

GEO8-02

A Whisper in the Wind

A One-Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version .95

by Sean Hillman

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Word has spread of the death of Caswallon the Green. Those who revered him are mourning and those who reviled him are celebrating. Everyone else waits for the coming storm to hit Geoff. Even now, as the warm breezes of spring melt away the cold of winter, a gentle and persistent whisper is heard. Who killed Caswallon? Was it the Old Faith? Was it the Brenin? Is he really dead? Will there be war? A Geoff Regional adventure for APLs 4-12 and Part 3 of the *Path of Purity* series.

Note: This adventure will be of particular interest to Old Faith & Guardians of the Three Mothers

Resources: *PHB, MM, MIC*

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.

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

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.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Caswallon the Green had been leading his people along the Pure Path since the time of the war between Geoff and the Giants. With the coming of the Voice of the Dead, he now understands that he did not have the whole story. A true follower of the Old Faith, he intends to change his philosophy to incorporate what he has learned.

Unfortunately, his daughter Maelan does not want to change. Seeing her father as old and weak, Maelan decides she is going to replace him. Tricking her father she manages to kill him. Knowing that there will be questions, she offers the Winter King her service and devotion, promising to bring about war with the Old Faith in exchange for Nerull keeping the soul of her father trapped.

Many are suspicious and the Three Mothers of Geoff, rescued from the Ways two years ago, want to make sure Geoff follows the proper path. So they summon the heroes trusting that their actions will show the Land's Will and point the way to the future.

ADVENTURE SUMMARY

Introduction: Some PCs receive an invitation to the funeral of Caswallon the Green.

Encounter One: PCs have the opportunity to see the events of the funeral and perhaps investigate.

Encounter Two: PCs are summoned before the Three Mothers of Geoff and others and asked to decide the fate of the Pure Path.

Encounter Three: If PCs seek Brialla, they follow her to the Highlands and a small town named Skypoint. Here they must be tested by the Land before being able to retrieve her.

Encounter Four: If PCs seek the Armor, they must travel to some old mines. Here they have to rescue some Modrons and convince them they are with The General.

Encounter Five: If the PCs seek Caswallon's soul, they must travel to a demi-plane and face the horrors there to retrieve it.

PREPARATION FOR PLAY

Before play determine if the PCs have played either GEO6-06 A Gathering of Storms or GEO7-05 A Whisper of Thunder. Also, any PC who is a member of the Old Faith or a Guardian of the Three Mothers should be noted.

Before play begins have each PC roll one Spot, Listen, and Search.

Note, there are two NPCs with similar names mentioned in the module. One is Briallen the Heatherdown, advisor to Owen the Brenin. The other is Brialla the Bard, advisor to Caswallon the Green. Do not let the PCs get the two confused.

INTRODUCTION

Several fights have broken out all already between those who supported the Pure Path and those who opposed it. Tensions are beginning to run high and many are wondering who or what ended the life of Caswallon the Green.

(Read the following to those who have played one of the previous modules. If no PC has played any of the previous modules, skip Encounter One and go to Encounter Two.)

A small sparrow lands near you one day while you are outside. It cocks its head to one side and seems to blink.

“Hello friend,” it says, with a booming voice unexpected from such a small bird, “I hope this finds you well. Whether you believed in my cause or were simply doing your duty to Geoff, you and I have crossed paths. I have passed from this world and this little sparrow is carrying an invitation for you to come to see my body off to the ashes. Whether you mourn me or wish to dance on my grave matters not. In all things there must be balance and even in my passing, this should be true. Follow the road to Gwyrth Bryn and it will lead you to the place.”

With that, the little sparrow flies away.

Any PC who wishes to attend the funeral may do so assuming they got this invitation.

ENCOUNTER 1: A FUNERAL

PCs attending the funeral can come armed and armored if they wish. Troublemakers who start fights however, will be subdued and placed under arrest, out for the rest of the module. The Old Faith and government of Geoff may have found Caswallon's Pure Path distasteful and worrisome but he was a Druid of the Old Faith and they are not going to let characters mess up his funeral.

Once all PCs who are going, are there read the following:

You follow the sparrow's directions and indeed you do find the way. A steady but small stream of mourners makes their way to a small grove of Oaks in the foothills. The place feels ancient but it is difficult to tell as it is so well cared for.

There might be a thousand people here, not counting the soldiers of Gwyrth Bryn who are keeping the few troublemakers separated from those who are taking the solemn ceremony more seriously. Many druids are here as are many normal men, women, and children. Some stand stone faced and some are having difficulty holding back the tears.

Allow the PCs to mingle and do some basic investigating and role-playing. If they wish to speak to anyone here, use the following guidelines:

Normal Folk – range from curious of the Pure Path to completely devoted to it. They will be polite but cool to outsiders if devoted, generally friendly if only curious. They really know very little.

Guards – Ilan ap Dyved expected some miscreants to show up and cause mayhem. They are friendly and polite when asking PCs not to cause trouble.

Druids – explain this is a solemn ceremony, whatever their opinion of Caswallon he was one of them. All would be displeased if someone who hated Caswallon or his philosophy were to disrupt things.

If they want to do a Gather Information check, use the table below:

Gather Information	Result
Less than 10	Caswallon's daughter Maelan is attractive AND single
10	Gwenllian is not going to be here, people say she is too busy
11-20	A cabal of druids conspired to murder Caswallon
21+	Caswallon spoke to a Harp and he was going to change the Path of Purity

Once PCs have mingled and asked questions for a while, read the following:

The ceremony begins with a solemn procession. Four tattooed monks dressed in blue breeches but otherwise unclothed carry a board between them. A body wrapped in linen is on top of the board. Following the body are two women and two men.

For PCs who have played A Gathering of Storms, one of the women is Caswallon's daughter, Maelan. The other is the bard Brialla. The two men are Jostun the Pelorite and Halgar a druid follower of Caswallon.

After a few moments, the body is placed on the prepared pyre. One of the monks lights a torch and hands it to Maelan. Steadily she steps forward and puts the torch to the pyre. In moments the flames catch hold and a gentle breeze can be felt. The breeze catches the flames and moves them rapidly through the kindling and wood. In moments the pyre is

burning hotly and the body is momentarily surrounded by a halo of flame.

Then in a rush the linens catch fire and join the conflagration in its dance. The heat given off is intense. Quietly, the crowd watches as the remains of Caswallon the Green rejoin the land.

When it is done and the pyre smoldering, Maelan merch Caswallon steps forward. "My father gave his life for the folk. A beast was attacking them and he intervened. I believe," she says, looking about, "that enemies of my father sent the beast, knowing he would protect the folk. Look to the beasts of the Land, for my father will be reincarnated among them. Then we shall know who the real villains are."

With that she departs.

PCs may make a Sense Motive check if they wish

20-25 Maelan believes what she is saying but there are other motives to her speech

25+ Jostun, Halgar, and Brialla are not comfortable with what Maelan said.

Investigation

Some PCs may want to do investigating, both magical and mundane. To do this, follow these guidelines to let the PCs know what happens in the days after the funeral but before the events of Encounter 2.

Mundane Means:

Some players can fly or track and have skills that allow them to keep track of people. As a rule, add their skill bonuses to any Gather Information the PCs make about those they are seeking or any information

Magical Means

Add the spell level of any spell cast to help in the gathering of information. Each spellcaster should choose 1 spell (presumably their highest) that might be relevant to the investigation. Add the spell level to the Gather Information check.

Note: the PCs may very well split up and this is fine but they cannot combine their efforts if so. Allow any PC who was not at the funeral to investigate the rumors as well. They may not meet with any Meta Org PCs or turn in favors, as there is too little time between encounters.

The Ffolk Saved by Caswallon (DC 30): No one knows their names or where to find them

Location of the Murder (DC 40): No one seems to know where this is.

Brialla the Bard (DC 40): She is heading west and has been seen in a number of towns. She is not traveling with Maelan.

Maelan merch Caswallon (DC 30): She returns to the Caer of Caswallon and is in seclusion. Even if confronted by PCs through some means she will not reveal any information.

GOTO Encounter 2

ENCOUNTER 2: THREE MOTHERS

Here, PCs who have not played the module finally get to join in. This encounter happens a few days after the funeral.

Once all PCs are ready, read the following:

Again, spring has warmed the air and thawed the ground as you make your way through open countryside. Whatever your business was for the day is now over and you can enjoy the time before sunset, as it is all yours.

Rounding a bend or moving past a hedgerow or even walking in an underground tunnel, you are surprised to see three animals blocking your path. There is a large Hound, the size of a small horse and colored in brownish red fur. Resting upon the Hound is a Lapwing large enough to carry off an infant. Finally next to them is a doe, twice as tall as a doe should normally be.

“Hello” The Hound says in a soft and matronly voice. “We have been waiting for you.” Adds the Lapwing, her voice lilting and hypnotic. “And here you are.” The Hind says finally her voice that of a stern mother.

PCs who played in the 2006 Tidecon Interactive at APL 2 recognize these as the Three Mothers. Other PCs may make a Bardic Knowledge check, DC 30 or a Knowledge Local Sheldomar check, DC 35 or a Knowledge Religion check, DC 30. Druids of the Old Faith get a +5 to their Knowledge Religion. If a PC makes the check they recognize these as the mythical Three Mothers.

To Guardians of the Three Mothers, they say (in unison)

“It is time to serve Geoff in a more direct way. Come with us.”

That should be all the motivation a Guardian needs. To other PCs, they say the following:

“We are the three mothers. We care for and nurture Geoff when it is in need of growth. We care for the Land and the ffolk. We nurtured the Spirit of the Ffolk in her agony but now she is at peace. The Land has its pound of flesh and life, must go on.” They pause for a moment to let that sink in.

“Yet there is one more question to be answered, one more rose that whose thorns must be suffered. We have chosen you. We have asked and the wind has Whispered your Name. We care not for your beliefs or politics. Are you a hero? In the old days no one asked if you were a good man or evil one. All that was asked was if you were a hero and would you stand with those in need. There will be blood, but how much depends on you.”

(Three Mothers Q&A)

If the PC does not agree, he or she is out of the mod. They get the experience for Encounter Two and if their reason for not going is role-playing related, then they also get the Role Play XP.

If the PCs do agree, read on:

The Three Mothers nod to you and move back to let you pass. “Let us go then.” As you walk with them the world shimmers and you find yourself in a new place. It is bright here and in the middle of a glen. The air is warm but not hot. With you now are others.

Allow the PCs to introduce themselves, then read on:

Five others stand here, all looking at you. One is tall and strong, his red hair and beard the only oddities on his otherwise flax features. Another is an middle aged woman in the trappings of an Old Faith druid. Two other men are also dressed as druids but one of them also has a torc around his neck. Finally a Priest of Pelor stands next to the druids.

“About time.” The tall man says.

The tall bearded man is the one known as the General. The woman is Briallen the Heatherdown. The man with the torc is Ilan ap Dyved and the other druid is Halgar. The Priest of Pelor is Jostun.

All will introduce themselves. Once they have done so, read on:

Ilan ap Dyved steps forward. "Thank you for answering the call once again. What everyone here has feared will soon come to pass if you fail. This mission is the most important of all, for its resolution will color Gyruuff for 100 years and more."

"Indeed," Briallen speaks up, "Maelan must be stopped."

"I could just kill her." The General says rather casually. The others frown at him.

"You may get your wish, Mikal ap Jakal, but that is for these to decide." The Hound says and she nods at you.

Ilan turns and spreads his hands at Halgar and Jostun. The two look at one another and Jostun rests his hand on Halgar's shoulder. "You tell it better."

Halgar clears his throat. "Caswallon was murdered but not by some beast summoned by anyone. In fact the beasts were his or so he thought. Maelan corrupted them and when Caswallon told her he intended to modify the Path, her true self came to the surface."

Halgar hangs his head and seems to be unable to go on. Jostun continues for him. "Apparently she and the more extreme members of the Pure Path seek to bring down the current leadership of the Old Faith and the Brenin as well."

