

GRM6-05

The Trouble with Weeds

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 0.8

by Will Dover

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They say that vineyard in Orlane is haunted, but the Gran March army says it isn't so. Adventurers wanting to test their mettle are now flocking back to Orlane to kill undead. Will your group of adventurers find out the truth? A Gran March regional adventure for APLs 4 - 12, and the epilogue of the *Shadow, Sun, and Sword* Series.

Note: This adventure will be of particular interest to wizards and druids.

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 pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

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

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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:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. 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.
4. If you are running a table of six PCs, add one to that average.

	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	

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character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

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

March 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

Ulziah was a druid and a vintner of royal Baklunish lineage who maintained a small vineyard close to the Realstream River outside of Orlane. He only made small vintages, however, and needed a way to supplement his income so he made a deal with The Corporation. He would provide a means of smuggling items and people across the Realstream through a series of tunnels on his property. His vineyard was well off the beaten path and served as a great location for smuggling items in from Geoff, where the laws are much more lax about certain items.

This deal was quite profitable for Ulziah until the giants decided to lay siege to Orlane. They trampled his vineyard and he barely escaped with his life. This narrow escape was all that Ulziah needed to become obsessed with his "hobby": discovering a way to cheat death. He realized that he would never get to the point of having an ageless body and wanted something easier to obtain and thus turned to the necromantic arts.

Most forms of greater undead would interfere with Ulziah's interactions as a druid, but he eventually found out about a special ritual called the Ritual of Crucimigration. Those who knew the ritual were far away, however, and he could never leave his vineyard for very long. Thus, when the giants' siege freed him of that responsibility, he took the opportunity to leave Gran March in order to pursue the ritual.

Ulziah had many adventures and, over the courses of many deaths and raises, lost some of his druidic abilities and gained arcane ones in their place. Over the next few years, he chose a similar path that Commandant Vrianian did and became a druid/wizard/arcane hierophant. When he felt powerful enough, he sought out those who knew the ritual and convinced them to make him what is known as a necropolitan via the ritual. The process was painful, yet successful and after it, Ulziah wanted to return back to his vineyards to spend eternity caring for the vines.

When Ulziah returned to Gran March, however, he found that his vineyard was being used as a training ground by Gran March soldiers. This will not do, he thought, but he had no idea how he was going to get his land back. After all, he is now an undead creature and had no protections under Gran March law. In fact, he would surely be destroyed. Fortunately, the Marchers did not find all of his tunnels and he eventually made his way at night into a hidden set on the west end of the property.

He pondered his next move, going out to the property only at night. Unfortunately, a couple of hunters, Mika Bastrom and Dort Bakersgrove, from Orlane saw him on one of his reflective walks. Thinking he was a more vile form of undead, the hunters came back to Orlane and told everyone what they found. The 20th Battle sent troops out to search the vineyard, but Ulziah managed to hide the entrances to the tunnels adequately enough. Being a former adventurer himself, however, Ulziah knew that adventurers would come to find him and thus began to bolster his defenses in the tunnels.

ADVENTURE SUMMARY

Introduction: The party comes to Orlane because they heard rumors about the haunted vineyard.

Encounter 1: Welcome Back to Orlane: The party gets to hear some of the local gossip about

the vineyard. They meet the hunters Mika and Dort who saw Ulziah the first time.

Encounter 2: Military Games: PCs connected with the Gran March military can go to the keep of the 20th Battle to find out what they know.

Encounter 3: Got to Get Some Religion: PCs talk to the clergy who went up to the vineyard: a Pelorite cleric named Brother Brownbaker, a Harvest Church cleric, and a Heironean cleric from the new temple.

Encounter 4: Missing Hunters: Having been ridiculed about their sighting, Mika and Dort go back out to the vineyard at night and encounter some of Ulziah's new defenses. As they do not return, their wives go to the adventurers to get them to find out what happened to their husbands.

Encounter 5: The First Vine of Defense: The party searches the vineyard and eventually finds the entrance to the new tunnels, guarded by plant creatures.

Encounter 6: Defenses of Stone and Earth: Once inside the tunnels, the party finds a pit trap with two earth elementals at the bottom and two at the top.

Encounter 7: The Old Vintner Himself: The party eventually finds Ulziah himself, debating about what to do with Mika and Dort, who are unconscious and tied up. Negotiating may avoid a fight if the party thinks to do this. If the party tries to force Ulziah to leave the vineyard, he will fight.

Encounter 8: Truth and Consequences: If the party did not destroy Ulziah, they will have to find a way of allowing him to live in the vineyard. This will involve discussions with Knight Colonel Ramanche and the local clergy. PCs with ties to The Corporation may also want to let them know that one of their associates is back.

PREPARATION FOR PLAY

While this scenario is set in Orlane and has some elements from the previous *Shadow, Sun, and Sword* series, it is not essential for PCs to have played any of the previous scenarios. If they have, however, this provides closure to some issues, namely whatever happened to Ulziah the druid from *GRM3-02 Rotting on the Vine*.

DMs should find out to what church membership the PCs belong and whether or not

any PCs are members of The Corporation. The church membership may affect whether or not the party destroys Ulziah. The Corporation membership will affect whether or not the party reports his existence back to the Corporation.

PCs may be in Orlane for various reasons. Military PCs may be around after cross-training with the 20th Battle or on leave.

INTRODUCTION

Unless there is a compelling reason, each PC arrives in town separately. Read the following:

Your travels have brought you to the town of Orlane in western Gran March. It is a busy trading town bustling with new visitors and construction. As you come through town, you in fact notice workmen erecting what appears to be a new temple. Its construction and ornamentation make it clear that it is to be dedicated to Heironeous. On the horizon, you see a large storm that s about to come into town from the west. Luckily, before the deluge begins, you manage to find a place for food and lodging in one of the area's better watering holes: the Golden Grain Inn. This tavern is well-known in this Barony as the oldest establishment in Orlane, dating back to when the town was founded.

A DC 15 Survival check will indicate that the storm will be quite severe throughout the night. If the check makes DC 20, the party will learn that the storm will clear out before morning and that the next day will be clear.

ENCOUNTER 1: WELCOME BACK TO ORLANE

The Golden Grain Inn is indeed the oldest establishment in Orlane. It is currently owned by Gevridan Beswell, whose family has owned the inn for the entirety of its existence. Aside from one incident involving a reptile god cult in the CY 580's, the Beswell family has been well respected and even that one incident was chalked up to an illegal *charm* spell cast on Gevridan's father Bertram and several others in the Orlane community. The Beswells soon cleared their family name and eventually regained their status.

The inn itself remains popular in spite of other inns and taverns which have sprung up over the war years. Its furnishings are not particularly elaborate as Gevridan knows bar brawls are going

to break out, especially with soldiers around. He only keeps memorabilia from the various units that make up the 20th Battle as well as some from visiting soldiers, most commonly from Geoff. With the close of the war, Gevridan has added some giant war trophies that Gran March soldiers brought back from places like Preston and Gorna in Geoff.

The Golden Grain Inn is an economically priced inn/tavern west of Orlane's center. When it was first established in CY 526 (along with the town itself), it was on the western edge of the then-village. Now, as Orlane has grown to a small town, it is part of an evergrowing merchant district. Exotic wines and drinks are not available here; the standard is ale, a strong and hearty concoction that is of mediocre taste to the trained palate of a dwarven ale aficionado. Still, the ale is popular with soldiers due to its price and great supply. When the PCs sit at a table in the inn, a waiter will come around to take their drink orders and explain this.

There are plenty of seats available so the PCs do not need to sit with each other unless they want to. At this point, feel free to have them introduce themselves and describe their characters.

A BARROOM DISCUSSION

After the waiter comes back with the drink order, a conversation near the bar suddenly gets a bit louder. Read the following:

The storm you saw earlier sends loud torrents of rain against the roof of the Golden Grain Inn as you get your drinks. Over the din of the storm, a male voice yells from near the bar, "I tell you, Gevridan, I saw it, I swear by all that is good and holy I saw it." You turn and see two tall commoners talking to the bartender, a large bald man with finer attire.

Gevridan looks up from where he is cleaning beer mugs. "Now, Mika, you are known for telling wild stories. What makes this one any different?"

The taller one, a man in his twenties with long black hair, responds in anger. "Because we all know that evil undead things have been destroyed up there. Ever since that Ulziah disappeared, his vineyard has attracted all sorts of foul things."

"But, Knight Colonel Ramanche himself told me the last time anyone found anything there was almost two years ago. The military trains

up there almost every month. If something were there, they would have found it."

Mika's companion retorts, "Well, I, Dort Bakersgrove, saw that ghoulish thing up there with my man here," pointing to Mika. "Maybe the Scouts we have now in the 20th are not as good as me."

Gevridan looks at Dort with a sneer. "Give it up, Dort. Your act might work with the greenhorn visitors we have coming through here, but I know you and your "man" Mika. Did you do your service in the Scouts? Heck, did Mika even serve on a Pikeline, despite his swagger? You both know you worked as Teamsters in the 20th. Now, I don't mind you playing it up to get some hunting trade, but you need to be honest. We all know who you are."

At this, Dort turns around the room and looks at you, "You folks, what if I were to tell you that some sort of ghoul or ghastr or wight were lurking just outside of town? You would want to check it out, am I right?"

The PCs have a choice here. They could choose to ignore Dort at which point he goes and harasses another table. They will treat him the same way and Gevridan will eventually interrupt Dort as noted below.

If the party ridicules Dort, he will challenge them to a brawl. His partner Mika will back him up, of course. They are armed as per their stat blocks in *Appendix 6*, but they are no match for the party. They will give up once they have lost half their hp and leave with their tails between their legs. If the party knocks them out, Gevridan will have his wait staff to throw the two out.

If they talk to him, though, he will tell them how he and Mika were doing some hunting near the vineyard when they saw this pale skinned human walking in the woods. It was not a ghost as it appeared to be solid and its hands pushed aside the brush as it passed. When it saw them, though, it vanished from sight. At that point, Dort will say that he and Mika searched the woods for the creature, looking to destroy it. In fact, however, they both ran scared. An opposed Sense Motive check against Dort's +0 Bluff will reveal this. If challenged on his cowardice, Dort and Mika will leave in disgust.

At some point either in Dort and Mika's conversation with the PCs or in their conversation

with some other table, Gevridan will say the following:

Now, why don't quit bothering my guests with your tall tales? Go home to your wives and sober up.

At that point, Dort and Mika will leave in disgust. They will not say where they are going, only that they will prove themselves.

THE LOCAL VIEW

Once they leave, the party may want to ask around using Gather Information. Have them make an assisted check and compare their result to the table below. If they are specifically asking Gevridan, add a +5 circumstance bonus to the check due to his extensive knowledge of the area. This table can also be used if the party just wants to gather information around Orlane:

DC 5

Dort and Mika are local hunters and guides for hire. They are not very good and only get business from the greenest of visitors.

DC 10

Despite the hunters' reputation, the commander of the 20th Battle, Knight Colonel Ramanche, did send some Scouts up there to the vineyard. They found nothing.

DC 15

Ramanche also sent some of the local clergy. They found nothing.

DC 20

There have been occurrences with undead creatures in the past. Knight Colonel Ramanche and his officers know this. This is why the Scouts went up there, regardless of the validity of Dort and Mika.

DC 25

Most of the undead found up there were mummies. Certainly, a mummy does not fit the description of what Dort and Mika saw.

DC 30+

The last adventurers up there found some arcane texts in the ruins. The officers of the 20th Battle know this.

ALL APLs

Dort Bakersgrove, Male Human Exp3: hp 15; see *Appendix 6*.

Mika Bastrom, Male Human War3: hp 22; see *Appendix 6*.

Gevridan Beswill, Male Human Exp10: hp 45; see *Appendix 6*.

