Healing 5

Immune: Sleep, Paralysis, Energy Drain

Fort +12 (+12 against poison), Ref +4, Will +2

Weakness No Regeneration from Fire Damage

Speed 30 ft. in Mithril Breastplate (6 squares), base movement 30 ft., Climb 20 ft.;

Melee Claw +12 (1d4+4, poison) or 2 Claws +12 (1d4+4, poison) and Bite +7 (1d6+2)

Ranged Spear +13 (1d8+4, poison)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +12

Atk Options Breath Weapon 1/day

Special Actions Shadow Breath Weapon

Combat Gear Spears +1 (4), Mithril Breastplate +1

Abilities Str 20, Dex 16, Con 21, Int 11, Wis 12, Cha 6

SQ Darkvision 90', Fast Healing 5, Low Light Vision, Scent

Feats Improved Initiative, Track, Point Blank Shot, Precise Shot, Power Attack, Brutal Throw, Power Throw

Skills Climb +17, Hide +8, Listen +7, Spot +9, Survival +7

Possessions Gauntlets of Ogre Power

Poison (Ex) DC 17 Reflex save, Initial and Secondary Damage are 1d6 Con. The Trolls can coat their spears with the poison in preparation for battle.

Breath Weapon (Su) DC 15 Reflex Save. Inflicts 2 Negative levels (Energy Drain). Can be used 1/day. 30' Cone.

Skills

Description

Monster Manual III, Draconomicon, Monster Manual

ENCOUNTER 5

AYASA, LIANDRO, VERIC CR 10

Male Shadar-Kai Rogue 3/Wizard 2/Unseen Seer 5

LE Medium fey (Extraplanar)

Init +9; Senses Listen +18, Spot +18

Aura

Languages Common, Elven, Sylvan

AC 30, touch 19, flat-footed 25

(+5 Dex, +5 armor, +4 shield (*shield* spell), +4 deflection, +2 natural)

Miss Chance evasion, hide in plain sight

hp 80 (13 HD)

Fort +9, Ref +15, Will +14 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Weakness shadow curse

Speed 30 ft. in +1 mithral chain shirt (6 squares), base movement 30 ft.

Melee +1 *vampiric* spiked chain +22/+17/+12 (2d4+1d6+8/x2) or dagger +21/+16/+11 (1d4+6/19-20x2)

Ranged masterwork shortbow +22/+17/+12 (1d6+3/x3) or spell +21 (damage as per spell)

Space 5 ft.; Reach 5 ft. (10 ft. with spiked chain)

Base Atk +13 (*divine power*); Grp +16

Atk Options sneak attack +5d6

Special Actions spells

Combat Gear potion of shield of faith +4 (already drunk), potion of barkskin +2 (already drunk), potion of cure serious wounds, 40 arrows

Wizard Spells Prepared (CL 12th for divination spells, CL 10th for all others):

4th—bestow curse (DC 18), divine power †

3rd—haste, ray of exhaustion, vampiric touch

2nd—bear's endurance †, cat's grace †, glitterdust, scorching ray

1st—divine favor †, grease (DC 15), magic missile, shield †, true strike

0—acid splash x2, ray of frost x2

† Already cast

Abilities Str 16, Dex 20, Con 16, Int 19, Wis 10, Cha 10

SQ evasion, guarded mind, hide in plain sight, shadow curse, superior low-light vision

Feats Alertness, Arcane Disciple (Competition Domain), Exotic Weapon Proficiency (spiked chain)^B, Improved Initiative, Practiced Spellcaster, Scribe Scroll, Silent Spell, Weapon Finesse

Skills Concentration +19, Disable Device +22, Hide +23, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +18, Move Silently +23, Open Lock +16, Search +22, Sense Motive +4, Spellcraft +8, Spot +18, Survival +4 (+6 following tracks), Tumble +23

Possessions combat gear plus +3 gal-ralan, masterwork spiked chain, masterwork skill kits (Concentration, Hide, Listen, Move Silently, Search, Spot, Tumble), masterwork thieves' tools, spell component pouch, Spellbook, Arcanist's Gloves (Ayasa), Armband of Elusive Action (Ayasa), Rod of Acid Substitution, Lesser (Ayasa), Cape of the Mountebank (Ayasa), Ring of the Darkhidden (Liandro), Caduceus Bracers (Liandro), Ring of Mystic Fire (Liandro), Spool of Endless Rope (Veric), Tome of Worldly Memory (Veric), Eternal Wand of Cure Light Wounds (Veric)