"That she must be stopped is not in question." Briallen speaks up. "The Land is at peace with Owen. The Old Faith has suffered for its role in, certain things. But now all is right with the Greenman now."

Ilan picks up again. "Yes, but we will soon need a new Arch Druid. Gwenllian is passing, her sun is almost set. The new Arch Druid will need some measure of the ffolk. We realize now that the People and the Land are one and that must be more than simply words."

"And that," the Lapwing says, "is where you heroes come in. Will Geoff be a land of tolerance that follows its roots more a bit more closely? We will pave the way to the future with the blood of the ancestral ways? Will we throw our fortunes behind a balanced and unknown path?"

At this point Mikal, the General, smiles. "What she means, in simple terms, is how will we handle this. You have three options before you. Brialla the Bard is being hunted by Maelan. Bring her to the Caer and let her face Maelan with Caswallon's words as her weapon. The Pure Path will live in harmony with Geoff and the Old Faith and eventually its better influences will be felt. Your next choice, and the one I approve of, is to retrieve my armor from my very lost shieldmen. Bring it back and together we will drive the Pure Path into the ground."

Briallen lays a hand on his arm. "Your final choice is the one I favor. Let fate decide. None of us know for sure what Caswallon was going to say. In fact we have tried to reincarnate him but we have learned that his spirit is trapped in one the many Dead Cities Nerull keeps. What deal was struck by Maelan to do this we do not know. Free his spirit. Yes he might fuel the flames of hatred but I was there when he and the Voice of the Dead spoke. I believe he was going to preach a change, as Briall would say. Yet if her words are powerful, his would be more so. Free him and we shall know for sure."

"The choice," the Hind says, "is yours."

(Q&A)

If the PCs agree and there is either a Guardian of the Three Mothers or a Druid of the Old Faith, read the following:

The Lapwing flies over to you. "Come with me." You follow her to the General. "You arm please, General" He holds out his arm and the Lapwing drives her beak into his arm. A spray of blood coats the General and you in his blood. The Lapwing coats herself in the blood and then flies over to a patch of reeds.

The Lapwing begins weaving the reeds into a pattern, using the blood to color the reeds. In a few moments there is a blood red cloak where once there had been straw. She picks the cloak up and flies back to you.

"Take this. While you wear it you will not die from your wounds. However, you cannot be healed by any means. If you take this upon yourself, know that the mission rests upon you. If you fail, you will wander the lands of Geoff forever in pain, a wolf who can never die."

The Three Mothers will choose a Guardian first, and then Druids of the Old Faith in order of their level. If this is tied, then roll randomly. They will not bestow this honor upon anyone else. Note on that PC's AR that they have received the Red Cloak of the Three Mothers.

GOTO either Encounter 3, 4, or 5 depending on the choices the PCs made.

ENCOUNTER 3: SKYPOINT

The Copse has the following special rules:

- It is always considered Twilight in the Copse
- Non-magical fire will not burn there; magical fire is unaffected
- Everything is considered to have partial cover (+4) because of the density of the trees. Also Spot and Listen checks take a -4 penalty.
- The overhead is so dense that flying creatures suffer 50% reduction in speed if they are over 10' from the ground and all Spot & Listen penalties are doubled.

These rules only apply to the Copse area.

Skypoint

Skypoint is a meeting place for the tribes that live in the Barrier Peaks. They exist outside the boundaries of everyday Geoff and do not swear fealty to the Griffin Throne. However, they do consider themselves Gyri, more so than the Low Landers.

Skypoint is also home of a famous warrior named Ethni. She is well known as having traveled the Sheldomar and the lower portions of Geoff and is well respected among the Highlands.

Skypoint was founded a thousand years ago as a village for those visiting the nearby Copse.

A DC 30 Knowledge Local Sheldomar or Bardic Knowledge reveals the above information.

PCs will have a chance to rest before being sent to the Highlands. They are told that when they arrive it will likely be about an hour's walk to the village where Brialla was last seen. If PCs wish to fly they may do so.

Once ready, read the following:

It is still winter here and dark clouds threaten to bring a freezing rain or perhaps snow. As

you walk across the broken terrain, you catch a glimpse of the occasional shepherd or hunter. These are truly pure flan folk and they live in the ways their ancestors lived for thousands of years.

If you ask them, they point the way to Skypoint but have never heard of Brialla or Maelan. Indeed they seem altogether disinterested in the plight of their low lands brothers and sisters.

After an hour or more, you come to small stone marker. Down in the valley you notice a number of stone buildings, all surrounding a much larger wooden structure. Around all of these is a tall wooden stockade.

In the distance, a few miles from this village, lies a large wood. An almost palpable darkness surrounds the wood and it seems to stand out ominously against the stark and barren countryside.

Ask the PCs if they wish to do anything special. If not, then continue on:

As you get closer and closer to the village, a group of riders on sturdy mountain ponies come trotting out from the village. They are well armed but none are pointing weapons at any of you.

As they approach, the woman in front stops her pony and speaks in Flan: "Bora da, these are dangerous days."

If no PC can understand her, she will repeat it in common. A Bardic Knowledge or Knowledge Local Sheldomar of DC 30 reveals that this woman is Ethni, a warrior of some renown among the Highlands.

Ethni will listen carefully to the PCs. If they are rude or confrontational, she tells them they are welcome to camp outside the village and will be allowed inside to trade or replenish their water. If the PCs are in general polite, she will welcome them into her household.

If told they can camp outside:

You are shown a well used shallow depression about fifty yards from the wall.

"This is where the merchants pitch their tents. It is protected from the winds here." She then takes her troops and rides back inside.

If told they are welcome in her home:

The woman has her troops surround you in a friendly and protective manner. She then leads all of you into the village and over to a collection of single story stone buildings. Dismounting, she dismisses her troops and removes her helm.

“I am Ethni, daughter of Myra and I bid you welcome to my home.”

Ethni shows the PCs a common room where they will eat and sleep, as well as providing them with cheese, bread, seidr, and goat’s milk if they want. She will excuse herself and let the PCs know they are free to wander the village and trade.

The PCs can wander Skypoint and buy anything from the PHB costing 25gp or less. If they wish to gather information, they may do so, with the following results:

Gather Information	Result
10 or less	The people tell you to talk to someone else, they know nothing
11-20	Some folk talk of a Bard who met with Ethni and the Elders
21+	A woman named Brialla was fleeing someone and was brought here wounded. She is no longer here though she did meet with Ethni and the Elders.

If Ethni did not welcome the PCs in, subtract 5 from the result

Once the PCs realize they need to speak to Ethni they may do so. She will have them meet with the village Elders at dinner that night. When the PCs are ready for dinner, read the following:

Dinner is held in the large wooden house at the center of the village. A fine meal of elk, moose, chicken, and boar is served, with plenty of seidr and bread for everyone. Two elders join yourselves and Ethni, Tuomas and Megan, both druids.

Eventually Ethni broaches the subject with the other Elders.

“Perhaps now would be a good time to speak of Brialla.” She states. Tuomas agrees and rises to speak.

“First you should understand that for us, there is no Pure Faith and impure Faith. There is one Old Faith and your ways and the ways of many of your leaders are as alien to us as the Suel ways are to the low -Landers. Yet the Land will judge, not I or my friends here. Tell us what brings you here.”

Allow the PCs to tell their story. If they continue to be respectful the Elders will be more inclined towards them. Rudeness or threats will make them not want to help the PCs.

+5 If PCs have been polite to Ethni and at dinner

+5 If a Druid of the Old Faith or a Prydyth is with the party

-5 If they are rude at dinner

-5 If there are no native Gyri at the table

The Diplomacy check to convince the Elders to help the PCs is a DC 30.

Failure:

“We cannot know whether you are here to help or harm Brialla. The Land will judge. She resides in the Copse to the north. There the light is not so bright. We will not help or hinder you further.”

Success:

“I believe you are here to help but the Land must still test you. She is in the Copse to the north. Give her this” he holds out a lock of blond hair, “and she will know you are from us.”

The PCs can rest for the night and are told they can leave in the morning. Once they are prepared and ready to leave, read the following:

Ethni leads along a path until you are near the Copse. It is indeed dense; a pine filled wood with low handing branches and pine needles covering the ground.

“Here is where I leave you. Somewhere inside is Brialla, let the Land judge whether you be friend or foe.” She salutes you and turns around, heading back to Skypoint.

Ahead of you, the Copse beckons. Somewhere inside of it waits Brialla.

Have the PCs make a Track or Search Check. A Track DC of 20 or a Search of 25 puts them on the correct path. Have them make another Track and Search checks. The DCs are the same but have only one person roll for the party and up to two others may assist. If the party can not make at least one successful Track or Search check, then the wolves gain a +8 on their Hide and Move Silently checks (since the party is stumbling around looking for the trail and not paying attention to their surroundings).

You have been walking the Copse for what seems like hours and finding intermittent trails. Animal tracks are present as well as those of a human in some sort of moccasin or boot.

Take the Spot and Listen rolls made at the beginning of the module and apply them here. The wolves are sneaking up as best they can and the DM can either take 10 on their Spot and Move Silently checks or roll if he wishes. Any PC whose Spot or Listen succeeds is not surprised.

Suddenly, you hear growls and the rustling of branches as some animals approach.

APL 4 (EL 4)

Worg (3): hp 36 each; see *Monster Manual*, page 256.

APL 6 (EL 6)

Worg (3): hp 36 each; see *Monster Manual*, page 256.

Dire Wolf (2): hp 51 each; see *Monster Manual*, page 65.

APL 8 (EL 8)

Dire Wolf (3): hp 51 each; see *Monster Manual*, page 65.

Winter Wolf (1): hp 58; see *Monster Manual*, page 256.

APL 10 (EL 10)

Dire Wolf (4): hp 51 each; see *Monster Manual*, page 65.

Winter Wolf (2): hp 58; see *Monster Manual*, page 256.

APL 12 (EL 12)

Advanced Winter Wolf (4): hp 112; see *Appendix V*.

Tactics: The wolves attack from all around the party, grabbing at weak looking enemies and

tripping them. Animal companions are ignored unless they are causing major damage. Arcane spellcasters are particularly prime targets.

Development: Assuming the PCs get through this fight and want to continue on, they should have no trouble finding Brialla and the next set of guardians.

The Copse

The Copse is an ancient wood in the Highlands, normally outside the boundaries of Geoff. It is a dense wood of low hanging pine trees. Although it is always dark here, it is not because of it touching the Plane of Shadow like the Dim Wood. Instead it is due to the density of trees here.

To the Highlanders and especially the folk of Skypoint, the Copse is a sacred place where the Greenman lives. He protects those who seek shelter there.

A Knowledge Religion check, DC 20 or a Bardic or Knowledge Local Sheldomar DC 25 reveals the above information to PCs. Ethni can also reveal it if she asks.

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

It does not seem possible but as you move the branches and trees seem to press in even closer. Every few feet you get a mouthful of pine needles.

Have the party make a Search or Track check, as they did before. Even if they can't make the check, read the following:

You do not find yourself in a clearing but you can tell that these trees are in some pattern. They are too evenly spaced to be here by accident. Indeed a short mound runs in a circle around this area. You cannot see all of it but you are sure that it must connect to itself on the other side.

As you watch, a booming voice seems to come from everywhere and nowhere. "Find the stone and be tested."

Use the Search check rolled at the beginning of the module. The highest Search total finds a small white stone. If two or more PCs tie, then pick one randomly or choose the PC with the highest number of ranks. Read the following:

You do in fact see a small white stone in front of you, just out of reach.

The party will not be tested until someone picks up the rock and they will not see Brialla until they are tested.

Once someone picks up the rock, read the following:

The voice returns as you stand up with the rock in your hand. "Are strength of arms and strength of heart one in the same? We shall see. The Land wishes you tested, so be it."