Developments: From the information gathered at the Golden Grain Inn, the party may want to find out more from the 20th Battle. If so, they will want to go on to Encounter 2. They also may want to find some of the local clergy who went up there. This will take them into Encounter 3.

The party may want to go ahead and follow Dort and Mika as they leave the tavern. The two guides will first go back to their homes to get their weapons and then head back to the vineyard. The rain storm and darkness gives them total concealment so using Spot to find them is useless. Using the Track feat and the Survival skill to track them will be difficult as well. The ground near the inn is firm ground (DC 15), the night is overcast (+6), and there is precipitation (+3) for one hour (+1) so the check is at DC 25. Their houses are one hour away from town and six hours away from the vineyard so to track continually they will require seven Survival checks. If the party does choose to pursuit this, take them to Encounter 5, but use night modifiers for that encounter.

ENCOUNTER 2: MILITARY GAMES

After talking with people in the Golden Grain Inn in Encounter 1, the party may want to find out what the 20th Battle found out when they went up to the vineyard.

The keep for the 20th Battle is less than half a mile from the Golden Grain Inn. This is a relief as the storm sends sheets of rain against you as you walk the road. You eventually come to a small military fort directly in front of your path. The road does pass through the fort's gates, but it is apparent that guards could close the steel gates to block passage.

FOR CIVILIANS AND ENLISTED

Civilians and enlisted personnel will be directed to the officer of the day, Lieutenant Malik Gimbleshaft. Read the following:

The guards allow you entrance with little more than a request for identification and then lead you to the stables of the 20th Battle. There you see a male halfling with a Lieutenant's tabard reviewing some soldiers shoeing a warpony. One of the soldiers says, "Sir, these people wish to talk to someone about the vineyard. As you are officer of the day, we are bringing them to you, sir." The halfling then regards you with a stern countenance and responds, "I am Lieutenant Gimbleshaft. What is your problem?"

If any Gran March military PCs do not respond with proper military courtesy, Gimbleshaft will come down hard on them. Otherwise, he will treat the party indifferently.

FOR OFFICERS

Officers (particularly those assigned to the 20th) get to meet with the commanding officer himself.

The guards allow you entrance with little more than a request for identification and then lead you to the building that serves as offices of the Headquarters Unit for the 20th Battle. After you knock, there is a modicum of silence before you hear a loud "Enter" from inside. Once you enter, you see a well-groomed officer wearing Knight Colonel's rank seated at a desk by the door. He has light brown hair and a goatee, obviously cut by a fine barber.

The man is Knight Colonel Velladen Ramanche. He treats officers with respect unless they demonstrate improper behavior towards a superior officer.

THE MILITARY VIEW

Ramanche and Gimbleshaft know little more than what they see in their daily reports, but they can answer a few questions.

Q: What do we know about the vineyard?

A: The vineyard was owned by Ulziah, a druid who likes to make wine. His berry wine was the toast of the area before the giants came. After that he disappeared. A few years ago, a traitor named Rhal ap Ogwen used the hidden chambers under the vineyard to avoid capture, but he was unsuccessful and eventually died before his scheduled execution. A couple of years later, a group of adventurers defeated some undead that were

apparently guarding some of Ulziah's texts. The area has been quiet ever since. We in fact have used it for training over rough terrain.

Q: What about the recent troubles?

A: You mean Bastrom and Bakersgrove? They are well known for spinning tall yarns to impress visitors and make themselves to seem like heroic guides. We did not place much faith in them. Still, given the place's history, we did not want to take chances. We sent our Scouts up there along with some of the local clergy. They did not find anything. Now, we did not ask them to spend too much effort as we did not place much trust in their story. If you want to go investigate this further, please feel free to do so.

Q: Can we talk to the scouts who went up there?

A: Unfortunately for them and you, they went out on a one-day exercise this afternoon. I suspect they are wishing that they were back here at the keep instead of their rain-soaked tents.

Q: Can we talk to the clerics who went up there?

A: Sure. There were three of them. Some of you may have heard of this Pelorite street preacher named Brother Brownbaker. He went up there along with the local head of the Church of Merikka, Mother Henya Promansway, and the Chaplain for the Military, Watcher Knight Colonel Grant March. He happened to be in Orlane inspecting the new temple of Heironeous that is being built. It was Knight Colonel March who insisted on investigating this matter further as he was one of the adventurers who apprehended Rhal ap Ogwen and thus knew of the place's dangers. The Knight Colonel is currently staying in the keep with us.

Q: Bastrom and Bakersgrove are still adamant about what they saw. Do you want us to investigate further?

A: We cannot spare the soldiers for such a detail, but you are welcome to investigate it further for us.

At this point, any veterans will be activated and the highest ranking PC will be placed in charge of the newly formed detachment. This step is important for PCs to use this scenario with military time units.

ALL APLs

Knight Colonel Velladen Ramanche, Male Human (half Oerdi/half Flan) Ftr12: hp 99; see *Appendix 6*.

Lieutenant Malik Gimbleshaft, Male Halfling Ftr6: hp 54; see *Appendix 6*.

Developments: The main purpose of this encounter is to get information from the 20th Battle and to get orders in order to allow this to use military TUs. The PCs will then want to get more information. They go back to Encounter 1 for more general information gathering or on to Encounter 3 to get information from the clergy who visited the vineyard. If the party has finished all avenues of investigation, advance the time to the next morning and begin Encounter 4.

ENCOUNTER 3: GOT TO GET SOME RELIGION

The party arrives at this encounter either from gathering information in Encounter 1 or from the officer they meet in Encounter 2. Either way, the party is hunting for the three clergy who went up with the Scouts to investigate the ruins at the vineyard.

THE PELORITE VIEW

The first and probably easiest to find of the three clerics is a Pelorite street preacher named Brother Brownbaker. If the party searches for him, they will find the following (adjusted for the time of the encounter):

You search the rainy streets of Orlane looking for the clerics. As you walk, you hear a loud booming voice on the side streets. Following the voice, you find a small group huddled under a large tarp. Standing before the group atop a crate, a ragged Flan man is preaching to them. As you approach you see that the group consists of a few other Flan and passersby. "Brothers and sisters, I have told you that our lord Pelor will guide and protect you if you would have some faith. He has done so. Our common enemies, the giants, have withdrawn from the lands of the faithful Gyri. Our enemies in the Rushmoors are in retreat. The refugees that once crowded the outskirts of this fair city have started to go to their new home in the Downlands. Praise and glory be to the Sun Father whose light has revealed the way to all these things."

Brownbaker goes on for a few more minutes. The Flan in his audience appears to agree with his words, but the others seem to have doubts. After he finishes the sermon, he mingles with the small group and eventually turns his attention to the party. It is possible that he has met some of the PCs in the party; if so, he will greet them as old friends. Otherwise, he will be pleasantly cordial. Here is what he knows:

- He is familiar with the Rhal ap Ogwen affair. Rhal was a fellow Pelorite cleric who strayed from the faith and committed treason. He was poisoned before his execution because he was about to confess about an evil group of rogues that had taken the age old title of The Corporation. It was this group who had tried to assassinate Commandant Vrianian twice back in CY 594. Praise be to Pelor, though, the force of good destroyed these villains.
- He knows that there was at least one mummy up at the vineyard when Rhal was captured. Rhal himself had bypassed the creature by entering in the ruins via a secret passage near the river. The adventurers who captured Rhal also destroyed the mummy.
- Brownbaker heard of another group of adventurers finding some mummies in another area of the vineyard. To his knowledge, these were destroyed as well.
- He did go up with the Scouts a couple of days ago. He cast both a *detect evil* and a *detect undead* while walking around the ruins of the manor house and the greenhouse. He found nothing. The Heironean cleric, who had gone down under the ruins of the greenhouse before in the apprehension of Rhal, explored there while the Harvest Church cleric explored the ruins underneath the manor house.

The players may want to get Brownbaker to cast some spells upon them in the morning, most likely *heroes feast*. Brownbaker will decline, saying that he is leaving at dawn to go to the Rushmoors. If pressed further, he will not say any more. In fact, he is heading back to meet with Tar'a'mon, leader of the Gwarcheidwad clan, in order to maintain the peace with Gran March.

THE HARVEST CHURCH VIEW

To honor Knight Colonel Ramanche's request, the Harvest Church sent its primary cleric for Orlane, Mother Henya Promansway. Mother Promansway has been the head of the local Church of Merikka for the last couple of years. She can be found there at any time the party chooses to talk to her. Read the following:

The Temple of Merikka is on the east end of town. As you approach the structure, you can see that its twenty-foot granite walls have recently been rebuilt as there are fresh cut blocks intermingled with older worn ones. The large wooden gate doors are open, but there are guards posted there.

The guards will politely ask the party to state their business. If they mention the vineyard or any of the officers of the 20th Battle, the guards will allow them passage. Read the following (parts of which come from the original 1st edition scenario *N1 – Against the Cult of the Reptile God*):

Satisfied with your purpose, the guards lead you across the courtyard to the temple sanctuary. Inside, you see a large room with a tile floor decorated with an abstract mosaic pattern in orange, tan, brown, and blue. Several tapestries decorate the walls, all depicting scenes of lush farmland and crops in various stages of maturity. Five huge elm trunks serve as columns in the room, and a statue of Merikka, carved from a solid piece of jade, is mounted on a low dais at the north end of the room.

Praying near the statue is a middle-aged woman wearing clerical vestments. As she hears your approach, she quickly ends her prayer and rises to greet you. "I am Mother Henya Promansway, blessed caretaker of this congregation. How can the faithful of Merikka serve you today?"

Mother Promansway has never met any of the party before. She will be polite, but guarded in her responses unless the party does something to convince her of their good intentions. She knows the following:

- Promansway has only been leader of the Orlane congregation since late CY 594, but she had been on staff after the time of the reptile god cult. She helped restore the Orlane community's confidence in the Church. She then served a period of time at the main temple at Buxton's Crossing

before coming back to Orlane as its main cleric.

- She only knows of the prior incidents at the vineyard second-hand. She knows that two separate parties found undead up there, but that is the extent of her knowledge.
- Promansway did go up with the Scouts a couple of days ago. She cast both a *detect evil* and a *detect undead* while exploring the ruins underneath the manor house and found nothing. The street preacher Brownbaker did the same around the grounds while that Knight Colonel Heironean investigated the ruins under the greenhouse.

Mother Promansway really has little information about the vineyard. Her presence was there only because she is one of the senior clergy in Orlane.

The players may want to get Mother Promansway to cast some spells upon them in the morning, most likely *heroes feast*. She will decline, saying she will be using her spells in the morning to aid some local farmers who have been having some trouble with their crops.

THE HEIRONEAN VIEW

Watcher Knight Colonel Grant March, Benevolent Grizzly Mastodon is the third cleric to go with the 20th Battle Scouts to inspect the vineyard.

Following the directions given to you, you find the room in the keep where Watcher Knight Colonel March is staying. The door has two infantry soldiers guarding it. After stating your business, they will allow you to knock on the door. Almost immediately, you hear a male voice reply firmly, "Enter!"

Upon your entry into the room, you see an average looking man in his middle thirties reviewing a set of building plans. He has blonde hair and brown eyes, is 6'1" and 185 pounds. His mithral full plate has a holy symbol of Heironeous inscribed on the breastplate. He also has a silver holy symbol on a chain and a wooden one tied at this belt. His Gran March military tabard also has a symbol for the Knights of the Watch.

Watcher Knight Colonel March is in Orlane to conduct an inspection of the new Heironean temple under construction. Many players will note

that this seems to be a bit unusually because of March's rank and position and because the military typically does not involve itself in the affairs of a Major Church. In this case, however, Commandant Vrianian himself asked March to conduct the review. March, of course, asked why. To that question, Vrianian answered only, "You are going because it is necessary." The Commandant did not elaborate further and March, being a loyal officer did not ask. He will not share this information with the PCs without a very good reason.