Spellbook spells prepared plus 0—all; 1st—charm person, comprehend languages, feather fall, identify, lesser orb of acid, lesser orb of sound, ray of enfeeblement; 2nd—augury, detect thoughts, false life, glitterdust, protection from arrows, touch of idiocy; 3rd—arcane sight, clairsentience/clairvoyance, dispel magic, displacement, fireball, wind wall; 4th—dimensional anchor, enervation, remove curse, stonewall

+5, Listen +18, Move Silently +21, Open Lock +14, Search +22, Sense Motive +4, Spellcraft +8, Spot +18, Survival +4 (+6 following tracks), Tumble +21

Guarded Mind (Su): Any successful unseen seer must learn to protect herself from magic that would reveal her identity. At 5th level, you become protected by *nondetection* (as the spell, but with a permanent duration). For the purpose of divinations attempted against you, your caster level equals your character level (11th).

Shadow Curse (Su): Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or gain a negative level. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels.

Description

Shadar-kai (MM II, p.150), Unseen Seer (Complete Mage, p. 81)

Equipment

Gal-Ralan: When this cold-forged iron armband is donned (taking up the bracer slot), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Con damage that cannot be healed until after the gal-ralan is removed. A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides a +4 resistance bonus against these effects.

Vampiric weapon: A vampiric weapon deals an extra 1d6 points of damage to any living creature it hits, and you heal damage equal to this amount.

Without spells:

Init +7;

AC 23, touch 17, flat-footed 20

(+3 Dex, +4 armor, +4 deflection, +2 natural)

hp 54 (13 HD)

Fort +7, **Ref** +13, **Will** +14 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Melee +1 spiked chain +11/+6 (2d4+1/x2) or dagger +10/+5 (1d4/19-20x2)

Ranged masterwork shortbow +11/+6 (1d6/x3) or spell +10 (damage as per spell)

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

Abilities Str 10, Dex 16, Con 12, Int 18, Wis 10, Cha 10

Skills Concentration +17, Disable Device +22, Hide +21, Knowledge (arcana) +5, Knowledge (the planes)

APPENDIX 5 – APL 12

ENCOUNTER

HALF DRAGON FOREST TROLL **CR 10**

Male Half Dragon – Forest Troll Troll Fighter 4

CE Medium Dragon

Init +7; **Senses** Listen +7, Spot +9

Languages Giant, Draconic

AC 28, touch 13, flat-footed 25
(+3 Dex, +9 natural, +6 armor)

hp 100 (9 HD); Fast Healing 5

Immune: Sleep, Paralysis, Energy Drain

Fort +12 (+12 against poison), **Ref** +4, **Will** +2

Weakness No Regeneration from Fire Damage

Speed 30 ft. in Mithril Breastplate (6 squares), base movement 30 ft., Climb 20 ft.;

Melee Claw +12 (1d4+4, poison) or 2 Claws +12 (1d4+4, poison) and Bite +7 (1d6+2)

Ranged Spear +13 (1d8+4, poison)

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

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

Atk Options Breath Weapon 1/day

Special Actions Shadow Breath Weapon

Combat Gear Spears +1 (4), Mithril Breastplate +1

Abilities Str 20, Dex 16, Con 21, Int 11, Wis 12, Cha 6

SQ Darkvision 90', Fast Healing 5, Low Light Vision, Scent

Feats Improved Initiative, Track, Point Blank Shot, Precise Shot, Power Attack, Brutal Throw, Power Throw

Skills Climb +17, Hide +8, Listen +7, Spot +9, Survival +7

Possessions Gauntlets of Ogre Power

Poison (Ex) DC 17 Reflex save, Initial and Secondary Damage are 1d6 Con. The Trolls can coat their spears with the poison in preparation for battle.

Breath Weapon (Su) DC 15 Reflex Save. Inflicts 2 Negative levels (Energy Drain). Can be used 1/day. 30' Cone.