With that the voice dies away and you hear a rumbling in the Earth.

If the PCs couldn't make the Track or Search check, the elementals have a +4 on their initiative modifier.

APL 4 (EL 6)

Earth Elemental, Medium (2): hp 35 each; see *Monster Manual*, page 95.

APL 6 (EL 8)

Earth Elemental, Large (2): hp 75 each; see *Monster Manual*, page 95.

APL 8 (EL 10)

Earth Elemental, Huge (2): hp 163 each; see *Monster Manual*, page 95.

APL 10 (EL 12)

Earth Elemental, Huge Greater (2): hp 213 each; see *Monster Manual*, page 95.

APL 12 (EL 14)

Earth Elemental, Huge Elder (2): hp 243 each; see *Monster Manual*, page 95.

Tactics: The Earth Elementals do not want to kill anyone but they will if it becomes necessary. If they see an opponent fall, the Elemental will not attack and instead seek a different target. They seek to test the characters' resolve and want to see how much punishment they can take before giving up. The logic being that if they came to kill Brialla, they would be more likely to run than to fight. They do their best to get as much cover as possible from ranged attacks so they can get close to melee combatants and pummel them.

Development: If the PCs defeat the Elementals, then Brialla will step forward from the shadows.

"If you have come for my life at the behest of Maelan, I tell you now I will not go without a fight." The woman says, stepping out of the shadow of a large pine tree.

The DC to get Brialla to go with the PCs is 25. They get +5 if she knows them and +10 if they have the lock of hair.

Failure

"I still do not trust that this is the best course of action, however I will give you words to speak on my behalf and this will cause Maelan to show her true colors."

Give the PCs **Player Handout 1**

Success

"I will return with you. It is time for Caswallon's last truth to his people to be heard."

Once the PCs either leave with or without Brialla, read the following:

Without Brialla

You exit the Ways and find Ilan ap Dyved waiting for you. "You could not convince her?" He listens to your story and nods. "It matters not. You must do your best to get these people to understand the truth. Come, we have little time to spare."

With Brialla

You exit the ways and find Ilan ap Dyved waiting for you. "Excellent." He walks over to Brialla and lays a hand on her shoulder. "I and these heroes will make sure no harm comes to you." He smiles and then looks to you. "Come, we have little time to spare."

GOTO Encounter 6

ENCOUNTER 4: DON'T MINE THE MODRONS

The mines have the following special rules:

- It is dark; there is no light source whatsoever
- The mines are low on oxygen. Every hour inside, the PCs must make a Fort Save, DC 17 or suffer 1d6 non-lethal damage from lack of oxygen and the presence of other gasses. An immunity to poison does not prevent this as it is not poison.

These rules only apply to the mines area.

PCs will have a chance to rest before being sent to the mines. They are told that when they arrive it will likely be about an hour's walk to the mines

proper and then a short climb. If PCs wish to fly they may do so.

Once ready, read the following:

You leave the confines of the Ways for a large open plateau, somewhere in the Barrier Peaks. Signs of melting snow can be seen everywhere and although winter has not fully released its grasp, spring is slowly taking hold.

As you begin your trek towards the location of the mine, you notice spots here and there where the ground has been burned.

A Spellcraft Check, DC 17 reveals the arcane spell Scorching Ray has been used here.

Getting closer to the mine, the ground is more difficult and further signs of battle are evident. Indeed, in one location you notice several broken bits of weapons, burned areas of ground, and a discarded wooden buckler that has been split in two.

If PCs want to search here, use the Search Check rolled at the beginning of the module. Any PC who got better than a 20 notices the following.

You move some debris and underneath you find a severed clockwork arm. The arm is in otherwise good condition.

A Knowledge Planes check, DC 20 reveals this to be an arm of a Duodrone. PCs can scour the area but they cannot tell for sure who or what was fighting here.

When the PCs are ready to move on, read the following:

You continue on and find no more signs of battle. Eventually you come to a small set of hand carved stairs and a broken wooden ladder. The way up seems dangerous but climbable.

A Knowledge Architecture / Engineering check DC 20 reveals the ladder to be about a century old and the carved steps probably closer to five hundred years.

PCs may fly up safely if they are capable of it. Otherwise they must climb. It is a 40' climb, with a DC of 15. (For falling damage see the DMG, page 303)

Once all PCs are at the mouth of the mine, reference DM Map #2 and read the following:

You stand at the mouth of a large gallery, with the detritus of industry all around. Overturned

mining carts, broken and dropped tools, and even a sack of iron ore lay scattered about this place. There is no light and the air smells heavy of oil, dust, and perhaps death.

There is only one way out of the gallery that you can see. The floor seems stable and except for the debris of men or dwarves, it is otherwise clear of rubble.

Get a precise marching order. PCs out in front will be attacked first and if their companions are more than one round behind them, then the DM should take note of that. Once the PCs decide to move on, read the following:

The single corridor has ample room for three people to walk abreast. A track runs along the ceiling and every now and then you see that it has been broken.

A DC 15 Knowledge Dungeoneering check reveals this to be some pulley system for hauling up ore and other heavy objects.

Continuing on, it becomes harder and harder to draw breath, even though the mine is well laid out and easy to traverse. Occasionally you come across side galleries where more signs of industry long forgotten can be seen.

Eventually you come to another larger gallery, this one with three tunnels leading off in three different directions.

Allow PCs to make Knowledge Dungeoneering checks. A DC 18 reveals there is a lack of oxygen in the mines. They have been in here one hour so far.

At this point use the Spot check rolled at the beginning of the module. Compare this to the Hide checks of the various monsters. The Digesters and Spider Eaters are not hiding per se, but trying to stay unobserved. The Aranea are definitely hiding. If only one PC arrives, that PC will be the first attacked assuming the creatures see them. So start combat at that point, allowing the other PCs to arrive on the scene depending on how far back they were.

IF this is APL 12, read the following before combat begins

As you step into the room or make some noise, you can hear several harmonic bleeps echoing back and forth around the cavern.

Note: The PCs have stumbled upon a comedy of the food chain. The Aranea are waiting for someone to feast on. The Spider Eaters at **APL 8**

have fed on the Aranea. The Digesters then came along and killed the Spider Eaters at **APL 10**. Finally the Destrachan came and scared the Digesters away, killing one in the process. So at higher APLs parties may find the remains of the previous creatures. (Search DC 20)

APL 4 (EL 4)

Aranea (1): hp 28; armed with 2 spears; see *Monster Manual*, page 15.

APL 6 (EL 6)

Aranea (2): hp 28 each; armed with 2 spears; see *Monster Manual*, page 15.

APL 8 (EL 8)

Spider Eaters (2): hp 48 each; see *Monster Manual*, page 234.

APL 10 (EL 10)

Digester (4): hp 76 each; see *Monster Manual*, page 59.

APL 12 (EL 12)

Destrachan (4): hp 67 each; see *Monster Manual*, page 49.

Tactics: This encounter is a speed bump for the party but the DM should use the creatures to their full ability to cause damage and use resources. The Aranea will seek out weaker (unarmored) prey and have Mage Armor pre-cast. They will also use Sleep. The other denizens see the PCs as dessert and will try and snack on them if possible.

Development: If the PCs survive, they now have a choice to make. They can use Search and Track checks, with any rolls over DC 20 giving a +2 modifier to the Listen check. Once the searching is over, use the Listen checks rolled earlier in the module, adding any bonuses from above. Any Listen check of DC 24 or better hears the occasional echo of chanting from below the right hand path. If no PC succeeds it takes them an extra hour of travel to determine the right hand path is the one for them.

Once the PCs are on the correct path, read the following:

You head deeper into the mines and as you notice voices getting louder and louder. Occasionally you can even make out the words: Huzzah!; Hoo-Hoo-Hoo!; and even the occasional 'Murder! Death! Kill!' followed by what sounds like a slap.

Rounding a bend you come into a narrow gallery, with cell like doors in front of several rooms. The noises are coming from one of these rooms. The gallery itself is filled with debris, rubble, and broken chains.

Have all PCs present make a Spot Check, taking into account marching order and the distance between the various members of the party. All creatures are considered to have taken a 10 on their Hide rolls or the DM may elect to roll for each creature separately.

APL 4 (EL 6)

Chain Devil (1): hp 59; see *Monster Manual*, page 53.

APL 6 (EL 8)

Chain Devil (2): hp 59 each; see *Monster Manual*, page 53.

APL 8 (EL 10)

Chain Devil (2): hp 59 each; see *Monster Manual*, page 53.

Hell Cats (2): hp 67 each; see *Monster Manual*, page 54.

APL 10 (EL 12)

Bone Devil (2): hp 105 each; see *Monster Manual*, page 52.

Hell Cats (1): hp 67; see *Monster Manual*, page 54.

APL 12 (EL 14)

Barbed Devil (2): hp 135 each; see *Monster Manual*, page 51.

Hell Cats (2): hp 67 each; see *Monster Manual*, page 54.

Tactics: The Devils are here to retrieve the Modrons and their armor. They are hoping to lure the General back to the outer planes in service to their Devil lords. Since the PCs would be interfering with that the devils will attack. They have been hiding, hoping the Modrons will be stupid and come out and attack, so at the beginning of the fight they are hidden in different rooms. They do their best to neutralize spell casters first, if at all possible.

Development: If the PCs defeat the devils, the Modrons cautiously come out. Read the following:

You hear a gate open with a great grinding followed by a weak squeak as it stops. As you

peer up, three round objects float into view. Each has small wings on its back.

“Who are you?” Asks the middle one. It is colored black and is missing its left arm. In its right it holds a spear. “Are they from the general?” Asks the one on the left, colored green, it wields a crossbow. “If it comes to a fight, I want that one (point to a random PC).” Says the blue one on the right, wielding a bastard sword. Its eye is wild and looks around as if the creature is a bit touched. The other two give it an exasperated stare.

“Who are you?” The black one asks again.

The PCs must convince the Modrons to go back with them. This will not be too difficult, assuming the PCs do not lie and they remember what the General told them. The DC for the diplomacy is 25

+5 If they have the severed arm and offer it to the black modron.

+5 If they remember word for word what the General said, make sure the PCs recite it to you without any help or hints.

-10 If a PC lies and cannot get a Bluff check of at least DC 20.

If the PCs cannot convince them they have two choices, return without the armor or...

“If you are from the General, you will be strong; best me and we shall go back with you.” Says the Black one. It raises its spear and waits for one of you to step forward.

APL AII (EL 6)

Black Number Seven (1): hp 30; see *Appendix VI*.

If a PC defeats BNS or at least fights honorably, then they will go with you. Any treachery forces the Modrons to retreat into the cell and hide there.

If the Diplomacy succeeds, read the following:

“I still do not know if we can trust them.” Says the green one. From the other side, the blue cries out, “We will fight in the shade! Murder, death, kill!” to which the black one responds with a slap to blue’s head. The slap sends the blue one spinning in a circle three times, after which it appears to be shaking with rage but says no more.

Once the PCs either have the armor or leave without it, read the following:

Your trip back to the ways is uneventful and a few hours later you find yourselves deposited on a warm hillside. There in front of you is the General.

If the PCs do not have the armor:

“Doesn’t matter, time is wasting.” He turns and begins walking towards the north, deadly purpose in his steps.

Otherwise:

“Good.” He takes the armor from you and begins donning it. “Seven, report.” He says to the black modron.

“Armor safe and secure!” It salutes. “Is it war, sir?” It asks and the General nods.

“War it is.” He turns and begins walking towards the north, deadly purpose in his steps.

Note: any PC trying to don the armor feels nothing but is instantly and irretrievably dead if he or she puts on the helmet. The demon inside eats the PCs head and soul and then exclaims. “Much thanks, can I have another?” The soul can be recovered with a Wish or Miracle spell. Raising the PC will then require a Resurrection spell, as the head is missing.