March was asked by Ramanche to aid in the investigation for three reasons. First, March was involved in the apprehension of Rhal ap Ogwen and thus had first hand knowledge of the passages underneath the vineyard's greenhouse. Second, he is easily the most powerful cleric in the area at the time. Finally, his strong relationship with Commandant Vrianian is well known and, if something did happen out there, would be in a good position to report to the Commandant. He can answer about the following topics:

- During his years on active duty, March had the opportunity to visit the vineyard in order to apprehend a suspected traitor named Rhal ap Ogwen.
- In doing so, he learned a little about Ulziah. Apparently, the vintner had some Baklunish in his heritage. This was clear from the crest on the vineyard's signs as well as the trappings of the mummy his party eventually defeated.
- The investigation was not without peril. In addition to the mummy that guarded the greenhouse entrance, March's party had to deal with assassin vines. Ulziah used them to make his wines. They also had to deal with Rhal, but proper tactical planning made his capture relatively easy compared with dealing with a mummy and assassin vines.
- March also heard about a second party who investigated the ruins of the manor house. He knows that they found more mummies up there, but that is all that he had heard.
- Because of this prior knowledge, March went up with the Scouts a couple of days ago. Because of his rank, he was in command of the detachment. He cast both a *detect evil* and a *detect undead* while

exploring the ruins underneath the greenhouse and found nothing. He was able to explore the entire set of tunnels as the Engineers for the 20th had come in later and reinforced some collapsed sections of the tunnels. The street preacher Brownbaker did the same around the grounds while the head of the local Harvest Church congregation investigated the ruins under the greenhouse.

During this interview, March will also be sizing up any potential recruits for the Knights of the Watch or the Knights of Dispatch. Later, depending on the success of the party, he may issue an invitation to potential candidates to join them.

The players may want to get Watcher Knight Colonel March to cast some spells upon them in the morning, most likely *heroes feast*. He will decline, saying that he is going to be providing a *heroes feast* for the command staff of the 20th Battle. Any PCs who happen to be officers in the 20th Battle can participate in this, but none others.

ALL APLs

Brother Geraint Brownbaker, Male Human
Clr10: hp 62; see *Appendix 6*.

Mother Henya Promansway, Female Human
Clr9: hp 54; see *Appendix 6*.

Watcher Knight Colonel Grant March,
Consummate Benevolent Grizzly
Mastodon, Male Human
Clr10/Contemplative 7: hp 115; see *Appendix 6*.

ENCOUNTER 4: MISSING HUNTERS

If the party has not already gone out to the vineyard, this encounter puts the final nail in. The next morning, the party will receive some visitors. Read the following:

Early the next morning, as you come down for one of the Golden Grain Inn's famous breakfasts, two women approach you. They appear to be simple peasant women. The older one speaks first.

"Greetings, fine folk. We had heard that you had been asking around about the vineyard and that you might have met our husbands last night. My name is Vida Bastrom and my friend

here is Lystra Bakersgrove. Our husbands came back home last night, got their weapons, and went back out. They were grumbling about how no one believed them about the vineyard and how they were going to bring back proof. They never came back.

"While they were never the greatest of providers, Mika and Dort were our only means of living. Can you go out and find them for us? We can pay you nothing, but we would appreciate you returning our husbands to us."

Good-aligned characters should feel an obligation to check this out and this should be sufficient to bring the rest of the party along. Vida and Lystra don't know much, but they do know that their husbands were not going to the ruins on the property, but back into the surrounding woods.

ALL APLs

Vida Bastrom, Female Human Com1: hp 4.

Lystra Bakersgrove, Female Human Com1: hp 4.

Developments: This encounter should get the party moving on to the vineyard if they were not going already. Go to Encounter 5, unless the party has not gone to the other earlier encounters first. If they have not, they may want to backtrack and catch these at this point.

ENCOUNTER 5: THE FIRST VINE OF DEFENSE

The trip to the vineyard only takes about six hours. As the party approaches the abandoned vineyard, read the following to them:

You travel for several hours with the trails leading you past farms where the farmers are tending their crops in anticipation of a good harvest. There are no reminders of how much damage the giants and their lackeys did to this pastoral landscape only a few years before. Eventually, you reach what was once a small vineyard and winery with a broken sign that has a logo with a set of complex symbols around it. In Common, the sign also has the simple words "Ulziah's Vineyard." Through the broken down fencing, you can see only a few remnants of what was once a vital vineyard and the foundations of a few buildings. The remains of a large manor house appear several hundred yards distant, completely burnt to the ground. The ground has reverted back to

unkempt grasslands. There appears to be nothing stirring here except the occasional buzz of insects.

Closer inspection of the sign will show a distinct set of symbols running along its border. Anyone in The Corporation will quickly recognize it as the old symbol for “safe house.” This information should be given to Corporate PCs secretly. Bards may find this out on a Bardic Knowledge check, as can anyone with Knowledge (local – Sheldomar Valley Metaregion). The DC for either check is 25. It will also show a family crest. Those who possess Knowledge (nobility and royalty) can determine that the crest is Ketish in origin on a DC 15 check and of a major lineage that was thought to have died out decades ago on a DC 30 check.

The party can spend a few hours searching around this main area but will eventually come up with only one thing: a trail by two human males only about twelve hours old. PCs with the Tracking feat can make a Survival check to follow them. The DC for this check is 13; though there has been eight hours of rain overnight, the mud on the ground is pretty fresh. Take 20 is allowed here as there are no consequences for not finding the trail. Following the trail will only take about 20 minutes. If no one has the Tracking feat, simply add two hours to the party’s search before they get to the encounter. Use *DM Aid: Map #1 – The Clearing* for this encounter. Once they get to their destination, read the following:

You come to a clearing in the woods. There are a number of vines and grasses covering this area, but it is quite passable.

A Spot check at DC 20 will notice a number of large dead bodies in and around the vines. They are remains of large creatures. After the battle, a Knowledge (local – any Metaregion) or a Heal check at DC 15 will indicate that the bones are of six ogres and one ogre magi. This check will also reveal that a large amount of dead vines and other plant creatures destroyed in the fight with the ogre party. At that time as well, a Survival check (DC 18) to follow the tracks of the ogres will show them coming in from the northeast in general direction of the Dim Forest two days ago, before the storm came. In the clearing are a number of plant creatures Ulziah has brought to guard the entrance to his new home. At APL 4, a swarm of spiders has nested in front of the pit; use the shambling mound position on the map for their starting position.

APL 4 (EL 6)

Assassin Vine: hp 33; see *Monster Manual*, page 20.

Spider Swarm: hp 12; see *Monster Manual*, page 20.

APL 6 (EL 6)

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

APL 8 (EL 8)

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

Shambling Mound: hp 66; see *Monster Manual*, page 222.

APL 10 (EL 10)

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

Shambling Mound: hp 66; see *Monster Manual*, page 222.

Treant: hp 68; see *Monster Manual*, page 244.

APL 12 (EL 12)

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

Shambling Mound: hp 66; see *Monster Manual*, page 222.

Treants (3): hp 68 each; see *Monster Manual*, page 244.

Tactics: This is a group of different plant and vermin creatures brought together without a real tactical plan so it is likely for them to trip over themselves in defending the area. The assassin vines and spider swarm follow standard tactics. The shambling mound will try to remain as concealed as possible and then strike. The treants will first animate two trees as indicated on the map and then attack. The animated trees move at 10 feet at a walk and will attack as the controlling treant directs them. The treants and their animated trees stop attacking when their target is unconscious; the other plants and vermin will attack until their target is dead.

While they will still have to defeat the other plants and vermin under any circumstances, the party may want to negotiate with the treants. Unfortunately, Ulziah has effectively worked them up into a fierce anger. They are considered Hostile.

Treasure: After they died by the plant creatures, the previous party of ogres left behind some non-magical equipment and weapons in and among the vines; these are summarized in the Treasure Summary. At APL 10 and 12, they were led by an ogre magi leader with a magic greatsword and longbow; these are listed in the Treasure Summary. All of this equipment can be found with a successful Search check at DC 20.

Developments: After defeating these natural defenders, the party can search the area to find the hidden trap door they were guarding (Search check DC 25, take 20 allowed). The door was better hidden, but the battle uncovered part of it. This will take the party to Encounter 6.

ENCOUNTER 6: DEFENSES OF STONE AND EARTH

After finding the trap door in Encounter 5, the party finds a rough cut stone passage. Read the following:

Upon passing through the trap door, you find a rough-hewn stone passage about ten feet wide by ten feet high running east back towards the main part of the vineyard. This passage eventually dead-ends into a roughly-hewn stone chamber 30 feet square and 15 feet high.

Those with ranks in Knowledge (architecture and engineering) can, on a DC 15 check, notice that the walls were not cut by conventional mining tools as there are no grooves or cuts in the stone. Those with the Stonecunning ability automatically see this. The chamber was originally just a trapped cache that Ulziah used during his smuggling days, but he is widening and renovating it to a full blown lair.

Use *DM Aid: Map #2 – The Tunnels* for this encounter. At the center of the stone chamber, there is a spike pit trap. The pit trap was originally constructed by Ulziah's associates in The Corporation. Corporation members will recognize the origin of the trap on a DC 10 Craft (trapmaking) check after they have found it.

The “spikes” are mini stalagmite-like protuberances shaped and sharpened by Ulziah's construction crew: two earth elementals. During his adventuring career, Ulziah did favors for some powerful earth elementals and he has cashed in on these favors to get some elemental assistance in expanding these tunnels.

As they are of stone, the “spikes” do not affect the elementals; they wade through them. There are two elementals hidden in the walls near the pit trap. They will attack once they hear (Listen check DC 10 due to the acoustics in the chamber if the party is not moving silently; an opposed Move Silently check otherwise). Setting off the trap makes a loud crash will automatically alerts them.

APL 4 (EL 6)

Camouflaged Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 15 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of four adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

Medium Earth Elementals (2): hp 33 each; see *Monster Manual*, page 97.

APL 6 (EL 8)

Camouflaged Spiked Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of four adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 25; Disable Device DC 20.

Large Earth Elementals (2): hp 72 each; see *Monster Manual*, page 97.

APL 8 (EL 10)

Camouflaged Spiked Pit Trap: CR 7; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (first target in each of four adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 27; Disable Device DC 22.

Huge Earth Elementals (2): hp 156 each; see *Monster Manual*, page 97.

APL 10 (EL 12)

Camouflaged Spiked Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 120 ft. deep (12d6, fall); multiple targets (first target in each of four adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 29; Disable Device DC 24.

Greater Earth Elementals (2): hp 205 each; see *Monster Manual*, page 97.

APL 12 (EL 14)

Camouflaged Spiked Pit Trap: CR 11; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 120 ft. deep (12d6, fall); multiple targets (first target in each of four adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 31; Disable Device DC 26.

Elder Earth Elementals (2): hp 234 each; see *Monster Manual*, page 97.

Tactics: Ulziah asked the elementals to defend this passage and to deliver a note to the party. He originally ordered them to take prisoners if attacked; however, as earth elementals are not so bright, they just decided to pummel any intruders first and deliver the note later. They will remain partially in the stone walls to attack whenever possible; this has the effect of providing them cover. If the elementals stay in a section of the wall for more than one round of combat, the violence will destroy the rest of the wall and thus eliminate the cover. The elementals will attempt to bull rush the PCs into the pit trap and will beat them to unconsciousness if they cannot do so.

Treasure: The pit area at the bottom has detritus from where the elementals have been digging tunnels. In the mess, the PCs can find some raw gems on a DC 20 Search check (take 20 is possible, but this adds to Ulziah's preparation time). The value of these uncut stones for each APL is in the Treasure Summary.

Developments: One of the elementals has a note on its body. It reads as follows:

To the search party: I have the two hunters you seek. They are unharmed, but uncooperative. If you wish to parlay for their release, come on down.