Skills

Description

Monster Manual III, Draconomicon, Monster Manual

ENCOUNTER 5

AYASA, LIANDRO, VERIC **CR 12**

Male Shadar-Kai Rogue 3/Wizard 2/Unseen Seer 7

LE Medium fey (Extraplanar)

Init +9; **Senses** Listen +20, Spot +25

Aura

Languages Common, Elven, Sylvan

AC 32, touch 19, flat-footed 27

(+5 Dex, +5 armor, +4 shield (*shield* spell), +4 deflection, +4 natural)

Miss Chance evasion, hide in plain sight

hp 92 (15 HD)

Fort +12, **Ref** +18, **Will** +17 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Weakness shadow curse

Speed 30 ft. in +1 *shadow silent moves* mithral chain shirt (6 squares), base movement 30 ft.

Melee +1 *vampiric* spiked chain +24/+19/+14 (2d4+1d6+8/19-20x2) or dagger +23/+18/+13 (1d4+6/19-20x2)

Ranged masterwork shortbow +24/+19/+14 (1d6+3/x3) or spell +23 (damage as per spell)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +15 (*divine power*); **Grp** +18

Atk Options sneak attack +6d6

Special Actions spells

Combat Gear potion of shield of faith +4 (already drunk), potion of barkskin +4 (already drunk), potion of cure serious wounds, 40 arrows

Wizard Spells Prepared (CL 15th for divination spells, CL 11th for all others):

5th—righteous might, wall of force

4th—bestow curse (DC 19), divine power †, greater invisibility

3rd—haste, keen edge †, ray of exhaustion, vampiric touch

2nd—bear's endurance †, cat's grace †, glitterdust, scorching ray

1st—divine favor †, grease (DC 16), magic missile x2, shield †, true strike

0—acid splash x2, ray of frost x2

† Already cast

Abilities Str 16, Dex 20, Con 16, Int 21, Wis 10, Cha 10

SQ evasion, guarded mind, hide in plain sight, shadow curse, superior low-light vision

Feats Alertness, Arcane Disciple (Competition Domain), Combat Expertise, Exotic Weapon Proficiency (spiked chain)^B, Improved Initiative, Practiced Spellcaster, Scribe Scroll, Silent Spell, Weapon Finesse

Skills Concentration +23, Disable Device +25, Hide +30, Knowledge (arcana) +6, Knowledge (the planes) +6, Listen +20, Move Silently +30, Open Lock +20, Search +25, Sense Motive +4, Spellcraft +9, Spot +25, Survival +4 (+6 following tracks), Tumble +23

Possessions combat gear plus +5 gal-ralan, headband of intellect +2, eyes of the eagle, masterwork spiked chain, masterwork skill kits (Concentration, Hide, Listen, Move Silently, Search, Spot, Tumble), masterwork thieves' tools, spell component pouch, Spellbook, Arcanist's Gloves (Ayasa), Armband of Elusive Action (Ayasa), Cape of the Mountebank (Ayasa), Rod of Acid Substitution, Lesser (Ayasa),

Ring of the Darkhidden (Liandro), Caduceus Bracers (Liandro), Ring of Mystic Fire (Liandro), Cloak of Displacement (Liandro), Spool of Endless Rope (Veric), Tome of Worldly Memory (Veric), Eternal Wand of Cure Light Wounds (Veric), Ring of Spell Battle (Veric), Cape of Thorns (Veric)

Spellbook spells prepared plus 0—all; 1st—charm person, comprehend languages, feather fall, identify, lesser orb of acid, lesser orb of sound, ray of enfeeblement; 2nd—augury, detect thoughts, false life, glitterdust, protection from arrows, touch of idiocy; 3rd—arcane sight, clairaudience/clairvoyance, dispel magic, displacement, fireball, wind wall; 4th—dimensional anchor, enervation, remove curse, stonesskin; 5th—

Guarded Mind (Su): Any successful unseen seer must learn to protect herself from magic that would reveal her identity. At 5th level, you become protected by *nondetection* (as the spell, but with a permanent duration). For the purpose of divinations attempted against you, your caster level equals your character level (11th).

Shadow Curse (Su): Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or gain a negative level. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels.

Description

Shadar-kai (MM II, p.150), Unseen Seer (Complete Mage, p. 81)

Equipment

Gal-Ralan: When this cold-forged iron armband is donned (taking up the bracer slot), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Con damage that cannot be healed until after the gal-ralan is removed. A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides a +4 resistance bonus against these effects.

Vampiric weapon: A vampiric weapon deals an extra 1d6 points of damage to any living creature it hits, and you heal damage equal to this amount.