GOTO Encounter Six

ENCOUNTER 5: THE WINTER KING’S SUMMER HOME

This location has the following special rules:

- All undead have +2 Turn Resistance on top of any other turn resistance they have normally
- The lighting is considered twilight at all times
- All light spells and lighting effects are only 50% effective as are all fire spells
- The entire plane detects as Evil, so Detect Evil abilities will not reveal any further information
- Each hour a PC spends here he or she must make a DC 17 Fort Save or suffer 1d6 non-lethal damage.
- Any PC who dies here cannot be brought back with a Raise Dead. It requires a Reincarnation or Resurrection.

PCs have been allowed to rest and prepare themselves for what lies ahead. However, they are told there is at least a three-hour walk ahead of them. PCs may fly if they wish but let them know that huge beasts are flying in the air and they seem to be very vigilant and un-tired. Once they are ready to go, read the following:

The Three Mothers open the Ways for you and let you step out into a frozen hell. As far as the eye can see there is nothing but a sunless wasteland covered by a thin layer of white fog. From everywhere and nowhere a sickly red glow illuminates this that sits in an eternal twilight.

As you walk you feel the crunch of ice covered bone beneath your feet. There is no road and no landmarks to guide your way; only the intensity of the red glare marks the necropolis that supposedly holds the object of your search.

At this point take note of any hiding or special spells or circumstances the PCs take with regard to trying to stay hidden. PCs who are blatant or who go around throwing light spells everywhere should be harassed by low-level undead out of the *Monster Manual*.

A few skeletons, zombies, or ghouls should remind them to be more careful. These are creatures the PCs should normally defeat easily but it may use up turn attempts and other valuable resources.

Continue on

Every so often a winged beast made of bone flies high overhead and shines down a sickly red light upon the ground. None seem to come close to you but it is evident they are keeping watch.

Check the Spot Checks taken at the beginning of the module. The fog gives each creature a +4 circumstance bonus on its hide and they have been here so long, each is considered to have taken a 20 on its Hide check. Any PC who spots the creatures is not surprised.

Read the following:

At some point you become aware that the crunch of ice covered bone is no longer just coming from beneath your feet. Is to the right? Perhaps the left? No, you are sure it is from behind you! Swinging around you catch a glimpse of a pile of bones forming from the thousands beneath you and moving to attack.

APL 4 (EL 4)

Chimera Skeleton, Large Undead (1): hp 68; Has +2 Natural Armor due to thick ice covering; see *Monster Manual*, p227.

APL 6 (EL 6)

Advanced MegaRaptor Skeleton, Huge Undead (1): hp 89; Has +2 Natural Armor due to thick ice covering; see *Monster Manual*, p227.

APL 8 (EL 8)

Young Adult Red Dragon Skeleton, Huge Undead (1): hp 138; Has +2 Natural Armor due to thick ice covering; see *Monster Manual*, p227.

APL 10 (EL 10)

Young Adult Red Dragon Skeleton, Huge Undead (2): hp 138; Each has +2 Natural Armor due to thick ice covering; see *Monster Manual*, p227.

APL 12 (EL 12)

Young Adult Red Dragon Skeleton, Huge Undead (4): hp 138; Each has +2 Natural Armor due to thick ice covering; see *Monster Manual*, p227.

Tactics: These creatures are very narrow-minded. When life comes within 60' of them, they stand up and attack. There is little subtlety in them though they tend to go after clerics and good aligned creatures first. Their primary purpose is not to stop any invader but to weaken them. If PCs are flying they will avoid this encounter but should not receive experience for it. However, they are still detected.

Development: There is no treasure here and once defeated the guardians fall back into bone. However, the red light now becomes a deep blue, signifying that intruders are about. Again if the PCs tarry, harass them with minor undead encounters.

Read on

You are now sure your presence is known. The once red light is now a terrifying blue, as unnatural a color as you have ever seen. Moving forward your breath is becoming thicker and thicker as the cold threatens to steal the warmth of your life.

Eventually you catch a glimpse of your destination. Breaking through the eerie calm, a tall spire seems to jut from the very ground. Its polished surface reflects the blue light,

illuminating its courtyards. As you get closer, the polished material can be seen more clearly. It is the blackened bones of some enormous beast or beasts, locked together to form a keep. The keep is surrounded by a bone fence with a single gate. In its courtyards stand dozens or perhaps hundreds of frozen statues. The enormous complex stretches in all directions.

As you approach, eyes in the fence open and peer menacingly at you.

Use the Search check rolled for at the beginning of the module to determine how long it takes to find Caswallon's statue.

Highest Roll	Time
10 or less	4 Hours
11 to 15	3 Hours
16 to 20	2 Hours
21+	1 Hour

Once the PCs have found the statue, read the following:

You see the ice statue as the body appeared in death. Something chewed him bloody and clawed out his eyes. He did not die quietly however, and his hands are clenched around an unseen throat. The Three Mothers told you that to release the spirit, the statue must be warmed.

PCs can use mundane or magical means to warm the statue and melt it. Chopping at the statue to harm it will have no effect, nor will any spell short of a Miracle or Wish.

Once the PCs come up with a plan, read the following:

As you begin melting the statue it slowly evaporates. Over time the quantity of ice is less and less until finally, with a final scream of agony, the statue is no more, leaving no residue on the bony ground.

At this point, use the Listen check rolled at the beginning of the module. Any PC who gets more than an 18 on their listen is not surprised.

You ears once again pick up the tell tale sign of movement and you mentally urge your feet to move despite their frozen state.

APL 4 (EL 6)

Wights, Medium Undead (3): hp 33; see *Monster Manual*, p255.

APL 6 (EL 8)

Advanced Remorhaz, Huge Magical Beast (1): hp 105; see *Appendix II*.

APL 8 (EL 10)

Advanced Remorhaz, Huge Magical Beast (1): hp 180; see *Appendix III*.

APL 10 (EL 12)

Purple Worm, Gargantuan Magical Beast (1): hp 212; see *Monster Manual*, p211.

APL 12 (EL 14)

Advanced Purple Worm, Gargantuan Magical Beast (1): hp 251; see *Appendix V*.

Tactics

Wights: Again they are very straightforward in their approach. The Wights move to attack as many targets as possible, trying to drain their life force from them.

Remorhaz & Purple Worm: These creatures begin far below the ground and on their first round erupt from the ground and attack. They seek to swallow and then kill enemies one at a time, using their defenses and other attacks to keep others busy.

Development: PCs who survive the encounter may return to their point of entry. If they flew or otherwise avoided the first combat on the way here, the DM may spring it on them on their return if they are less cautious or forced to walk.

Once the PCs return, read the following:

Instead of being transported back to where you were before, the Ways bring you to a warm hillside. There in front of you is a canine that can only be a Dire Wolf.

“Thank you.” It says and the wolf bows to you. “I am he that you have freed, Caswallon the Green. Murdered by the hand of my own daughter and imprisoned by the Winter King I owe you a debt of thanks.”

“Now I have seen some of what Owen has gone through and although I do not agree with all of his methods, I think I can now live with them. There is a place for the Pure Path and the new ways to coexist, but only if we hurry. We must stop my daughter from destroying our beloved nation with her narrow vision.”

With that, the wolf lopes off, stopping every so often for you to catch up.

GOTO Encounter 6

ENCOUNTER 6: RESOLUTION OR REVOLUTION

At this point the PCs will have several different endings depending on which path they chose. The PCs have had two hours of rest from the end of their previous Encounters.

They may cast any spells they need in that time but they do not have the chance to rest and memorize spells.

Once all the PCs are ready, go to the appropriate section below:

Finding Brialla:

If the PCs convinced Brialla to come along, they will have a slightly easier time with things. If not then they will have a chance to try diplomacy before the final fight begins.

Read the following:

Ilan ap Dyved leads you across hills until finally you stand above the former Caer of Caswallon the Green. It is still nothing more than a reinforced village but the numbers have swelled and the defenders look very ready.

“Lets go.” He says. He leads you down the hill towards the front gate where Briallen, the General, and the Three Mothers are already confronting Maelan and some of her followers.

Once your group arrives, Ilan walks closer to Maelan.

“I believe your people need to hear something.”

If Brialla is there, she reads Player Handout 1, if not the PCs will have to read it and try and make a Diplomacy check. The DC is 30 and there are no other modifiers.

If the PCs make the check or Brialla is with them, read the following:

Maelan scoffs at everything said, but some of her people now look at with questioning glances.

“Is this true?” One of them asks. Maelan sneers.

“I will show you truth.” She says and points at you. Around you elementals leave the ground and advance on the others while some of Maelan’s personal guards move against you.

If the PCs fail the check:

No one seems to believe you although they seem somewhat perplexed by the words. Seeing this, Maelan points at you. Elementals spring from the ground to attack those with you while Maelan’s guards move against you.

The difference here is that if the PCs have Brialla or are successful in their Diplomacy, they have a Bardic Inspire Courage for 10 rounds, giving them a +2 to hit, damage, and saves against fear and charm effects.

APL 4 (EL 8)

Lark, Human Monk 4 (f): hp 27; see *Appendix I.*

Sparrow, Human Monk 3/Rogue 1 (f): hp 26; see *Appendix I.*

Dove, Human Druid 6 (f): hp 45; see *Appendix I.*

APL 6 (EL 10)

Lark, Human Monk 6 (f): hp 39; see *Appendix II.*

Sparrow, Human Monk 3/Rogue 3 (f): hp 36; see *Appendix II.*

Dove, Human Druid 8 (f): hp 59; see *Appendix II.*

APL 8 (EL 12)

Lark, Human Monk 8 (f): hp 51; see *Appendix III.*

Sparrow, Human Monk 5/Rogue 3 (f): hp 48; see *Appendix III.*

Dove, Human Druid 10 (f): hp 73; see *Appendix III.*

APL 10 (EL 14)

Lark, Human Monk 10 (f): hp 63; see *Appendix IV.*

Sparrow, Human Monk 5/Rogue 5 (f): hp 58; see *Appendix IV.*

Dove, Human Druid 12 (f): hp 87; see *Appendix IV.*

APL 12 (EL 16)

Lark, Human Monk 12 (f): hp 75; see *Appendix V.*

Sparrow, Human Monk 7/Rogue 5 (f): hp 70; see *Appendix V.*

Maelan, Human Druid 14 (f): hp 101; see Appendix V.

Tactics: The opponents start very close, just 30' away from each other. The Monks do their best to get in close, grapple and stun. Especially spell casters. The Druids use their Animal Companion as a shield will summoning beasts to help them.

Development: Whether the PCs live or die, goto Conclusion A.

Finding The Armor

Here there could be dire consequences for not succeeding in getting the Armor. Important NPCs will begin falling after a certain number of rounds. **IF** the PCs did not bring the General his armor, note the number of rounds the PCs take to defeat the battle. Then check below to see which NPCs survive.

Jostun of Pelor – Round 3

Halgar the Druid – Round 4

Briallen the Heatherdown – Round 6

Mikal, the General – Round 8

Ilan ap Dyved – Round 10

Read the following once PCs are ready:

The General leads you over the hills quickly, barely stopping and then only to let you catch up. Once you get to the Caer a battle is already raging: the Cantrevi forces of Gwyrth Bryn and several Druids of the Old Faith are here doing battle with Maelan.

Elementals and summoned beasts are being hurled into battle.

“Ok, well they didn’t wait.” The General says. He pulls his sword and points. “Try and get in and kill Maelan, I will go help all the important folks.” He starts off, stops and turns to you. “Luck.”

The battle is the same as “Finding Brialla” encounter above.

Development: Whether the PCs live or die, goto Conclusion B

Finding Caswallon

If the PCs have Caswallon with them (if not they are likely dead) then they come upon an entirely different scene than the other encounters.

Caswallon leads you down through the hills and to his Caer. There, Ilan ap Dyved and others are already speaking to Maelan.

As you arrive, Caswallon jumps up on a nearby stump. “Daughter.” He says simply.