The bottom of the pit has a stone door (Hardness 8, hp 90, Break DC 35) with a good lock (Open Lock check at DC APL +8) that leads to Ulziah's sanctum in Encounter 7.

ENCOUNTER 7: THE OLD VINTNER HIMSELF

Use *DM Aid: Map #2 – The Tunnels* for this encounter. After the party finds the secret door at the bottom of the pit trap, read the following:

The secret door leads down a short passage to an open chamber that is thirty feet tall and forty feet square. The chamber is lined with

various forms of vines and plants which creep down and across the floor. There are numerous everburning torches here providing almost as much light as daylight. A ramp of earth and stone leads down to the bottom of the chamber.

At the far end of the room are three humanoid figures. Two are on the ground, bound and unconscious. They are Mika and Dort, who are otherwise unharmed.

The third figure standing between them is a pale man with faintly Baklunish features. He is wearing fine robes of Ketish design, though they are about a decade old. His eyes are so blue that they are more accurately described as white, as if drained of color and life and his body is pale and withered.

“Greetings! My name is Ulziah and I have a lease on this land from the Baron of Farvale. Now, before we begin the seemingly obligatory battle, I wish to try to negotiate a settlement. You noticed that I have not killed these intruders. I could have easily, but I am neither cruel nor bloodthirsty. I only wish to tend to my vines in peace and in seclusion. I have the extension to my existence that I desired; I have no need for much else.”

At this point, the party can either negotiate, attack, feign negotiation in order to make a stronger attack, or feign negotiation in order to escape.

NEGOTIATION

Ulziah has nothing to hide and it profits him nothing to do so. He will gladly turn over his magic items and copies of his spellbooks in return for assurances that he will be left alone. The items will not be given until the party returns with proof of their compliance with any agreement. If the party just cuts and runs or reports Ulziah to the authorities, award them the xp for the encounter, but not the gold or the item access.

If pressed, Ulziah will agree to meet in the vineyard with representatives of the Commandant and offer his meager services. He is after all a veteran, even with his lineage, though he is no patriot. Ulziah will answer any questions put to him to the best of his ability; use the background and his description to aid in his answers.

Spellcasters will want to do some form of divination on Ulziah. He will detect as an undead. Ulziah does detect as evil due to the negative

energy powering his undead form. If given the opportunity, he will explain that his evil aura comes from being undead, not because he is evil. Ulziah radiates magic from the items he carries, but none of them are sufficient for cloaking his alignment. A Knowledge (religion) check or a successful Bardic Knowledge check at DC 15 will identify him as a necropolitan.

COMBAT

The party may instead want to destroy him. Just as the party had opened the secret door, he had cast *invisibility* and *mage armor* on his companion familiar, Jagtooth. Jagtooth will attack if he thinks Ulziah is threatened.

APL 4 (EL 8)

Ulziah the Vintner, Male Necropolitan Drd4/Wiz3/Arcane Hierophant1: hp 72; see *Appendix 1*.

Jagtooth, Male Black Bear Companion Familiar: hp 23; see *Appendix 1*.

APL 6 (EL 10)

Ulziah the Vintner, Male Necropolitan Drd4/Wiz3/Arcane Hierophant3: hp 90; see *Appendix 2*.

Jagtooth, Male Brown Bear Companion Familiar: hp 54; see *Appendix 2*.

APL 8 (EL 12)

Ulziah the Vintner, Male Necropolitan Drd4/Wiz3/Arcane Hierophant5: hp 108; see *Appendix 3*.

Jagtooth, Male Brown Bear Companion Familiar: hp 54; see *Appendix 3*.

APL 10 (EL 14)

Ulziah the Vintner, Male Necropolitan Drd4/Wiz3/Arcane Hierophant7: hp 126; see *Appendix 4*.

Jagtooth, Male Dire Lion Companion Familiar: hp 66; see *Appendix 4*.

APL 12 (EL 16)

Ulziah the Vintner, Male Necropolitan Drd4/Wiz3/Arcane Hierophant9: hp 144; see *Appendix 5*.

Jagtooth, Male Dire Bear Companion Familiar: hp 110; see *Appendix 5*.

Tactics: At the start of the day, Ulziah has cast any hour/level buffs he has available on himself and Jagtooth. If he hears battle in the pit trap room (Listen check DC 15 due to acoustics), he will start his 10 minutes/level buffs he has available.

When combat commences, Jagtooth will attack as a creature of his sort would do, but pick out targets intelligently (at the very least, he has an Intelligence of 7). Ulziah will grow wings only as a last resort due to the constricted space and cast spells as follows:

APL 4

entangle (near the entrance), *spike growth*, *fireburst*, *lesser orb of electricity*, *magic missile*, *magic missile* (recalled from his *pearl of power*)

APL 6

entangle (near the entrance), *lightning bolt*, *spike growth*, *curse of impending blades*, *hold person* (on the most effective combatant), *fireburst*, *lesser orb of electricity*, *magic missile*, *magic missile* (recalled from his *pearl of power*)

APL 8

entangle (near the entrance), *freeze armor*, *greater invisibility*, *flame strike* and quickened *produce flame*, *orb of fire*, *lightning bolt*, *spike growth*, *curse of impending blades*, *hold person* (on the most effective combatant), *fireburst*, *lesser orb of electricity*, *magic missile*, *magic missile* (recalled from his *pearl of power*)

APL 10

entangle (near the entrance), *freeze armor*, *greater invisibility*, *greater blink*, *augment familiar*, *flame strike* and quickened *produce flame*, *orb of fire*, *lightning bolt*, *wall of fire*, *spike growth*, *curse of impending blades*, *hold person* (on the most effective combatant), *enervation*, *fireburst*, *lesser orb of electricity*, *magic missile*, *magic missile*, *magic missile* (recalled from his *pearl of power*)

APL 12

entangle (near the entrance), *fire storm*, *freeze armor*, *greater invisibility*, *greater blink*, *augment familiar*, *reciprocal gyre*, *flame strike* and quickened *fireburst*, *chain lightning* and quickened *flaming sphere*, *orb of fire*, *lightning bolt*, *wall of fire*, *spike growth*, *curse of impending blades*, *bane polymorph*, *hold person* (on the most effective combatant), *enervation*, *fireburst*, *lesser*

orb of electricity, magic missile, magic missile, magic missile (recalled from his *pearl of power*)

This combat mix is obviously changeable as combat circumstances warrant. If there is a battle, Ulziah will fight as well as possible.

Treasure: The only treasure in this room is Ulziah's gear which is detailed in the Treasure Summary.

Developments: What happens next depends on the party's actions. If they destroyed Ulziah, the party goes back to the congratulations of the Orlane community, the military, and the local clergy. Go to the Destroyed section of the Conclusion.

The party could choose to keep Ulziah a secret and leave him alone. This is the most difficult choice for they will have to silence Mika and Dort. The party could attempt to bribe the hunters; given that their hunting business is not that successful, they might go for it. This would require a Diplomacy check as per the *Players Handbook* with the two hunters initially Hostile to the idea. For every 50 gp the party offers them, they get a +1 circumstance bonus to the negotiations. If they are successful, Ulziah will suggest that they all say that they did find a terrible undead here, but that they destroyed it. This will keep Ulziah safe in the short term, but leaves him with an uncertain future. No one will really question their story so feel free to go to the Destroyed section of the Conclusion.

If the party decides to spare Ulziah, however, and wants to have any chance of a long term solution to this problem, they are going to have to contact the authorities and come clean with everything. If the party chooses this course go to Encounter 8.

ENCOUNTER 8: TRUTH AND CONSEQUENCES

In Encounter 7, the party decided to spare Ulziah's life and try to keep him from being destroyed. To do this, they are going to have to do some serious negotiations with the various power centers in Orlane. This is a roleplaying exercise which can be shortened if time is critical.

On this matter, unless noted below, all contacts start out as Unfriendly. This will require either one Diplomacy check at DC 25 to get the contact to Friendly or two Diplomacy checks each at DC 15 to get the contact first to Indifferent and

then to Friendly. In order to keep Ulziah safe, they will need to make the military and two religious contacts Friendly. Feel free to add bonuses or penalties based on the roleplay of the players.

THE MILITARY

Knight Colonel Ramanche is the military commander for this area and it is he that the party will need to convince. Once he is convinced, he will tell the party that he will smooth things with the Elector and his Magistrate as well as the chain of command, but he will need two clergy to back him up. He will also give a commendation to any military characters as noted on the AR.

THE CHURCHES

There are three clergy of sufficient rank that can assist Ramanche: Brother Brownbaker, Mother Promansway, and Watcher Knight Colonel March. Depending on when the PCs went to the vineyard, Brownbaker may not be around as he was to leave Orlane at dawn for the Rushmoors. If the party starts looking for him after noon on the day after the storm, he will have gone too far to be of any help. If they do find him, however, Brownbaker, given his Gyri and Pelorite background, will start out as Hostile; he will start getting ready to go destroy Ulziah unless the party intervenes. It will take three Diplomacy checks to get him to agree: one at DC 20 to get him to Unfriendly, one at DC 15 to get him to Indifferent, and one at DC 15 to get him to Friendly.

If the party fails to convince Brownbaker, he will pack his things and leave Orlane. The party might think he is going to confront Ulziah, but this will not be the case. This incident will have been the final straw and he will leave to join his people in the Downlands. Brownbaker knows, with this seeming duplicity, he will never be able to gain a strong foothold for the Pelorite faith in this nation. This result only occurs, however, if the party was able to contact him; if he finds out later, the powers that be will do a more convincing job of getting him to see things their way.

The other clergy have no real stake in this matter aside from the safety of Orlane and Gran March. They will, like Ramanche, will initially be Unfriendly to the idea. Unlike Ramanche, however, all of the clergy (including Brownbaker if present) will insist on seeing Ulziah. Once they do, they will cast a number of divination spells: *augury*, *divination*, and possibly *commune* in addition to *detect evil* and *detect undead*. They will

also question Ulziah on his nature (is it connected to the negative material plane) and who he worshiped (Obad-Hai).

THE CORPORATION

While this has no direct effect on Ulziah, members of The Corporation may want to inform them about the events in Orlane. They know that Ulziah was one of their associates and will want to find out if he still wants to work for them.

THE PEOPLE OF ORLANE

Once Ramanche and the clergy are in agreement, they will urge discretion in the matter until Ulziah can be truly cleared. They will suggest that the rest of Orlane be told that Ulziah is back, but that he wants his privacy. That should be easy for the people to understand as he was never a friendly sort when he was around before. Ramanche will tell Mika and Dort to keep their mouths shut or else be exposed for cowards. This, in addition to what the party has already given them, will keep their silence.

If the party has succeeded in convincing the authorities to leave Ulziah alone, go to the Saved section of the Conclusion. Otherwise, Ramanche and/or the clergy will expose the party as undead sympathizers after they launch an attack on Ulziah. Go to the Ostracized section of the Conclusion.

CONCLUSION

There are three possible outcomes of this scenario. In one case, the party either destroyed Ulziah or made everyone think he was destroyed. In another, the party convinced the authorities that Ulziah was not a threat and they decided to make a cover story to keep him safe from prying eyes. Finally, the party was unable to convince the authorities that Ulziah should be saved and their sympathies will lead to their rejection by the people of Gran March.

DESTROYED

Whether or not the party actually destroyed Ulziah, the result is the same: they return with the accolades of the people. Read the following:

The community of Orlane is overjoyed to hear about the destruction of the evil undead of the vineyard. Everywhere that you go in the town, people step out and want to shake your hands.

They treat you as heroes, even if you yourselves may question that.

The party gets all of the benefits listed below for destroying Ulziah.