Without spells:

Init +7;

AC 25, touch 17, flat-footed 22

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

hp 62 (15 HD)

Fort +10, **Ref** +16, **Will** +17 (additional +2 bonus against death effects, energy drains, and the shadow curse)

Melee +1 spiked chain +13/+8 (2d4+1/x2) or dagger +12/+7 (1d4/19-20x2)

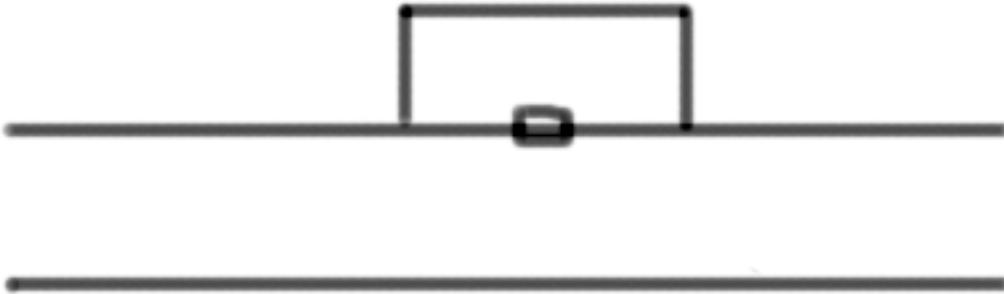
Ranged masterwork shortbow +13/+8 (1d6/x3) or spell +12 (damage as per spell)

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

Abilities Str 10, Dex 16, Con 12, Int 18, Wis 10, Cha 10

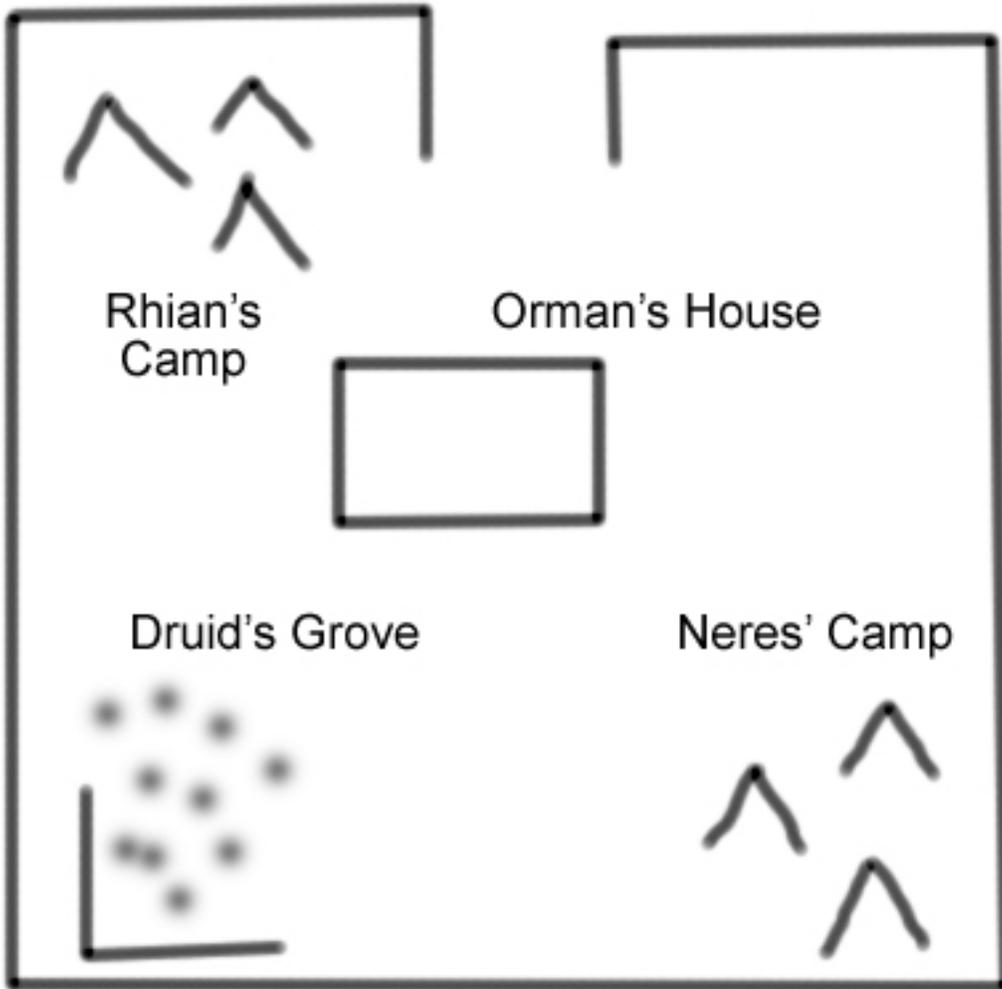
Skills Concentration +21, Disable Device +25, Hide +28, Knowledge (arcana) +6, Knowledge (the planes) +6, Listen +20, Move Silently +28, Open Lock +20, Search +25, Sense Motive +4, Spellcraft +9, Spot +25, Survival +4 (+6 following tracks), Tumble +21