Maelan becomes pale and nearly faints. “Father”, she whispers.

“My daughter has betrayed me and everything we stood for. Our path was not wholly wrong but we must learn to work within the Old Faith. The Land has spoken through the Brenin and now through me. Let us end the feud here.” With that Caswallon leaps up and bites Maelan’s head off. Her lifeless corpse falls to the ground and the dire wolf drops her head.

Before anyone can move or say anything, a booming voice rings out:

“Thank you. My master would have wanted her in return for the bargain being broken. That makes it easier. Now I only have to bring back that blasted Druid and his rescuers. Nerull will be pleased.”

A violent wind knocks many over and vile beasts appear, attacking everyone. Three figures in particular appear and seem to be heading towards you.

Caswallon the wolf is grabbed by a large tentacle and held fast. He looks at you. “Save yourselves and my people!”

Caswallon is being grappled, he cannot move from his square. Place the PCs up to 30' from him, between the oncoming collectors and Caswallon.

APL 4 (EL 8)

Spiral, Otyugh Cleric 4 (m): hp 66; see Appendix I.

Wight Monk 1 (2): hp 40; see Appendix I.

APL 6 (EL 10)

Spiral, Otyugh Cleric 6 (m): hp 78; see Appendix II.

Mohrg: hp 103; see *Monster Manual*, pg. 189

APL 8 (EL 12)

Spiral, Otyugh Cleric 8 (m): hp 90; see Appendix II.

Mohrg (2): hp 103; see *Monster Manual*, pg. 189

APL 10 (EL 14)

Spiral, Otyugh Cleric 10 (m): hp 102; see *Appendix IV*.

Mohrg (2): hp 103; see *Monster Manual*, pg. 189

Night Hag (f): hp 75; see *Monster Manual*, pg. 193

APL 12 (EL 16)

Spiral, Otyugh Cleric 12 (m): hp 114; see *Appendix V*.

Mohrg (2): hp 103; see *Monster Manual*, pg. 189

Night Hag Pious Templar of Nerull 4 (f): hp 105; see *Appendix V*.

Tactics: Spiral does his best to help his undead servants. He will cast spells and engage any PC who is getting to close, while slowly making his ways towards Caswallon. Spiral and his helpers start 40' from the PCs. The undead try and engage in melee combat, especially against casters and try to paralyze or drain levels. Spiral and Night Hag have imbibed Potions of Fly before the battle, to avoid too many spells that might effect movement.

Development: If the PCs survive and save Caswallon, goto Conclusion C. If Caswallon dies, goto Conclusion A.

CONCLUSION

CONCLUSION A: A MEASURED PATH

With the defeat of Maelan, the people who followed Caswallon now find themselves without a leader. Briallen the Heatherdown talks to them and begins the process of healing. The Pure Path will live on but in a more constructive way, its influence helping the people of Geoff back to their old ways, but with arms wide open to any person of any race who wishes to be known as a Gyri.

CONCLUSION B: RABBLE

With the defeat of Maelan, the people who followed Caswallon now find themselves hunted and hated. The Pure Path is gone and in its place are scattered cultists who will now go to ground and seek ways to hurt the land that turned its back on them.

CONCLUSION C: CASWALLON'S RETURN

With the defeat of Maelan, the people who followed Caswallon now find themselves once again with him. He talks to them and begins the process of healing. The Pure Path will live on but in a more constructive way, its influence helping the people of Geoff back to their old ways, but with arms wide open to any person of any race who wishes to be known as a Gyri.

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 X

Objective.

APL X: X xp.

Story Award

Story Objective.

APL X: X xp.

Discretionary Roleplaying Award

APL X: X 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 X:

APL X: L: X gp, C: X gp, M: *item* (X gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: X gp, C: X gp, M: X gp – Total: X gp (450 gp).

APL 4: L: X gp, C: X gp, M: X gp – Total: X gp (650 gp).

APL 6: L: X gp, C: X gp, M: X gp – Total: X gp (900 gp).

APL 8: L: X gp, C: X gp, M: X gp – Total: X gp (1,300 gp).

APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (2,300 gp).

APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

APL 14: L: X gp, C: X gp, M: X gp – Total: X gp (6,600 gp).

APL 16: L: X gp, C: X gp, M: X gp – Total: X gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Title: Description

Item Access

APL 4

- Darkwood Buckler (Adventure, DMG)
- Darkwood Shield (Adventure, DMG)
- Caster's Shield (Adventure, DMG)
- Safewing Emblem (Adventure, MIC)
- Amber amulet of vermin, giant bee (Adventure, MIC)
- Chronocharm of the Celestial Wanderer (Adventure, MIC)

APL 6

- Amber amulet of vermin, Huge monstrous centipede (Adventure, MIC)
- Brooch of Stability (Adventure, MIC)
- Heartseeking Amulet (Adventure, MIC)
- Empowered Spellshard, 1st level spell (Adventure, MIC)
- Cloak of Elemental Protection (Adventure, MIC)
- Chronocharm of the Horizon Walker (Adventure, MIC)

APL 8

- Vanisher Cloak (Adventure, MIC)
- Flesh Ring of Scorn (Adventure, MIC)
- Collar of Healing (Adventure, MIC)

- Torc of Heroic Sacrifice (Adventure, MIC)
- Belt of Ultimate Athleticism (Adventure, MIC)
- Dust of Tracelessness (Adventure, DMG)

APL 10

- Owlfeather Armor (Adventure, MIC)
- Foxhide Armor (Adventure, MIC)
- Restful Crystal (Adventure, MIC)
- Goggles of Draconic Vision (Adventure, MIC)
- Crystal Mask of Insight (Adventure, MIC)
- Quicksilver Boots (Adventure, MIC)

APL 12

- Blindhelm (Adventure, MIC)
- Tome of Understanding +1 (Adventure, DMG)
- Manual of Bodily Health +1 (Adventure, DMG)
- Metamagic rod, Silent, greater (Adventure, MIC)
- Rod of Splendor (Adventure, DMG)

APPENDIX 1 – APL 4

ENCOUNTER SIX

LARK CR 4

Female Human Monk 4

LN Medium Humanoid

Init +6; **Senses** Listen +9, Spot +9

Languages Common, Flan

AC 18, touch 16, flat-footed 16

(+0 size, +2 Dex, +2 class, +2 armor, +2 natural)

hp 27 (4 HD);

Fort +6 (+6 against poison), **Ref** +7, **Will** +7

Speed 40 ft. in no armor (8 squares), base movement 40 ft.,

Melee Fist +5 (1d8+2/x2) or Fist +3/+3 (1d8+2/x2)

Ranged Shuriken +5 (1d2/x2)

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

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

Atk Options Flurry of Blows, Improved Grapple, Ki Strike

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +2, potion of barkskin +2 (used)

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

SQ Evasion, Improved Movement +10', Ki Strike (magic), Slow Fall 20',

Feats Improved Grapple, Improved Initiative, Combat Reflexes, Dodge, Mobility,

Skills Climb +9, Spot+9, Listen +9, Jump +9, Tumble +9

Possessions combat gear plus vest of resistance +1

Skills

Description Human Female, with black hair and no armor

SPARROW CR 4

Female Human Monk 3/Rogue 1

LN Medium Humanoid

Init +6; **Senses** Listen +9, Spot +9

Languages Common, Flan

AC 18, touch 16, flat-footed 16

(+0 size, +2 Dex, +2 class, +2 armor, +2 natural)

hp 26 (3d8+1d6+4 HD);

Fort +4 (+4 against poison), **Ref** +7, **Will** +5

Weakness

Speed 40 ft. in no armor (8 squares), base movement 40 ft.,

Melee Fist +4 (1d6+2/x2) or Fist +2/+2 (1d6+2/x2)

Ranged Shuriken +4 (1d2/x2)

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

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

Atk Options Flurry of Blows, Stunning Fist, Sneak Attack

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +2, Cloak of Charisma +2

Abilities Str 14, Dex 14, Con 12, Int 13, Wis 14, Cha 12(10)

SQ Evasion, Improved Movement +10', Sneak Attack 1d6, Trapfinding

Feats Stunning Fist, Improved Initiative, Deflect Arrows, Combat Expertise, Improved Feint

Skills Spot+9, Listen +9, Jump +9, Tumble +9, Bluff +8

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

DOVE CR 6

Female Human Druid 6

N Medium Humanoid

Init +2; **Senses** Listen +9, Spot +9

Languages Common

AC 19, touch 12, flat-footed 15

(+0 size, +2 Dex, +3 armor, +2 shield, +2 natural)

hp 59 (6d8+12 HD);

Fort +7 (+7 against poison), **Ref** +4, **Will** +5

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 30 ft.,

Melee Scimitar +6 (1d6+2)

Ranged

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

Base Atk +4; **Grp** +5

Atk Options Spells, Animal Companion

Special Actions

Combat Gear Scimitar +1, Hide Armor, Light Wooden Shield +1

Druid Spells Prepared (CL 6th):

3rd— Call Lightning, Sleet Storm, Spike Growth

2nd—Barkskin, Heat Metal, Resist Energy, Summon Swarm

1st— Cure Light Wounds, Entangle, Faerie Fire, Magic Fang

0th— Cure Minor Wounds x4, Flare

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 12

SQ Wild Shape 2/day, Woodland Stride, Trackless Step, Resist Nature's Lure

Feats Spell Focus (Conjuration), Augment Summoning, Dodge, Serpent's Venom (CD)

Skills Spot+9, Listen +9, Concentration +9

Possessions combat gear plus

Skills

Description Human Female, with black hair in hide armor, wielding a scimitar

BLACK BEAR (ANIMAL COMPANION)

AC 18, HP: 52; Link, Share Spells, Evasion, Devotion

ENCOUNTER SIX ALTERNATE

SPIRAL

CR 6

Male Otyugh Cleric of Nerull 4

NE Large Aberration

Init +0; **Senses** Listen +10, Spot +10

Aura Moderate evil

Languages Common

AC 23, touch 12, flat-footed 23

(-1 size, +0 Dex, +3 armor, +3 deflection (shield of faith), +8 natural)

hp 63 (10 HD);

Fort +7 (+7 against poison), **Ref** +3, **Will** +10

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 40 ft.,

Melee Tentacle +10 (1d6+1) and or bite +2 1d4

Ranged

Space 10 ft.; **Reach** 10 ft. (15ft with tentacle)

Base Atk +8; **Grp** +13

Atk Options Spells, Tentacles

Special Actions Rebuke Undead 4/Day

Combat Gear Holy Symbols of Nerull (3)

Cleric Spells Prepared (CL 8th):

2nd— Hold Person, Shatter, Spiritual Weapon, Desecrate (D)

1st— Cure Light Wounds, Entropic Shield, Shield of Faith, Protection From Good (D)

0th— Cure Minor Wounds x3, Flare

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

SQ Casts Evil spells at +1 Caster Level

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever - bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Feats Corrupt Spell (CD), Profane Boost (CD), Alertness, Practiced Spellcaster, Weapon Focus (Tentacle)

Skills Concentration +10, Spot +10, Listen +10, Knowledge (religion) +5

Possessions combat gear plus concentration skill kit

Skills

Description Otyugh of Doom

WIGHT MONKS

CR 4

Undead Monk 1

NE Medium Undead

Init +6; **Senses** Listen +9, Spot +9

Aura

Languages Common, Flan

AC 18, touch 16, flat-footed 16

(+0 size, +1 Dex, +1 class, +4 natural)

hp 40 (5 HD);

Fort +3 (+3 against poison), **Ref** +2, **Will** +7

Weakness

Speed 40 ft. in no armor (8 squares), base movement 40 ft.,

Melee Fist +4 (1d6+2+Energy Drain)

Ranged

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

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

Atk Options Flurry of Blows, Stunning Fist

Special Actions

Combat Gear none

Abilities Str 14, Dex 12, Con -, Int 11, Wis 13, Cha 15

SQ Dark Vision, Energy Drain, Undead Traits

Feats Stunning Fist

Skills Spot+9, Listen +9, Jump +9, Tumble +9

Possessions combat gear plus

Skills

Description Wight Monk

APPENDIX 2 – APL 6

ENCOUNTER FIVE

ADVANCED REMORHAZ **CR 8**

N Huge Magical Beast

Init +1; **Senses** Listen +8, Spot +8

Languages None

AC 20, touch 9, flat-footed 19
(-2 size, +1 Dex, +11 natural)

hp 120 (10 HD);

Fort +13 (+13 against poison), **Ref** +8, **Will** +4

Weakness

Speed 30 ft. (4 squares), burrow 20 ft.,

Melee Bite +14 (1d6+1) and or bite +4 1d4

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +26

Atk Options

Special Actions

Combat Gear

Abilities Str 26, Dex 13, Con 22, Int 5, Wis 12, Cha 10

SQ Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills: Remorhazes have a +4 racial bonus on Listen checks.