SAVED

The party decided to spare Ulziah and have managed to keep the forces of Gran March from destroying him. This is now a state secret; all the general populace knows is that Ulziah has returned, but has become a recluse. Read the following:

The town of Orlane is happy that the misunderstanding concerning the vineyard is resolved. Everyone thought Ulziah was weird before his disappearance so it is no trouble for them to honor his request for privacy. If they only knew the truth, that he is not alive (even if he is not evil), they may feel differently. Wiser heads have prevailed, however, for the time is not right for the undead to consort with the living freely in Gran March.

Strikethrough the **Distrust of Gran March** effect and keep all other benefits.

OSTRACIZED

The party was unable to convince the authorities not to destroy Ulziah. They are now pariahs in Gran March for a time for consorting with undead. Read the following:

Immediately, Knight Colonel Ramanche orders the 20th Battle to the vineyard, assisted by all available clergy. After a few hours, the 20th Battle returns, missing some soldiers, but victorious in defeating Ulziah. The word quickly spreads about the victory and how you wanted to spare the creature. The proper citizens of Gran March are horrified by your actions, even with your good intentions. You will not be getting their help for quite a while.

Strikethrough all benefits that apply to the destruction of Ulziah, but leave the **Mistrust of Gran March** effect.

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 5

Defeat Ulziah's plant guardians.

APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Encounter 6

Defeat Ulziah's elemental guardians and defeat or take damage from the pit trap.

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 7

Defeat or successfully negotiate with Ulziah.

APL 4: 240 xp.
APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.

Discretionary Roleplaying Award

APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 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 5:

APL 4: L: 100 gp, C: 0 gp, M: 0 gp.
APL 6: L: 150 gp, C: 0 gp, M: 0 gp.
APL 8: L: 200 gp, C: 0 gp, M: 0 gp.

APL 10: L: 50 gp, C: 0 gp, M: +1 *large greatsword* (200 gp), +1 *large longbow* (204.17 gp).

APL 12: L: 50 gp, C: 0 gp, +1 *large bane (human) greatsword* (700 gp), +1 *large bane (human) longbow* (704.17 gp).

Encounter 6:

APL 4: L: 0 gp, C: 20 gp, M: 0 gp.

APL 6: L: 0 gp, C: 30 gp, M: 0 gp.

APL 8: L: 0 gp, C: 40 gp, M: 0 gp.

APL 10: L: 0 gp, C: 50 gp, M: 0 gp.

APL 12: L: 0 gp, C: 60 gp, M: 0 gp.

Encounter 7:

APL 4: L: masterwork darkwood quarterstaff (103.33 gp), C: 0 gp, M: +1 *hide armor* (97.08 gp), *headband of intellect +2* (333.33 gp), *pearl of power (1st level)* (83.33 gp), *periapt of wisdom +2* (333.33 gp), 2 *potions of inflict serious wounds* (62.5 gp each), *Ulziah's Spellbook I* (154.17 gp).

APL 6: L: masterwork darkwood quarterstaff (103.33 gp), C: 0 gp, M: +1 *beastskin hide armor* (763.75 gp), *bag of holding – type I* (208.33 gp), *headband of intellect +2* (333.33 gp), *pearl of power (1st level)* (83.33 gp), *pearl of power (2nd level)* (333.33 gp), *periapt of wisdom +2* (333.33 gp), 2 *potions of inflict serious wounds* (62.5 gp each), *Ulziah's Spellbook I* (154.17 gp), *Ulziah's Spellbook II* (112.50 gp).

APL 8: L: 0 gp, C: 0 gp, M: +1/+1 *darkwood quarterstaff* (436.67 gp), +2 *beastskin hide armor* (1,347.08 gp), *bag of holding – type II* (416.67 gp), *headband of intellect +2* (333.33 gp), *pearl of power (1st level)* (83.33 gp), *pearl of power (2nd level)* (333.33 gp), *pearl of power (3rd level)* (750 gp), *periapt of wisdom +2* (333.33 gp), 2 *potions of inflict serious wounds* (62.5 gp each), *Ulziah's Spellbook I* (154.17 gp), *Ulziah's Spellbook II* (112.50 gp), *Ulziah's Spellbook III* (150 gp).

APL 10: L: 0 gp, C: 0 gp, M: +1/+1 *darkwood quarterstaff* (436.67 gp), +1 *wild hide armor* (1,347.08 gp), *headband of intellect +2* (333.33 gp), *Heward's handy haversack* (166.67 gp), *pearl of power (1st level)* (83.33 gp), *pearl of power (2nd level)* (333.33 gp), *pearl of power (3rd level)* (750 gp), *pearl of power (4th level)* (1,333.33 gp), *periapt of*

wisdom +2 (333.33 gp), 2 *potions of inflict serious wounds* (62.5 gp each), *ring of protection +1* (166.67 gp), *Ulziah's Spellbook I* (154.17 gp), *Ulziah's Spellbook II* (112.50 gp), *Ulziah's Spellbook III* (150 gp), *Ulziah's Spellbook IV* (187.5 gp).

APL 12: L: 0 gp, C: 0 gp, M: +1/+1 *darkwood quarterstaff* (436.67 gp), +2 *wild hide armor* (2,097.33 gp), *headband of intellect +2* (333.33 gp), *Heward's handy haversack* (166.67 gp), *pearl of power (1st level)* (83.33 gp), *pearl of power (2nd level)* (333.33 gp), *pearl of power (3rd level)* (750 gp), *pearl of power (4th level)* (1,333.33 gp), *periapt of wisdom +2* (333.33 gp), 2 *potions of inflict serious wounds* (62.5 gp each), *ring of protection +1* (166.67 gp), *staff of fauna* (1617.67 gp), *Ulziah's Spellbook I* (154.17 gp), *Ulziah's Spellbook II* (112.50 gp), *Ulziah's Spellbook III* (150 gp), *Ulziah's Spellbook IV* (187.5 gp), *Ulziah's Spellbook V* (125 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 203.33 gp, C: 20 gp, M: 1,126.24 gp – Total: 1,349.57 gp (600 gp).

APL 6: L: 253.33 gp, C: 30 gp, M: 2,449.07 gp – Total: 2,732.4 gp (900 gp).

APL 8: L: 200 gp, C: 40 gp, M: 4,575.41 gp – Total: 4,815.41 gp (1,300 gp).

APL 10: L: 50 gp, C: 50 gp, M: 6,417.08 gp – Total: 6,517.08 gp (2,300 gp).

APL 12: L: 50 gp, C: 60 gp, M: 9,910 gp – Total: 10,020 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Ulziah's Spellbooks: You have found the spellbooks of the necropolitan arcane hierophant Ulziah. There are a total of six spellbooks; each volume is available at a different APL. They contain the following:

- Spellbook I: 1st - *burning hands*, *comprehend languages*, *fist of stone*^{SC}, *mage armor*, *magic missile*, *magic weapon*, *lesser orb of acid*^{SC}, *lesser orb of cold*^{SC}, *lesser orb of electricity*^{SC}, *lesser orb of fire*^{SC}, *shield*; 2nd - *augment familiar*^{SC}, *blades of fire*^{SC}, *body of the*

sun^{SC}, *curse of impending blades*^{SC}, *eagle's splendor*, *earthen grasp*, *fireburst*^{SC}, *flaming sphere*, *fox's cunning*, *owl's wisdom*, *protection from arrows*, *scorching ray*, *snake's swiftness*^{SC}. (Price: 1,850 gp; Weight: 3 lbs.)

- Spellbook II: 3rd - *bands of steel*^{SC}, *blink*, *dispel magic*, *fireball*, *hold person*, *lightning bolt*, *greater mage armor*, *greater magic weapon*, *snake's swiftness (legion)*^{SC}. (Price: 1,350 gp; Weight: 3 lbs.)
- Spellbook III: 4th - *bestow curse*, *Evard's black tentacles*, *fire shield*, *greater invisibility*, *orb of electricity*^{SC}, *orb of fire*^{SC}, *orb of force*^{SC}, *remove curse*, *wall of fire*. (Price: 1,800 gp; Weight: 3 lbs.)
- Spellbook IV: 5th - *greater blink*^{SC}, *cloudkill*, *cone of cold*, *greater fireburst*^{SC}, *Mordenkainen's private sanctum*, *passwall*, *reciprocal gyre*^{SC}, *wall of force*, *wall of magma*^{SC}. (Price: 2,250 gp; Weight: 3 lbs.)
- Spellbook V: 6th - *chain lightning*, *disintegrate*, *eye of stone*^{SC}, *guards and wards*, *greater heroism*. (Price: 1,500 gp; Weight: 3 lbs.)

^{SC} *Spell Compendium*

Druidic Notes of Ulziah: From these notes, you gain Access: Any to the following druidic spells: *align fang*^{SC}, *align fang*, *mass*^{SC}, *freeze armor*^{SC}, *numbing sphere*^{Fr}, *panacea*^{SC}, *snake's swiftness*^{SC}, *snake's swiftness (legion)*^{SC}. ^{Fr} *Frostburn*,^{SC} *Spell Compendium*.

Distrust of Gran March: For allowing a powerful and hostile undead creature to escape, you are at a -2 circumstance penalty on all Charisma-based skill checks with any of the population of Gran March if they are able to recognize you. This penalty will last for one calendar year from the date of this AR's issue.

Military Commendation: For either destroying Ulziah or for successfully negotiating a peace with the creature, Knight Colonel Ramanche will grant you one military commendation.

Favor of a Major Church: If you destroyed Ulziah or successfully convinced the authorities that Ulziah presents no threat, you may choose one favor from the following: the *defending* weapon special ability (Fharlanghn, Zilchus, Phytan, or Obad-Hai), the *flaming* weapon special ability (Pholtus), the *merciful* weapon special ability (St.

Cuthbert), the *shocking* weapon special ability (Heironeous), or the *distance* weapon special ability (Harvest Church). All favors are Access: Adventure for non-members of the specified church (strikethrough the favor when used), but Access: Regional for members. This favor does not count as access for item creation.

Recommendation of Watcher Knight Colonel

Grant March: If you destroyed Ulziah or successfully convinced the authorities that Ulziah presents no threat, Knight Colonel March has issued a military commendation on your record. Also, if you meet the racial requirements for a Knight of the Watch or Knight of Dispatch, he will give you a recommendation for that organization and offer to be your NPC sponsor if accepted.

Item Access

APL 4:

- *Masterwork Darkwood Quarterstaff* (Adventure; DMG)
- *Pearl Of Power (1st Level)* (Adventure; DMG)
- *Potion of Inflict Serious Wounds* (Adventure; DMG)
- *Ulziah's Spellbook I* (Adventure; DMG)

APL 6:

- +1 *Beastskin Hide Armor* (Adventure; Complete Adventurer)
- *Bag of Holding – Type I* (Adventure; DMG)
- *Pearl Of Power (2nd Level)* (Adventure; DMG)
- *Ulziah's Spellbook II* (Adventure; DMG)

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

- +1/+1 *Darkwood Quarterstaff* (Adventure; DMG)
- +2 *Beastskin Hide Armor* (Adventure; Complete Adventurer)
- *Bag of Holding – Type II* (Adventure; DMG)
- *Pearl of Power (3rd level)* (Adventure; DMG)
- *Ulziah's Spellbook III* (Adventure, DMG)

APL 10 (all of APLs 4, 6, 8 plus the following):

- +1 *Large Greatsword* (*Adventure; DMG*)
- +1 *Large Longbow* (*Adventure; DMG*)
- +1 *Wild Hide Armor* (*Adventure; DMG*)
- *Heward's Handy Haversack* (*Adventure, DMG*)
- *Pearl of Power (4th level)* (*Adventure; DMG*)
- *Ulziah's Spellbook IV* (*Adventure, DMG*)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):

- +1 *Large Bane (Human) Greatsword* (*Adventure; DMG*)
- +1 *Large Bane (Human) Longbow* (*Adventure; DMG*)
- +2 *Wild Hide Armor* (*Adventure; DMG*)
- *Staff of Fauna* (*Adventure; Complete Divine*)
- *Ulziah's Spellbook V* (*Adventure, DMG*)

APPENDIX 1 – APL 4

ENCOUNTER 5

Assassin Vine: hp 33; see *Monster Manual*, page 20.