DM AID: MAP #1 – THE BRIDGE

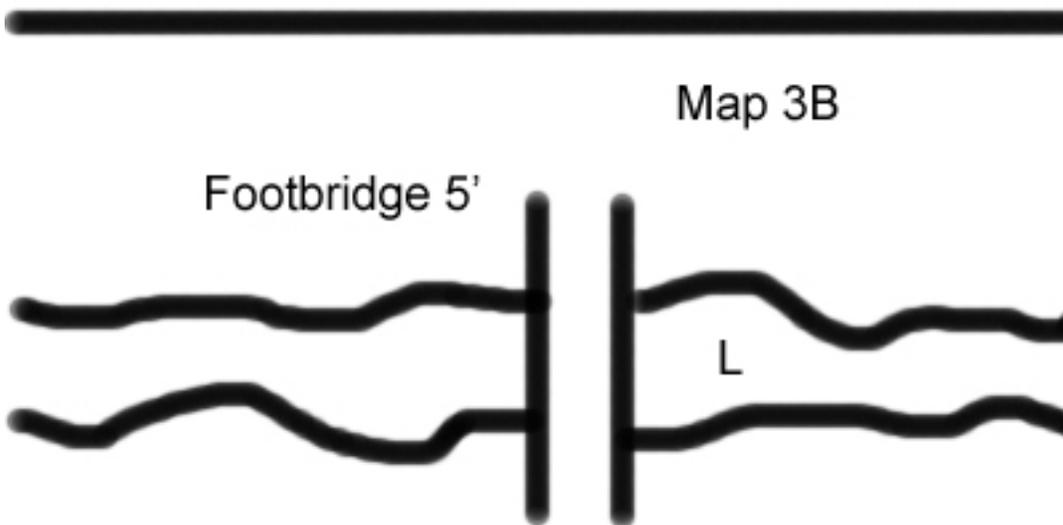


Bridge section is 100' long and 20' wide
The tower is two story, has a single door in
the bottom and a ladder inside. It is 30' long
and 15' wide

DM AID: MAP #2 – GWYTH MYNYDD



DM AID: MAP #3 – BATTLE ON ANGRY MOUNTAIN



DM AID: NEW RULES

NEW ITEMS

Arcanist's Gloves, adventure (MIC)
Ring of the Darkhidden, adventure (MIC)
Spool of Endless Rope, adventure (MIC)
Armband of Elusive Action, adventure (MIC)
Caduceus Bracers, adventure (MIC)
Gloves of Fortunate Striking, adventure (MIC)
Tome of Worldly Memory, adventure (MIC)
Heartseeking Amulet, adventure (?)
Eternal Wand of Cure Light Wounds, adventure (MIC)
Ring of Mystic Fire, adventure (MIC)
Cape of the Mountebank, adventure (MIC)
Ring of Spell Battle, adventure (MIC)
Cloak of Displacement, Minor, adventure (MIC)
Cloak of Thorns, adventure (MIC)

CRITICAL EVENT SUMMARY: GEO7-06 SPEARBREAKER

For use only at Tidecon 2007

- | | | |
|--|---------------|----|
| 1. Did the PC's infuse Rhian with confidence? | Yes | No |
| 2. Did the PC's defeat the Shadar Kai? | Yes | No |
| 3. Did Rhian survive the battle? | Yes | No |
| 4. Is Gwyth Mynydd supporting Victor or is Brehyr Orman forming his own coalition? | | |
| Victor | Own Coalition | |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):