Feats Awesome Blow, Improved Bull Rush, Power Attack

Skills Spot+8, Listen +8

Possessions combat gear plus

Skills

Description A Remorhaz

ENCOUNTER SIX

LARK **CR 6**

Female Human Monk 6

LN Medium Humanoid

Init +6; **Senses** Listen +11, Spot +11

Aura

Languages Common, Flan

AC 19, touch 17, flat-footed 17

(+0 size, +2 Dex, +3 class, +2 armor, +2 natural)

hp 39 (6d8+6 HD);

Fort +6 (+6 against poison), **Ref** +7, **Will** +7

Weakness

Speed 50 ft. in no armor (10 squares), base movement 50 ft.,

Melee Fist +8 (1d8+4)

Ranged Shuriken +6 (1d2)

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

Base Atk +4; **Grp** +8

Atk Options Flurry of Blows, Improved Grapple, Ki Strike

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +2

Abilities Str 18(14), Dex 15, Con 12, Int 10, Wis 14, Cha 10

SQ Evasion, Improved Movement +20', Ki Strike, Slow Fall 30', Purity of Body

Feats Improved Grapple, Improved Initiative, Combat Reflexes, Dodge, Mobility, Improved Disarm, Spring Attack

Skills Spot+11, Listen +11, Jump +13, Tumble +11

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

SPARROW **CR 6**

Female Human Monk 3/Rogue 3

LN Medium Humanoid

Init +6; **Senses** Listen +11, Spot +11

Aura

Languages Common, Flan

AC 18, touch 16, flat-footed 16

(+0 size, +2 Dex, +2 class, +2 armor, +2 natural)

hp 36 (3d8+3d6+6 HD);

Fort +5 (+5 against poison), **Ref** +8, **Will** +6

Weakness

Speed 40 ft. in no armor (8 squares), base movement 40 ft.,

Melee Fist +8 (1d6+4)

Ranged Shuriken +6 (1d2)

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

Base Atk +4; **Grp** +8

Atk Options Flurry of Blows, Stunning Fist, Sneak Attack

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +2, Cloak of Charisma +2

Abilities Str (18)14, Dex 14, Con 12, Int 13, Wis 14, Cha 12(10)

SQ Evasion, Improved Movement +10', Sneak Attack 2d6, Trapfinding, Trap Sense +1

Feats Stunning Fist, Improved Initiative, Deflect Arrows, Combat Expertise, Improved Feint, Skill Focus Bluff

Skills Spot+11, Listen +11, Jump +13, Tumble +11, Bluff +12

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

DOVE

CR 8

Female Human Druid 8

N Medium Humanoid

Init +2; **Senses** Listen +11, Spot +11

Aura

Languages Common

AC 19, touch 12, flat-footed 17

(+0 size, +2 Dex, +4 armor, +2 shield, +2 natural)

hp 59 (8d8+16 HD);

Fort +8 (+8 against poison), **Ref** +4, **Will** +7

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 30 ft.,

Melee Scimitar +7/+2 (1d6+2)

Ranged

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

Base Atk +6/+1; **Grp** +6

Atk Options Spells, Animal Companion

Special Actions Wild Shape 3/day (Large)

Combat Gear Scimitar +1, Hide Armor+1-Wild, Light Wooden Shield +1

Druid Spells Prepared (CL 8th):

4th— Ice Storm, Rusting Grasp, Flame Strike

3rd— Call Lightningx2, Sleet Storm, Spike Growth

2nd— Barkskin, Heat Metal, Resist Energy, Summon Swarm

1st— Cure Light Wounds, Entangle, Faerie Fire, Magic Fang

0th— Cure Minor Wounds x4, Flare

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 18, Cha 12

SQ Wild Shape 3/day (Large), Woodland Stride, Trackless Step, Resist Nature's Lure

Feats Spell Focus Conjunction, Augment Summoning, Dodge, Serpent's Venom (CD)

Skills Spot+11, Listen +11 Concentration+11

Possessions combat gear plus

Skills

Description Human Female, with black hair in hide armor, wielding a scimitar

BLACK BEAR (ANIMAL COMPANION)

AC 18, HP: 52; Link, Share Spells, Evasion, Devotion

ENCOUNTER SIX ALTERNATE

SPIRAL

CR 8

Male Otyugh Cleric of Nerull 6

NE Large Aberration

Init +0; **Senses** Listen +10, Spot +10

Aura

Languages Common, Infernal

AC 19, touch 11, flat-footed 19

(-1 size, +0 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0insight, +8 natural)

hp 78 (12d8+15 HD);

Fort +8 (+8 against poison), **Ref** +3, **Will** +11

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 40 ft.,

Melee Tentacle +12 (1d6+1) and or bite +4 1d4

Ranged

Space 10 ft.; **Reach** 10 ft. (15ft with tentacle)

Base Atk +10/+5; **Grp** +15

Atk Options Spells, Tentacles

Special Actions Rebuke Undead 4/Day

Combat Gear Holy Symbols of Nerul (3)

Cleric Spells Prepared (CL 6th):

3rd— Cure Serious, Searing Light x2, Magic Circle Against Good (D)

2nd— Hold Person, Shatter, Spiritual Weapon, Desecrate (D)

1st— Cure Light Wounds, Entropic Shield, Shield of Faith, Protection from Good (D)

0th— Cure Minor Wounds x3, Flare

Domains: Evil, Repose

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

SQ Casts Evil spells at +1 Caster Level

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever - bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Feats Corrupt Spell (CD), Profane Boost (CD), Alertness, Toughness, Weapon Focus (Tentacle)

Skills Spot+10, Listen +10

Possessions combat gear plus

Skills

Description Otyugh of Doom

APPENDIX 3 – APL 8

ENCOUNTER FIVE

ADVANCED REMORHAZ **CR 10**

N Gargantuan Magical Beast

Init +1; **Senses** Listen +8, Spot +8

Aura

Languages Common, Infernal

AC 19, touch 11, flat-footed 19

(-1 size, +0 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0 insight, +8 natural)

hp 180 (16d10+80 HD);

Fort +10 (+10 against poison), **Ref** +6, **Will** +3

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 40 ft.,

Melee Bite +15 (2d8+12)

Ranged

Space 10 ft.; **Reach** 10 ft. (15ft with tentacle)

Base Atk +10; **Grp** +26

Atk Options

Special Actions

Combat Gear

Abilities Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
SQ

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18

Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills: Remorhazes have a +4 racial bonus on Listen checks.

Feats Awesome Blow, Improved Bull Rush, Power Attack, Cleave, Improved Overrun

Skills Spot+8, Listen +8

Possessions combat gear plus

Skills

Description A Remorhaz

ENCOUNTER SIX

LARK **CR 8**

Female Human Monk 8

LN Medium Humanoid

Init +6; **Senses** Listen +13, Spot +13

Aura

Languages Common, Flan

AC 22, touch 20, flat-footed 20

(+0 size, +3 Dex, +3 class, +4 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 51 (8d8+8 HD); DR 10/Adamantine (Stoneskin)

Fort +7 (+7 against poison), **Ref** +8, **Will** +8

Weakness

Speed 50 ft. in no armor (10 squares), base movement 50 ft.,

Melee Fist +10 (1d10+4)

Ranged Shuriken +9 (1d2)

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

Base Atk +6/+1; **Grp** +10

Atk Options Flurry of Blows, Improved Grapple, Ki Strike

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +4

Abilities Str 18(14), Dex 16, Con 12, Int 10, Wis 14, Cha 10

SQ Evasion, Improved Movement +20', Ki Strike, Slow Fall 40', Purity of Body, Wholeness of Body

Feats Improved Grapple, Improved Initiative, Combat Reflexes, Dodge, Mobility, Improved Disarm, Spring Attack

Skills Spot+13, Listen +13, Jump +15, Tumble +13

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

SPARROW **CR 8**

Female Human Monk 5/Rogue 3

LN Medium Humanoid

Init +6; **Senses** Listen +13, Spot +13

Aura**Languages** Common, Flan**AC** 21, touch 19, flat-footed 19

(+0 size, +2 Dex, +3 class, +4 armor, +0 shield, +0 deflection, +0insight, +2 natural)

hp 48 (5d8+3d6+8 HD);**Fort** +5 (+5 against poison), **Ref** +8, **Will** +6**Weakness****Speed** 40 ft. in no armor (8 squares), base movement 40 ft.,**Melee** Fist +9 (1d8+4)**Ranged** Shuriken +7 (1d2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +9**Atk Options** Flurry of Blows, Stunning Fist, Sneak Attack**Special Actions****Combat Gear** 6 Shuriken, Bracers of Armor +4, Cloak of Charisma +2**Abilities** Str (18)14, Dex 14, Con 12, Int 13, Wis 14, Cha 12(10)**SQ** Evasion, Improved Movement +10', Sneak Attack 2d6, Trapfinding, Trap Sense +1, Purity of Body**Feats** Stunning Fist, Improved Initiative, Deflect Arrows, Combat Expertise, Improved Feint, Skill Focus Bluff**Skills** Spot+13, Listen +13, Jump +15, Tumble +13, Bluff +14**Possessions** combat gear plus**Skills****Description** Human Female, with black hair and no armor**DOVE****CR 10**

Female Human Druid 10

N Medium Humanoid

Init +2; **Senses** Listen +15, Spot +15**Aura****Languages** Common**AC** 24, touch 12, flat-footed 22

(+0 size, +2 Dex, +0 class, +4 armor, +2 shield, +0 deflection, +0insight, +7 natural)

hp 73 (10d8+20 HD);**Fort** +8 (+8 against poison), **Ref** +4, **Will** +7**Weakness****Speed** 20 ft. in Hide Armor (4 squares), base movement 30 ft.,**Melee** Scimitar +9/+3 (1d6+2)**Ranged****Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7/+2; **Grp** +8**Atk Options** Spells, Animal Companion**Special Actions** Wild Shape 4/day (Large)**Combat Gear** Scimitar +1, Hide Armor+1-Wild, Light Wooden Shield +1, Periapt of Wisdom +2**Druid Spells Prepared** (CL 10th):5th— Cure Critical Wounds, *Stoneskin*, Wall of Thorns

4th— Ice Storm, Rusting Grasp, Flame Strike

3rd— Call Lightningx2, Sleet Stormx2, Spike Growth

2nd— *Barkskin*x2, Heat Metal, Resist Energy, Summon Swarm

1st— Cure Light Wounds, Entangle, Faerie Fire, Magic Fang

0th— Cure Minor Wounds x4, Flare

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 20(18), Cha 12**SQ** Venom Immunity, Wild Shape 4/day (Large), Woodland Stride, Trackless Step, Resist Nature's Lure**Feats** Spell Focus Conjunction, Augment Summoning, Dodge, Serpent's Venom (CD), Elephant's Hide (CD)**Skills** Spot+15, Listen +15 Concentration+15**Possessions** combat gear plus**Skills****Description** Human Female, with black hair in hide armor, wielding a scimitar**BLACK BEAR (ANIMAL COMPANION)**