Spider Swarm: hp 12; see *Monster Manual*, page 239.

ENCOUNTER 6

Medium Earth Elementals (2): hp 33 each; see *Monster Manual*, page 97.

ENCOUNTER 7

Ulziah, Male Necropolitan Drd4/Wiz3/Arcane Hierophant1: Medium Undead (augmented human); CR 10; HD 4d12+3d12+1d12; hp 72; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14 (+4 armor); Base Atk/Grp: +4/+4; Atk +6 melee (1d6, masterwork darkwood quarterstaff – one head only); Full Atk -3/-8/-3 melee (1d6, masterwork darkwood quarterstaff – double weapon) or +6 melee (1d6, masterwork darkwood quarterstaff – one head only); SQ companion familiar, ignore arcane spell failure, nature sense, resist control, resist nature's lure, spontaneous casting, trackless step, turn resistance +2, undead traits, unnatural resilience, wild empathy, wildshape, woodland stride; AL N; SV Fort +5, Ref +2, Will +11; Str 10, Dex 10, Con *, Int 16 (18), Wis 16 (18), Cha 12. *Libris Mortis* p. 114, *Races of the Wild* p. 108.

Skills and Feats: Concentration +10, Craft (alchemy) +7, Diplomacy +11, Handle Animal +7, Knowledge (arcana) +14, Knowledge (nature) +18, Profession (farmer) +9, Profession (herbalist) +9, Spellcraft +16, Spot +7, Survival +13; Alertness^B, Eagle's Wings^{CV}, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Practiced Spellcaster (druid)^{CA}, Practiced Spellcaster (wizard)^{CA}, Scribe Scroll^{CV}, Shield Proficiency.^{CA} *Complete Divine*,^{CV} *Complete Adventurer*.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Languages: Ancient Baklunish, Common, Druidic, Flan.

Druid Spells Prepared: (5/4/3/2; Base DC = 14 + Spell Level): 0 - *detect magic* (2), *guidance*, *naturewatch*, *resistance*; 1st - *entangle*, *longstrider*, *magic fang*, *shillelagh*; 2nd - *brambles*^{SC}, *flaming sphere*, *numbing sphere*^{Fr}; 3rd - *spike growth*, *spikes*^{SC}. ^{Fr} *Frostburn*,^{SC} *Spell Compendium*.

Wizard Spells Prepared (4/4/3; Base DC = 14 + Spell Level): 0 - *daze* (2), *ray of frost* (2); 1st - ~~mage armor~~, *magic missile*, *lesser orb of electricity*^{SC}, *shield*; 2nd - *fireburst*^{SC}, *glitterdust*, *protection from arrows*.^{SC} *Spell Compendium*.

Spellbook: 0 - *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1st - *burning hands*, *comprehend languages*, *fist of stone*^{SC}, *mage armor*, *magic missile*, *magic weapon*, *lesser orb of acid*^{SC}, *lesser orb of cold*^{SC}, *lesser orb of electricity*^{SC}, *lesser orb of fire*^{SC}, *shield*; 2nd - *augment familiar*^{SC}, *blades of fire*^{SC}, *body of the sun*^{SC}, *curse of impending blades*^{SC}, *eagle's splendor*, *earthen grasp*, *fireburst*^{SC}, *flaming sphere*, *fox's cunning*, *owl's wisdom*, *protection from arrows*, *scorching ray*, *snake's swiftness*^{SC}.^{SC} *Spell Compendium*.

Possessions: +1 *hide armor*, *headband of intellect* +2, *artisan's outfit*, *masterwork darkwood quarterstaff*, *pearl of power* (1st level), *periapt of wisdom* +2, 2 *potions of inflict serious wounds*, ~~*scroll of invisibility*~~.

Description: Ulziah was once a fairly attractive middle age man of Baklunish heritage. Now as a necropolitan, his once brown eyes are now so blue they are more accurately described as white, as if drained of color and life and his tanned and able body is now pale and withered.

Ulziah's primary motivations are plants and extending his existence to take care of them. To this end, he has undergone the Ritual of Crucimigration and is now a necropolitan, an otherwise weak undead creature. He bears no malice to anyone; he just wants to be left alone.

Jagtooth, Male Black Bear Companion

Familiar: Medium Magical Beast (augmented animal); CR 2; HD 3d8+6; hp 23; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4

armor, +4 natural); Base Atk/Grp: +2/+6; Atk +6 melee (1d4+4, claw) or +1 melee (1d6+2, bite); Full Atk +6/+6 melee (1d8+8, claw) and +1 melee (2d6+4, bite); SQ deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb+4, Concentration +13, Craft (alchemy) +2, Diplomacy +8, Handle Animal +4, Jump +12, Knowledge (arcana) +9, Knowledge (nature) +10, Profession (farmer) +6, Profession (herbalist) +6, Spellcraft +11, Spot +4, Survival +8, Swim +12; Endurance, Run.

Description: Jagtooth is very large for a black bear, but a casual glance reveals nothing more. Only by staring into his eyes do you gather that there is more than animal intelligence behind them.

APPENDIX 2 – APL 6

ENCOUNTER 5

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

ENCOUNTER 6

Large Earth Elementals (2): hp 72 each; see *Monster Manual*, page 97.

ENCOUNTER 7

Ulziah, Male Necropolitan Drd4/Wiz3/Arcane Hierophant3: Medium Undead (augmented human); CR 10; HD 4d12+3d12+3d12; hp 90; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14 (+4 armor); Base Atk/Grp: +6/+6; Atk +7 melee (1d6, masterwork darkwood quarterstaff – one head only); Full Atk -1/-6/-1 melee (1d6, masterwork darkwood quarterstaff – double weapon) or +7/+2 melee (1d6, masterwork darkwood quarterstaff – one head only); SQ companion familiar, ignore arcane spell failure, nature sense, resist control, resist nature's lure, spontaneous casting, trackless step, turn resistance +2, undead traits, unnatural resilience, wild empathy, wildshape, woodland stride; AL N; SV Fort +6, Ref +3, Will +14; Str 10, Dex 10, Con *, Int 16 (18), Wis 16 (18), Cha 12. *Libris Mortis* p. 114, *Races of the Wild* p. 108.

Skills and Feats: Concentration +12, Craft (alchemy) +7, Diplomacy +11, Handle Animal +7, Knowledge (arcana) +16, Knowledge (nature) +20, Profession (farmer) +10, Profession (herbalist) +10, Spellcraft +18, Spot +7, Survival +13; Alertness^B, Craft Wondrous Item, Eagle's Wings^{CV}, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Practiced Spellcaster (druid)^{CA}, Practiced Spellcaster (wizard)^{CA}, Scribe Scroll, Shield Proficiency.^{CA} *Complete Divine*,^{CV} *Complete Adventurer*.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Languages: Ancient Baklunish, Common, Druidic, Flan.

Druid Spells Prepared: (6/5/4/3/2; Base DC = 14 + Spell Level): 0 - *detect magic* (2), *guidance*, *light*, *naturewatch*, *resistance*; 1st - *entangle* (2), *longstrider*, *magic fang*, *shillelagh*; 2nd - *brambles*^{SC}, *flaming sphere*, *numbing sphere*^{Fr}, *snake's swiftness (legion)*^{SC}; 3rd - *spike growth*, *spikes*^{SC}, *mass lesser vigor*^{SC}; 4th - *freedom of movement*.^{Fr} *Frostburn*,^{SC} *Spell Compendium*.

Wizard Spells Prepared (4/4/4/3; Base DC = 14 + Spell Level): 0 - *daze* (2), *ray of frost* (2); 1st - ~~*mage armor*~~, *magic missile*, *lesser orb of electricity*^{SC}, *shield*; 2nd - *curse of impending blades*^{SC}, *fireburst*^{SC}, *glitterdust*, *protection from arrows*; 3rd - *dispel magic*, *hold person*, *lightning bolt*.^{SC} *Spell Compendium*.

Spellbook: 0 - *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1st - *burning hands*, *comprehend languages*, *fist of stone*^{SC}, *mage armor*, *magic missile*, *magic weapon*, *lesser orb of acid*^{SC}, *lesser orb of cold*^{SC}, *lesser orb of electricity*^{SC}, *lesser orb of fire*^{SC}, *shield*; 2nd - *augment familiar*^{SC}, *blades of fire*^{SC}, *body of the sun*^{SC}, *curse of impending blades*^{SC}, *eagle's splendor*, *earthen grasp*, *fireburst*^{SC}, *flaming sphere*, *fox's cunning*, *owl's wisdom*, *protection from arrows*, *scorching ray*, *snake's swiftness*^{SC}; 3rd - *bands of steel*^{SC}, *blink*, *dispel magic*, *fireball*, *hold person*, *lightning bolt*, *greater mage armor*, *greater magic weapon*, *snake's swiftness (legion)*^{SC}.^{SC} *Spell Compendium*.

Possessions: +1 *beastskin*^{CV} *hide armor*, *bag of holding – type I*, *headband of intellect* +2, *artisan's outfit*, *masterwork darkwood quarterstaff*, *pearl of power (1st level)*, *pearl of power (2nd level)*, *peripart of wisdom* +2, 2 *potions of inflict serious wounds*, *scroll-of-invisibility*.^{CV} *Complete Adventurer*.

Description: Ulziah was once a fairly attractive middle age man of Baklunish heritage. Now as a necropolitan, his once brown eyes are now so blue they are more accurately described as white, as if drained of color and life and his tanned and able body is now pale and withered.

Ulziah's primary motivations are plants and extending his existence to take care of them. To this end, he has undergone the Ritual of Crucimigration and is now a necropolitan, an

otherwise weak undead creature. He bears no malice to anyone; he just wants to be left alone.

Jagtooth, Male Brown Bear Companion

Familiar: Large Magical Beast (augmented animal); CR 4; HD 6d8+24; hp 54; Init +1; Spd 40 ft.; AC 22, touch 10, flat-footed 21 (-1 size, +1 Dex, +4 armor, +8 natural); Base Atk/Grp: +6/+18; Atk +13/+13 melee (1d8+8, claw) or +8 melee (2d6+4, bite); Full Atk +13/+13 melee (1d8+8, claw) or +8 melee (2d6+4, bite); SA improved grab; SQ deliver touch spells, empathic link, improved evasion, scent, share spells, speak with master; AL N; SV Fort +10, Ref +6, Will +11; Str 27, Dex 13, Con 19, Int 8, Wis 13, Cha 6.

Skills and Feats: Concentration +15, Craft (alchemy) +2, Diplomacy +8, Handle Animal +4, Jump +12, Knowledge (arcana) +11, Knowledge (nature) +12, Profession (farmer) +7, Profession (herbalist) +7, Spellcraft +13, Spot +4, Survival +8, Swim +12; Endurance, Run, Track.

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

Description: Jagtooth is very large for a brown bear, but a casual glance reveals nothing more. Only by staring into his eyes do you gather that there is more than animal intelligence behind them.

APPENDIX 3 – APL 8

ENCOUNTER 5

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

Shambling Mound: hp 66; see *Monster Manual*, page 222.

ENCOUNTER 6

Huge Earth Elementals (2): hp 156 each; see *Monster Manual*, page 97.

ENCOUNTER 7

Ulziah, Male Necropolitan Drd4/Wiz3/Arcane Hierophant5: Medium Undead (augmented humanoid); CR 12; HD 4d12+3d12+5d12; hp 108; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk/Grp: +7/+7; Atk +8 melee (1d6+1, +1/+1 *darkwood quarterstaff* – one head only); Full Atk +1/-4/+1 melee (1d6+1, +1/+1 *darkwood quarterstaff* – double weapon) or +8/+3 melee (1d6+1, +1/+1 *darkwood quarterstaff* – one head only); SQ channel animal 2/day, companion familiar, ignore arcane spell failure, nature sense, resist control, resist nature's lure, fey abilities, spontaneous casting, trackless step, turn resistance +2, undead traits, unnatural resilience, wild empathy, wildshape, woodland stride; AL N; SV Fort +6, Ref +3, Will +15; Str 10, Dex 10, Con *, Int 16 (18), Wis 17 (19), Cha 12. *Libris Mortis* p. 114, *Races of the Wild* p. 108.

Skills and Feats: Concentration +13, Craft (alchemy) +9, Diplomacy +13, Handle Animal +7, Knowledge (arcana) +18, Knowledge (nature) +22, Profession (farmer) +12, Profession (herbalist) +12, Spellcraft +20, Spot +7, Survival +14; Craft Wondrous Item, Eagle's Wings, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Practiced Spellcaster (druid)^{CA}, Practiced Spellcaster (wizard)^{CA}, Quicken Spell, Scribe Scroll, Shield Proficiency.^{CA} *Complete Divine*,^{CV} *Complete Adventurer*.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however,

negative energy (such as an *inflict* spell) heals them.

Languages: Ancient Baklunish, Common, Druidic, Flan.

Druid Spells Prepared: (6/5/5/4/3/1; Base DC = 14 + Spell Level): 0 - *detect magic* (2), *guidance*, *light*, *naturewatch*, *resistance*; 1st - *entangle* (2), *longstrider*, *produce flame*, *shillelagh*; 2nd - *brambles*^{SC}, *bull's strength*, *flaming sphere*, *numbing sphere*^{Fr}, *snake's swiftness (legion)*; 3rd - *greater magic fang*, *spike growth*, *spikes*^{SC}, *mass lesser vigor*^{SC}; 4th - *flame strike*, *freedom of movement*, *freeze armor*^{SC}; 5th - *quicken produce flame*.^{Fr} *Frostburn*,^{SC} *Spell Compendium*.

Wizard Spells Prepared: (4/5/4/4/3; Base DC = 14 + Spell Level): 0 - *daze* (2), *ray of frost* (2); 1st - ~~*mage armor*~~, *magic missile* (2), *lesser orb of electricity*, *shield*; 2nd - *curse of impending blades*^{SC}, *fireburst*^{SC}, *glitterdust*, *protection from arrows*; 3rd - *dispel magic*, *hold person*, *lightning bolt*, *snake's swiftness (legion)*^{SC}; 4th - *fire shield*, *greater invisibility*, *orb of fire*^{SC}.^{SC} *Spell Compendium*.

Spellbook: 0 - all; 1st - *burning hands*, *comprehend languages*, *fist of stone*, *mage armor*, *magic missile*, *magic weapon*, *lesser orb of acid*^{SC}, *lesser orb of cold*^{SC}, *lesser orb of electricity*^{SC}, *lesser orb of fire*^{SC}, *shield*; 2nd - *augment familiar*, *blades of fire*^{SC}, *body of the sun*^{SC}, *curse of impending blades*^{SC}, *eagle's splendor*, *earthen grasp*, *fireburst*^{SC}, *flaming sphere*, *fox's cunning*, *owl's wisdom*, *protection from arrows*, *scorching ray*, *snake's swiftness*^{SC}; 3rd - *bands of steel*^{SC}, *blink*, *dispel magic*, *fireball*, *hold person*, *lightning bolt*, *greater mage armor*, *greater magic weapon*, *snake's swiftness (legion)*; 4th - *bestow curse*, *Evard's black tentacles*, *fire shield*, *greater invisibility*, *orb of electricity*^{SC}, *orb of fire*^{SC}, *orb of force*^{SC}, *remove curse*, *wall of fire*.^{SC} *Spell Compendium*.

Possessions: +1/+1 *darkwood quarterstaff*, +2 *beastskin*^{CV} *hide armor*, *bag of holding* – type II, *headband of intellect* +2, *artisan's outfit*, *pearl of power* (1st level), *pearl of power* (2nd level), *pearl of power* (3rd level), *periapt of wisdom* +2, 2 *potions of inflict serious wounds*, ~~*scroll of invisibility*~~.^{CV} *Complete Adventurer*.

Description: Ulziah was once a fairly attractive middle age man of Baklunish heritage. Now as a necropolitan, his once brown eyes are now so blue they are more accurately described as white,

as if drained of color and life and his tanned and able body is now pale and withered.

Ulziah's primary motivations are plants and extending his existence to take care of them. To this end, he has undergone the Ritual of Crucimigration and is now a necropolitan, an otherwise weak undead creature. He bears no malice to anyone; he just wants to be left alone.

Jagtooth, Male Brown Bear Companion

Familiar: Large Magical Beast (augmented animal); CR 4; HD 8d8+32; hp 72; Init +1; Spd 40 ft.; AC 24, touch 10, flat-footed 23 (-1 size, +1 Dex, +4 armor, +10 natural); Base Atk/Grp: +7/+20; Atk +15/+15 melee (1d8+9, claw) or +10 melee (2d6+4, bite); Full Atk +15/+15 melee (1d8+9, claw) or +10 melee (2d6+4, bite); SA improved grab; SQ deliver touch spells, empathic link, evasion, improved evasion, scent, share spells, speak with animals of its kind, speak with master; AL N; SV Fort +10, Ref +7, Will +12; Str 28, Dex 13, Con 19, Int 9, Wis 13, Cha 6.

Skills and Feats: Concentration +16, Craft (alchemy) +3, Diplomacy +10, Handle Animal +4, Jump +13, Knowledge (arcana) +12, Knowledge (nature) +14, Profession (farmer) +9, Profession (herbalist) +9, Spellcraft +14, Spot +4, Survival +9, Swim +13; Endurance, Run, Track.

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

Description: Jagtooth is very large for a brown bear, but a casual glance reveals nothing more. Only by staring into his eyes do you gather that there is more than animal intelligence behind them.

APPENDIX 4 – APL 10

ENCOUNTER 5

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

Shambling Mound: hp 66; see *Monster Manual*, page 222.

Treant: hp 68; see *Monster Manual*, page 244.

ENCOUNTER 6

Greater Earth Elementals (2): hp 205 each; see *Monster Manual*, page 97.

ENCOUNTER 7

Ulziah, Male Necropolitan Drd4/Wiz3/Arcane Hierophant7: Medium Undead (augmented humanoid); CR 14; HD 4d12+3d12+7d12; hp 126; Init +0; Spd 20 ft.; AC 15, touch 11, flat-footed 15 (+4 armor, +1 deflection); Base Atk/Grp: +9/+9; Atk +10 melee (1d6+1, +1/+1 *darkwood quarterstaff* – one head only); Full Atk +3/-2/+3 melee (1d6+1, +1/+1 *darkwood quarterstaff* – double weapon) or +10/+5 melee (1d6+1, +1/+1 *darkwood quarterstaff* – one head only); SQ channel animal 2/day, channel plant 1/day, companion familiar, ignore arcane spell failure, nature sense, resist control, resist nature's lure, fey abilities, spontaneous casting, trackless step, turn resistance +2, undead traits, unnatural resilience, wild empathy, wildshape, woodland stride; AL N; SV Fort +7, Ref +4, Will +16; Str 10, Dex 10, Con *, Int 16 (18), Wis 17 (19), Cha 12. *Libris Mortis* p. 114, *Races of the Wild* p. 108.

Skills and Feats: Concentration +14, Craft (alchemy) +10, Diplomacy +14, Handle Animal +9, Knowledge (arcana) +20, Knowledge (nature) +24, Profession (farmer) +14, Profession (herbalist) +14, Spellcraft +22, Spot +7, Survival +15; Craft Wondrous Item, Eagle's Wings, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Practiced Spellcaster (druid)^{CA}, Practiced Spellcaster (wizard)^{CA}, Quicken Spell, Scribe Scroll, Shield Proficiency.^{CA} *Complete Divine*,^{CV} *Complete Adventurer*.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The

Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Languages: Ancient Baklunish, Common, Druidic, Flan.

Druid Spells Prepared: (6/6/5/5/4/2/1; Base DC = 14 + Spell Level): 0 - *detect magic* (2), *guidance*, *light*, *naturewatch*, *resistance*; 1st - *entangle* (2), *longstrider*, *produce flame*, *shillelagh*; 2nd - *brambles*^{SC}, *bull's strength*, *flaming sphere*, *numbing sphere*^{Fr}, *snake's swiftness (legion)*^{SC}; 3rd - *greater magic fang*, *spike growth*, *spikes*^{SC}, *mass lesser vigor*^{SC}; 4th - *flame strike*, *freedom of movement*, *freeze armor*^{SC}; 5th - *baleful polymorph*, *quicken produce flame*; 6th - *antilife shell*.^{Fr} *Frostburn*,^{SC} *Spell Compendium*.

Wizard Spells Prepared: (4/5/5/4/4/2; Base DC = 14 + Spell Level): 0 - *daze* (2), *ray of frost* (2); 1st - ~~*mage armor*~~, *magic missile* (2), *lesser orb of electricity*^{SC}, *shield*; 2nd - *augment familiar*, *curse of impending blades*^{SC}, *fireburst*^{SC}, *glitterdust*, *protection from arrows*; 3rd - *dispel magic*, *hold person*, *lightning bolt*, *snake's swiftness (legion)*^{SC}; 4th - *enervation*, *fire shield*, *greater invisibility*, *wall of fire*; 5th - *greater blink*^{SC}, *quicken fist of stone*^{SC}.^{SC} *Spell Compendium*.

Spellbook: 0 - all; 1st - *burning hands*, *comprehend languages*, *fist of stone*^{SC}, *mage armor*, *magic missile*, *magic weapon*, *lesser orb of acid*^{SC}, *lesser orb of cold*^{SC}, *lesser orb of electricity*^{SC}, *lesser orb of fire*^{SC}, *shield*; 2nd - *augment familiar*, *blades of fire*^{SC}, *body of the sun*^{SC}, *curse of impending blades*^{SC}, *eagle's splendor*, *earthen grasp*, *fireburst*^{SC}, *flaming sphere*, *fox's cunning*, *owl's wisdom*, *protection from arrows*, *snake's swiftness*^{SC}; 3rd - *bands of steel*^{SC}, *blink*, *dispel magic*, *fireball*, *hold person*, *lightning bolt*, *greater mage armor*, *greater magic weapon*, *snake's swiftness (legion)*; 4th - *bestow curse*, *Evard's black tentacles*, *fire shield*, *greater invisibility*^{SC}, *orb of electricity*^{SC}, *orb of fire*^{SC}, *orb of force*^{SC}, *remove curse*, *wall of fire*; 5th - *greater blink*^{SC}, *cloudkill*, *cone of cold*, *greater fireburst*^{SC}, *Mordenkainen's private sanctum*, *passwall*, *reciprocal gyre*^{SC}, *wall of force*, *wall of magma*^{SC}.^{SC} *Spell Compendium*.

Possessions: +1/+1 *darkwood quarterstaff*, +1 *wild hide armor*, *headband of intellect* +2, *artisan's outfit*, *Heward's handy haversack*, *pearl of power* (1st level), *pearl of power* (2nd level), *pearl of power* (3rd level), *pearl of power* (4th level), *periapt of wisdom* +2, *ring of protection* +1, 2

potions of inflict serious wounds, scroll of invisibility. ^{CV} Complete Adventurer.

Description: Ulziah was once a fairly attractive middle age man of Baklunish heritage. Now as a necropolitan, his once brown eyes are now so blue they are more accurately described as white, as if drained of color and life and his tanned and able body is now pale and withered.