AC 20, HP: 66; Link, Share Spells, Evasion, Devotion, Multiattack, +2 Attack and Damage

ENCOUNTER SIX ALTERNATE**SPIRAL****CR 10**

Male Otyugh Cleric of Nerull 8

NE Large Aberration

Init +0; **Senses** Listen +10, Spot +10**Aura****Languages** Common, Infernal**AC** 19, touch 11, flat-footed 19

(-1 size, +0 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0insight, +8 natural)

hp 90 (14d8+17 HD);**Fort** +9 (+9 against poison), **Ref** +3, **Will** +13**Weakness****Speed** 20 ft. in Hide Armor (4 squares), base movement 40 ft.,**Melee** Tentacle +13 (1d6+1) and or bite +5 1d4**Ranged****Space** 10 ft.; **Reach** 10 ft. (15ft with tentacle)**Base Atk** +12/+7/+2; **Grp** +17**Atk Options** Spells, Tentacles**Special Actions** Rebuke Undead 4/Day**Combat Gear** Holy Symbols of Nerul (3)**Cleric Spells Prepared** (CL 8th):

4th— Cure Critical, Summon Monster 1vx2, Unholy Blight(D)

3rd— Cure Serious, Searing Light x2, Magic Circle Against Good (D)

2nd— Hold Person, Shatter, Spiritual Weapon, Desecrate (D)

1st— Cure Light Wounds, Entropic Shield, Shield of Faith, Protection from Good (D)

0th— Cure Minor Wounds x3, Flare

Domains: Evil, Repose

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

SQ Casts Evil spells at +1 Caster Level

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever - bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Feats Corrupt Spell (CD), Profane Boost (CD), Alertness, Toughness, Weapon Focus (Tentacle), Divine Ward

Skills Spot+10, Listen +10

Possessions combat gear plus

Skills

Description Otyugh of Doom

APPENDIX 4 – APL 10

ENCOUNTER SIX

LARK **CR 10**

Female Human Monk 10
LN Medium Humanoid
Init +6; **Senses** Listen +15, Spot +15

Aura

Languages Common, Flan

AC 23, touch 21, flat-footed 21
(+0 size, +3 Dex, +4 class, +4 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 63 (10d8+10 HD); **DR** 10/Adamantine (Stoneskin)
Fort +8 (+8 against poison), **Ref** +10, **Will** +9

Weakness

Speed 60 ft. in no armor (12 squares), base movement 60 ft.,

Melee Fist +12 (1d10+4)

Ranged Shuriken +10 (1d2)

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

Base Atk +7/+2; **Grp** +11

Atk Options Flurry of Blows, Improved Grapple, Ki Strike

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +4

Abilities Str 18(14), Dex 16, Con 12, Int 10, Wis 14, Cha 10

SQ Evasion, Improved Movement +30', Ki Strike, Slow Fall 50', Purity of Body, Wholeness of Body, Ki Strike (Lawful), Improved Evasion

Feats Improved Grapple, Improved Initiative, Combat Reflexes, Dodge, Mobility, Improved Disarm, Spring Attack, Weapon Focus (Fist)

Skills Spot+15, Listen +15, Jump +17, Tumble +15

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

SPARROW **CR 10**

Female Human Monk 5/Rogue 5
LN Medium Humanoid
Init +6; **Senses** Listen +15, Spot +15

Aura

Languages Common, Flan

AC 21, touch 19, flat-footed 19
(+0 size, +2 Dex, +3 class, +4 armor, +0 shield, +0 deflection, +0insight, +2 natural)

hp 58 (5d8+5d6+10 HD);

Fort +5 (+5 against poison), **Ref** +9, **Will** +6

Weakness

Speed 40 ft. in no armor (8 squares), base movement 40 ft.,

Melee Fist +10 (1d10+4)

Ranged Shuriken +8 (1d2)

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

Base Atk +6/+1; **Grp** +10

Atk Options Flurry of Blows, Stunning Fist, Sneak Attack

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +4, Cloak of Charisma +4

Abilities Str (18)14, Dex 14, Con 12, Int 13, Wis 14, Cha 14(10)

SQ Evasion, Improved Movement +10', Sneak Attack 3d6, Trapfinding, Trap Sense +1, Purity of Body, Uncanny Dodge

Feats Stunning Fist, Improved Initiative, Deflect Arrows, Combat Expertise, Improved Feint, Skill Focus Bluff, Ascetic Rogue (CD)

Skills Spot+15, Listen +15, Jump +17, Tumble +15, Bluff +18

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

DOVE **CR 12**

Female Human Druid 12
N Medium Humanoid

Init +2; **Senses** Listen +17, Spot +17

Aura

Languages Common

AC 24, touch 12, flat-footed 22
(+0 size, +2 Dex, +0 class, +4 armor, +2 shield, +0 deflection, +0insight, +7 natural)

hp 87 (12d8+24 HD);

Fort +10 (+10 against poison), **Ref** +6, **Will** +11

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 30 ft.,

Melee Scimitar +11/+5 (1d6+2)

Ranged

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

Base Atk +9/+4; **Grp** +10

Atk Options Spells, Animal Companion

Special Actions Wild Shape 4/day (Plant)

Combat Gear Scimitar +1, Hide Armor+1-Wild, Light Wooden Shield +1, Periapt of Wisdom +2

Druid Spells Prepared (CL 12th):

6th— Dispel Magic-Greater, Bear's Endurance-Mass, Wall of Stone

5th— Cure Critical Woundsx2, *Stoneskin*, Wall of Thorns
4th— Ice Storm, Rusting Grasp^{x2}, Flame Strike
3rd— Call Lightning^{x2}, Sleet Storm^{x2}, Spike Growth
2nd— *Barkskin*^{x2}, Heat Metal^{x2}, Resist Energy, Summon Swarm
1st— Cure Light Wounds^{x2}, Entangle, Faerie Fire, Magic Fang
0th— Cure Minor Wounds x4, Flare

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 21(19), Cha 12

SQ Venom Immunity, Wild Shape 4/day (Plant), Woodland Stride, Trackless Step, Resist Nature's Lure

Feats Spell Focus Conjunction, Augment Summoning, Dodge, Serpent's Venom (CD), Elephant's Hide (CD), Eagle's Wings (CD)

Skills Spot+17, Listen +17, Concentration+17

Possessions combat gear plus

Skills

Description Human Female, with black hair in hide armor, wielding a scimitar

BLACK BEAR (ANIMAL COMPANION)

AC 22, HP: 80; Link, Share Spells, Evasion, Devotion, Multiattack, +2 Attack and Damage

ENCOUNTER SIX ALTERNATE

SPIRAL

CR 12

Male Otyugh Cleric of Nerull 10

NE Large Aberration

Init +0; **Senses** Listen +11, Spot +11

Aura

Languages Common, Infernal

AC 19, touch 11, flat-footed 19

(-1 size, +0 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0insight, +8 natural)

hp 102 (16d8+19 HD); **SR** 22 (Spell)

Fort +10 (+9 against poison), **Ref** +3, **Will** +14

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 40 ft.,

Melee Tentacle +14 (1d6+1) and or bite +6 1d4

Ranged

Space 10 ft.; **Reach** 10 ft. (15ft with tentacle)

Base Atk +13/+8/+3; **Grp** +18

Atk Options Spells, Tentacles

Special Actions Rebuke Undead 4/Day

Combat Gear Holy Symbols of Nerul (3)

Cleric Spells Prepared (CL 10th):

5th— *Spell Resistance*, Slay Living, Slay Living(D)

4th— Cure Critical, Summon Monster 1^{x2}, Unholy Blight(D)

3rd— Cure Serious, Searing Light x2, Magic Circle Against Good (D)

2nd— Hold Person, Shatter, Spiritual Weapon, Desecrate (D)

1st— Cure Light Wounds, Entropic Shield, Shield of Faith, Protection from Good (D)

0th— Cure Minor Wounds x3, Flare

Domains: Evil, Repose

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

SQ Casts Evil spells at +1 Caster Level

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever - bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Feats Corrupt Spell (CD), Profane Boost (CD), Alertness, Toughness, Weapon Focus (Tentacle), Divine Ward

Skills Spot+10, Listen +10

Possessions combat gear plus

Skills

Description Otyugh of Doom

APPENDIX 5 – APL 12

ENCOUNTER THREE

ADVANCED WINTER WOLF CR 8

N Large Magical Beast

Init +5; **Senses** Listen +6, Spot +6

Aura

Languages

AC 15, touch 11, flat-footed 19

(-1 size, +1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +5 natural)

hp 112 (12d10+36 HD);

Fort +8 (+8 against poison), **Ref** +6, **Will** +3

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 40 ft.,

Melee Bite +9 (1d8+6 plus 1d6 cold)

Ranged

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

Base Atk +6; **Grp** +14

Atk Options

Special Actions

Combat Gear

Abilities Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10

SQ

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Feats Alertness, Improved Initiative, Track

Skills Spot+6, Listen +6

Possessions combat gear plus

Skills

Description A large white wolf

ENCOUNTER FIVE

ADVANCED PURPLE WORM CR 10

N Gargantuan Magical Beast

Init -2; **Senses** Listen +8, Spot +8

Aura

Languages

AC 19, touch 11, flat-footed 19

(-4 size, -2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +15 natural)

hp 251 (19d10+133 HD);

Fort +17 (+17 against poison), **Ref** +8, **Will** +4

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 40 ft.,

Melee Bite +26 (2d8+12) or Sting +21 (2d6 +6 plus poison)

Ranged

Space 20 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +40

Atk Options

Special Actions

Combat Gear

Abilities Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

SQ

Improved Grab (Ex): To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: A purple worm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim

check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats Awesome Blow, Improved Bull Rush, Power Attack, Cleave, Weapon Focus (Bite), Weapon Focus (Sting)

Skills Spot+8, Listen +8

Possessions combat gear plus

Skills

Description A Purple Worm

ENCOUNTER SIX

LARK

CR 12

Female Human Monk 10

LN Medium Humanoid

Init +6; **Senses** Listen +17, Spot +17

Aura

Languages Common, Flan

AC 23, touch 21, flat-footed 21

(+0 size, +3 Dex, +4 class, +4 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 75 (12d8+12 HD); DR 10/Adamantine (Stoneskin)

Fort +9 (+9 against poison), **Ref** +11, **Will** +10

Weakness

Speed 70 ft. in no armor (12 squares), base movement 70 ft.,

Melee Fist +14 (2d6+4)

Ranged Shuriken +12 (1d2)

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

Base Atk +9/+4; **Grp** +13

Atk Options Flurry of Blows, Improved Grapple, Ki Strike

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +4

Abilities Str 18(14), Dex 16, Con 12, Int 10, Wis 14, Cha 10

SQ Evasion, Improved Movement +40', Ki Strike, Slow Fall 60', Purity of Body, Wholeness of Body, Ki Strike (Lawful), Improved Evasion, Diamond Body, Greater Flurry, Abundant Step

Feats Improved Grapple, Improved Initiative, Combat Reflexes, Dodge, Mobility, Improved Disarm, Spring Attack, Weapon Focus (Fist), Deft Opportunist (CV)

Skills Spot+17, Listen +17, Jump +19, Tumble +17

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

SPARROW

CR 12

Female Human Monk 7/Rogue 5

LN Medium Humanoid

Init +6; **Senses** Listen +17, Spot +17

Aura

Languages Common, Flan

AC 21, touch 19, flat-footed 19

(+0 size, +2 Dex, +3 class, +4 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

hp 70 (5d8+5d6+10 HD);

Fort +6 (+6 against poison), **Ref** +10, **Will** +7

Weakness

Speed 50 ft. in no armor (8 squares), base movement 50 ft.,

Melee Fist +12 (2d6+4)

Ranged Shuriken +10 (1d2)

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

Base Atk +8/+3; **Grp** +12

Atk Options Flurry of Blows, Stunning Fist, Sneak Attack

Special Actions

Combat Gear 6 Shuriken, Bracers of Armor +4, Cloak of Charisma +4

Abilities Str (18)14, Dex 14, Con 12, Int 13, Wis 14, Cha 14(10)

SQ Evasion, Improved Movement +20', Sneak Attack 3d6, Trapfinding, Trap Sense +1, Purity of Body, Uncanny Dodge, Wholeness of Body, Slow Fall 30'

Feats Stunning Fist, Improved Initiative, Deflect Arrows, Combat Expertise, Improved Feint, Skill Focus Bluff, Ascetic Rogue (CV), Deft Strike (CV), Improved Trip

Skills Spot+17, Listen +17, Jump +19, Tumble +17, Bluff +20

Possessions combat gear plus

Skills

Description Human Female, with black hair and no armor

MAELAN

CR 14

Female Human Druid 14

NE Medium Humanoid

Init +2; **Senses** Listen +19, Spot +19

Aura

Languages Common

AC 25, touch 12, flat-footed 23

(+0 size, +2 Dex, +0 class, +5 armor, +2 shield, +0 deflection, +0 insight, +7 natural)

hp 87 (12d8+24 HD);

Fort +11 (+11 against poison), **Ref** +6, **Will** +14

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 30 ft.,

Melee Scimitar +11/+5 (1d6+2)

Ranged

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

Base Atk +10/+5; **Grp** +11

Atk Options Spells, Animal Companion

Special Actions Wild Shape 5/day (Plant)

Combat Gear Scimitar +1, Hide Armor+2-Wild, Light Wooden Shield +1, Periapt of Wisdom +4

Druid Spells Prepared (CL 14th):

7th— Creeping Doom, Fire Stormx2
 6th— Dispel Magic-Greater, Bear's Endurance-Mass, Wall of Stone, Owl's Wisdom-Mass
 5th— Cure Critical Woundsx2, *Stoneskin*, Wall of Thorns
 4th— Ice Storm, Rusting Grasp_{x2}, Flame Strike
 3rd— Call Lightning_{x2}, Sleet Storm_{x2}, Spike Growth
 2nd— *Barkskin*_{x2}, Heat Metal_{x2}, Resist Energy, Summon Swarm
 1st— Cure Light Wounds_{x2}, Entangle, Faerie Fire, Magic Fang
 0th— Cure Minor Wounds x4, Flare

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 23(19), Cha 12

SQ Venom Immunity, Wild Shape 4/day (Plant), Woodland Stride, Trackless Step, Resist Nature's Lure, A Thousand Faces

Feats Spell Focus Conjunction, Augment Summoning, Dodge, Serpent's Venom (CD), Elephant's Hide (CD), Eagle's Wings (CD)

Skills Spot+19, Listen +19, Concentration+19

Possessions combat gear plus

Skills

Description Human Female, with black hair in hide armor, wielding a scimitar

DIRE LION ANIMAL COMPANION

ENCOUNTER SIX ALTERNATE

SPIRAL **CR 14**

Male Otyugh Cleric of Nerull 12

NE Large Aberration

Init +0; **Senses** Listen +11, Spot +11

Aura

Languages Common, Infernal

AC 19, touch 11, flat-footed 19

(-1 size, +0 Dex, +0 class, +0 armor, +0 shield, +2 deflection, +0insight, +8 natural)

hp 114 (18d8+21 HD); **SR** 22 (Spell)

Fort +11 (+11 against poison), **Ref** +4, **Will** +15

Weakness

Speed 20 ft. in Hide Armor (4 squares), base movement 40 ft.,

Melee Tentacle +16 (1d6+1) and or bite +8 1d4

Ranged

Space 10 ft.; **Reach** 10 ft. (15ft with tentacle)

Base Atk +15/+10/+5; **Grp** +20

Atk Options Spells, Tentacles

Special Actions Rebuke Undead 4/Day

Combat Gear Holy Symbols of Nerul (3)

Cleric Spells Prepared (CL 12th):

6th— Antilife Shell, Blade Barrier, Create Undead(D)

5th— *Spell Resistance*, Slay Living, Slay Living(D)

4th— Cure Critical, Summon Monster 1_{x2}, Unholy Blight(D)

3rd— Cure Serious, Searing Light x2, Magic Circle Against Good (D)

2nd— Hold Person, Shatter, Spiritual Weapon, Desecrate (D)

1st— Cure Light Wounds, Entropic Shield, Shield of Faith, Protection from Good (D)

0th— Cure Minor Wounds x3, Flare

Domains: Evil, Repose

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

SQ Casts Evil spells at +1 Caster Level

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever - bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Feats Corrupt Spell (CD), Profane Boost (CD), Alertness, Toughness, Weapon Focus (Tentacle), Divine Ward, Extra Turning

Skills Spot+10, Listen +10

Possessions combat gear plus

Skills

Description Otyugh of Doom

AURAL **CR 12**

Night Hag

NE Medium Outsider

Init +1; **Senses** Listen +11, Spot +11

Aura

Languages Common, Infernal

AC 19, touch 11, flat-footed 19

(0 size, +2 Dex, +0 class, +7 armor, +0 shield, +2 deflection, +0insight, +11 natural)

hp 105 (3d10+8d8+44 HD); **SR** 25; **DR** 10/cold iron & magic AND **DR** 1/-(Pious Templar)

Fort +15 (+15 against poison), **Ref** +10, **Will** +13

Weakness

Speed 20 ft. in Mithril Breastplate (4 squares), base movement 20 ft.,

Melee Scythe +16 (2d4+5) or bite +15 (2d6+disease)

Ranged

Space 10 ft.; **Reach** 10 ft. (15ft with tentacle)

Base Atk +11/+6; **Grp** +13

Atk Options Scythe, Smite, Spells

Special Actions Smite 1/Day

Combat Gear Holy Symbols of Nerul (3), Mithril Breastplate +2, Scythe +2 of Wounding

Pious Templar Spells Prepared (CL 2nd):

1st— Divine Sacrifice

Abilities Str 14, Dex 14, Con 18, Int 11, Wis 15, Cha 12

SQ DR 10/cold iron & magic, immunity to fire, cold, charm, sleep, and fear, Mettle

Change Shape (Su): A night hag can assume the form of any Small or Medium humanoid.

Disease (Ex): Demon fever - bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Spell-Like Abilities: Caster level 8th. . The save DCs are Charisma-based.

At will –detect chaos, detect evil, detect good, detect law, detect magic, magic missile, ray of enfeeblement (DC 12), sleep(DC 12).

A night hag can use etherealness at will (caster level 16th) so long as it possesses its heartstone (see below)

Feats True Believer (CD), Combat Casting, Weapon Focus (Scythe), Weapon Specialization (Scythe)

Skills Spot+10, Listen +10, Concentration +10, Knowledge Religion +6

Possessions combat gear plus

Skills

Description Otyugh of Doom

APPENDIX 6 – ALL APLS

ENCOUNTER FOUR

BLACK NUMBER SEVEN **CR 4**

Monodrone Fighter 3

LN Small Outsider

Init +2; **Senses** Listen +2, Spot +2

Languages Common, Infernal, Modron

AC 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +4 natural)

hp 42(30 – wounded) (1d8+4d10+10 HD); DR 5/Adamantine

Immune Sleep, Charm, Poison

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

Weakness

Speed 30 ft. (6 squares), base movement 30 ft., fly 40ft.;

Melee Spear +5 (1d6+2)

Ranged Spear +5 (1d6+2)

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

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

Atk Options Power Attack

Special Actions

Combat Gear Spear +1

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 11, Cha 10

SQ Darkvision 60', construct traits

Feats Power Attack, Weapon Focus (Spear), Cleave

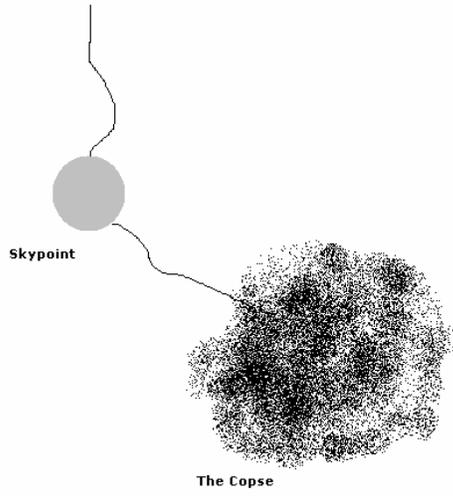
Skills Climb + 8, Intimidate + 6, Listen +2, Spot +2

Possessions spear +1

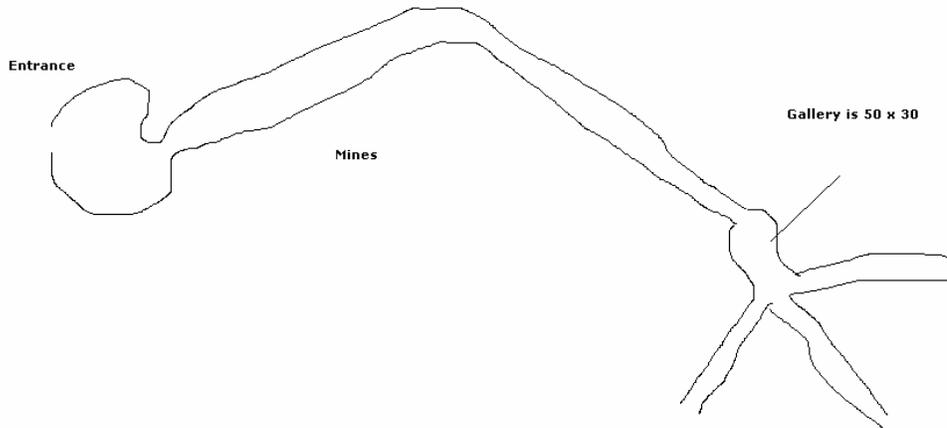
Skills

Description : A flying round mechanical ball

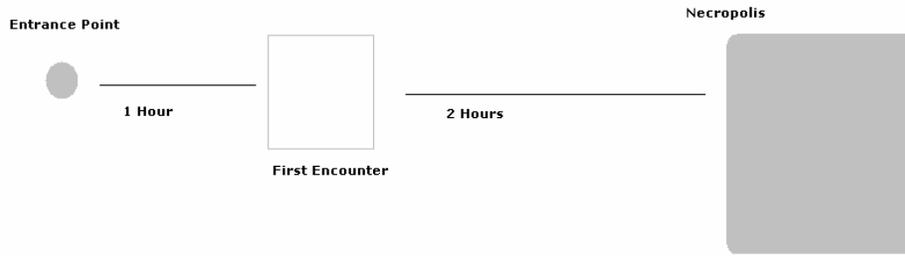
DM AID: MAP #1 – SKYPOINT & COPSE



DM AID: MAP #2 – MINES



DM AID: MAP #3 – NERULL’S DEMI-PLANE



DM AID: NEW RULES

NEW ITEMS

Example (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; *Price* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

PLAYER HANDOUT #1 – BRIALLA’S MESSAGE

People of the Caer. You know the name Brialla as well as you know the name Caswallon. I have never mislead you or walked a different path. Believe me when I tell you have been betrayed. Caswallon was coming here to tell you of a new path, one that takes us away from any hate and towards reconciliation with the Land and the People. He was coming here finish the journey but he never got the chance because Maelan never let him. She murdered him rather than change or see the truth. Do not let her treachery lead you to distruction.

CRITICAL EVENT SUMMARY: GEO8-02 A WHISPER IN THE WIND

For use only at Sheva Con

1. Question1? Yes No

If so, list player names/PC names here:

2. Question2?

Yes No

If so, list player names/PC names here:

3. Question3?

Yes No

If so, list player names/PC names here:

4. Question4?

Yes No

5. Question5?

Yes No

If so, list whom here:

If not, give the name of the player and PC here:

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