Ulziah's primary motivations are plants and extending his existence to take care of them. To this end, he has undergone the Ritual of Crucimigration and is now a necropolitan, an otherwise weak undead creature. He bears no malice to anyone; he just wants to be left alone.

Jagtooth, Male Dire Lion Companion Familiar:

Large Magical Beast (augmented animal); CR 5; HD 8d8+24; hp 66; Init +2; Spd 40 ft.; AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +4 armor, +9 natural); Base Atk/Grp: +9/+20; Atk +16/+16 melee (1d6+7, claw) or +10 melee (1d8+3, bite); Full Atk +16/+16 melee (1d6+7, claw) or +10 melee (1d8+3, bite); SA improved grab, pounce, rake; SQ deliver touch spells, empathic link, evasion, improved evasion, scent, share spells, speak with animals of its kind, speak with master; AL N; SV Fort +10, Ref +8, Will +13; Str 25, Dex 15, Con 17, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +16, Craft (alchemy) +4, Diplomacy +13, Handle Animal +8, Hide +3*, Jump +11, Knowledge (arcana) +14, Knowledge (nature) +16, Listen +9, Move Silently +7, Profession (farmer) +11, Profession (herbalist) +11, Spellcraft +16, Spot +9, Survival +10; Alertness, Run, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire lion 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 rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Description: Jagtooth is very large for a dire lion, but a casual glance reveals nothing more. Only by staring into his eyes do you gather that there is more than animal intelligence behind them.

APPENDIX 5 – APL 12

ENCOUNTER 5

Assassin Vines (3): hp 33 each; see *Monster Manual*, page 20.

Shambling Mound: hp 66; see *Monster Manual*, page 222.

Treants (3): hp 68 each; see *Monster Manual*, page 244.

ENCOUNTER 6

Elder Earth Elementals (2): hp 234 each; see *Monster Manual*, page 97.

ENCOUNTER 7

Ulziah, Male Necropolitan Drd4/Wiz3/Arcane Hierophant9: Medium Undead (augmented humanoid); CR 16; HD 4d12+3d12+9d12; hp 144; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16 (+5 armor, +1 deflection); Base Atk/Grp: +10/+10; Atk +11 melee (1d6+1, +1/+1 *darkwood quarterstaff* – one head only); Full Atk +4/-1/+4 melee (1d6+1, +1/+1 *darkwood quarterstaff* – double weapon) or +10/+5 melee (1d6+1, +1/+1 *darkwood quarterstaff* – one head only); SQ channel animal 4/day, channel plant 1/day, companion familiar, ignore arcane spell failure, nature sense, resist control, resist nature's lure, fey abilities, spontaneous casting, trackless step, turn resistance +2, undead traits, unnatural resilience, wild empathy, wildshape, woodland stride; AL N; SV Fort +8, Ref +5, Will +18; Str 10, Dex 10, Con *, Int 16 (18), Wis 18 (20), Cha 12.

Skills and Feats: Concentration +16, Craft (alchemy) +10, Diplomacy +16, Handle Animal +11, Knowledge (arcana) +22, Knowledge (nature) +26, Listen +7, Profession (farmer) +15, Profession (herbalist) +15, Spellcraft +24, Spot +12, Survival +16; Craft Staff, Craft Wondrous Item, Eagle's Wings, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Practiced Spellcaster (druid)^{CA}, Practiced Spellcaster (wizard)^{CA}, Quicken Spell, Scribe Scroll, Shield Proficiency.^{CA} *Complete Divine*,^{CV} *Complete Adventurer*.

Resist Control (Ex): Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Unnatural Resilience (Ex): Necropolitans automatically heal hit point damage and ability

damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Languages: Ancient Baklunish, Common, Druidic, Flan.

Druid Spells Prepared: (6/7/6/5/5/4/2/1; Base DC = 15 + Spell Level): 0 - *detect magic* (2), *guidance*, *light*, *naturewatch*, *resistance*; 1st - *cure light wounds*, *entangle* (2), *longstrider*, *produce flame*, *snake's swiftness*; 2nd - *brambles*^{SC}, *bull's strength*, *flaming sphere*, *frost weapon*,^{Fr} *snake's swiftness (legion)*^{SC}; 3rd - *greater magic fang*, *mass resist energy*, *spike growth*, *spikes*, *mass lesser vigor*^{SC}; 4th - *arc of lightning*^{SC}, *flame strike*, *freedom of movement*, *freeze armor*^{SC}, *strike stones*; 5th - *baleful polymorph*, *panacea*^{SC}, quickened *produce flame*, *wall of thorns*; 6th - *antilife shell*, quickened *flaming sphere*; 7th - *fire storm*.^{Dr Frostburn, SC Spell Compendium}.

Wizard Spells Prepared: (4/5/5/5/4/3/2; Base DC = 14 + Spell Level): 0 - *daze* (2), *ray of frost* (2); 1st - ~~*mage armor*~~, *magic missile* (2), *lesser orb of electricity*, *shield*; 2nd - *augment familiar*, *curse of impending blades*, *fireburst*^{SC}, *glitterdust*, *protection from arrows*; 3rd - *dispel magic*, *hold person*, *lightning bolt*, *greater mage armor*, *legion's snake's swiftness*; 4th - *enervation*, *fire shield*, *greater invisibility*, *wall of fire*; 5th - *greater blink*^{SC}, quickened *fist of stone*, *reciprocal gyre*^{SC}. 6th - *chain lightning*, quickened *fireburst*^{SC}.^{SC} *Spell Compendium*.

Spellbook: 0 - all; 1st - *burning hands*, *comprehend languages*, *fist of stone*^{SC}, *mage armor*, *magic missile*, *magic weapon*, *lesser orb of acid*^{SC}, *lesser orb of cold*^{SC}, *lesser orb of electricity*^{SC}, *lesser orb of fire*^{SC}, *shield*; 2nd - *augment familiar*, *blades of fire*^{SC}, *body of the sun*^{SC}, *curse of impending blades*^{SC}, *eagle's splendor*, *earthen grasp*, *fireburst*^{SC}, *flaming sphere*, *fox's cunning*, *owl's wisdom*, *protection from arrows*, *snake's swiftness*^{SC}; 3rd - *bands of steel*^{SC}, *blink*, *dispel magic*, *fireball*, *hold person*, *lightning bolt*, *greater mage armor*, *greater magic weapon*, *snake's swiftness (legion)*; 4th - *bestow curse*, *Evard's black tentacles*, *fire shield*, *greater invisibility*, *orb of electricity*^{SC}, *orb of fire*^{SC}, *orb of force*^{SC}, *remove curse*, *wall of fire*; 5th - *greater blink*^{SC}, *cloudkill*, *cone of cold*, *greater fireburst*^{SC}, *Mordenkainen's private sanctum*, *passwall*, *reciprocal gyre*^{SC}, *wall of force*, *wall of magma*^{SC}; 6th - *chain lightning*, *disintegrate*, *eye of stone*^{SC},

guards and wards, greater heroism. ^{SC} Spell Compendium.

Possessions: +1/+1 darkwood quarterstaff, +2 wild hide armor, artisan's outfit, headband of intellect +2, Heward's handy haversack, pearl of power (1st level), pearl of power (2nd level), pearl of power (3rd level), pearl of power (4th level), periapt of wisdom +2, 2 potions of inflict serious wounds, ring of protection +1, ~~scroll of invisibility~~, staff of fauna ^{CD}. ^{CD} Complete Divine, ^{CV} Complete Adventurer.

Description: Ulziah was once a fairly attractive middle age man of Baklunish heritage. Now as a necropolitan, his once brown eyes are now so blue they are more accurately described as white, as if drained of color and life and his tanned and able body is now pale and withered.

Ulziah's primary motivations are plants and extending his existence to take care of them. To this end, he has undergone the Ritual of Crucimigration and is now a necropolitan, an otherwise weak undead creature. He bears no malice to anyone; he just wants to be left alone.

Jagtooth, Male Dire Bear Companion Familiar:

Large Magical Beast (augmented animal); CR 7; HD 12d8+51; hp 110; Init +1; Spd 40 ft.; AC 27, touch 10, flat-footed 25 (-1 size, +1 Dex, +4 armor, +13 natural); Base Atk/Grp: +10/+24; Atk +20/+20 melee (2d4+10, claw) or +14 melee (2d8+5, bite); Full Atk +20/+20 melee (2d4+10, claw) or +14 melee (2d8+5, bite); SA improved grab, pounce, rake; SQ deliver touch spells, empathic link, evasion, improved evasion, scent, share spells, speak with animals of its kind, speak with master, SR 17; AL N; SV Fort +12, Ref +9, Will +14; Str 31, Dex 13, Con 19, Int 11, Wis 12, Cha 10.

Skills and Feats: Concentration +19, Craft (alchemy) +4, Diplomacy +15, Handle Animal +10, Jump +14, Knowledge (arcana) +16, Knowledge (nature) +18, Listen +13, Profession (farmer) +11, Profession (herbalist) +11, Spellcraft +18, Spot +14, Survival +10, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

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

Description: Jagtooth is very large for a dire bear, but a casual glance reveals nothing more. Only by staring into his eyes do you gather that there is more than animal intelligence behind them.

APPENDIX 6 – ALL APLS

ENCOUNTER 1

Dort Bakersgrove, Male Human Exp3: Medium Humanoid; CR 2; HD 3d6+3; hp 15; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); Base Atk/Grp: +2/+3; Atk +3 melee (1d8+1/x3, longspear) or +3 melee (1d4+1/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger) or +4 ranged (1d8+1/x3, masterwork composite longbow [+1 Str Bonus]); Full Atk +3 melee (1d8+1/x3, longspear) or +3 melee (1d4+1/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger) or +4 ranged (1d8+1/x3, masterwork composite longbow [+1 Str Bonus]); AL LN; SV Fort +2, Ref +2, Will +4; Str 12, Dex 12, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (trapmaking) +4, Handle Animal +4, Hide +3, Knowledge (geography) +3, Knowledge (nature) +8, Listen +4, Move Silently +3, Profession (guide) +6, Spot +4, Survival +10; Light Armor Proficiency, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (survival), Track.

Languages: Common, Flan.

Possessions: 20 arrows, chain shirt, dagger, longspear, masterwork composite longbow [+1 Str Bonus], peasant's outfit.

Description: Dort is a human male of mixed ancestry and is about 25 years old. He has light brown hair and brown eyes. He is 6 feet tall and about 180#. Dort is a bit of a braggart and a showman. Dort portrays himself as the greatest guide in Barony Farvale and does enough business with visitors with that act. In the Gran March military, though, he was a Teamster and not a Scout and got no better rank than Support Specialist. Dort is highly concerned, however, about his personal honor. He may exaggerate, but will not out and out lie. If accused of lying, he will take offense and go out of his way to prove the offender wrong.

Mika Bastrom, Male Human War3: Medium Humanoid; CR 2; HD 3d8+6; hp 22; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15 (+5 armor); Base Atk/Grp: +3/+5; Atk +3 ranged (1d10/19-20, heavy crossbow) or +5 melee (1d4+2/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger) or +7 melee (2d6+3/19-20, masterwork greatsword); Full Atk +3 ranged (1d10/19-20, heavy crossbow) or +5 melee (1d4+2/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger)

or +7 melee (2d6+3/19-20, masterwork greatsword); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +6, Jump +7, Swim +5; Cleave, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (greatsword).

Languages: Common.

Possessions: breastplate, 10 crossbow bolts, dagger, heavy crossbow, masterwork greatsword, peasant's outfit.

Description: Mika is a human male of mixed ancestry and is about 25 years old. He has long black hair, a long black beard, and green eyes. He is about 6' 2" tall and weighs about 220#. Mika has all of the swagger and bravado one would expect from a seasoned fighter, though he is nowhere near as skilled. He prefers to use the masterwork greatsword that has been passed down in his family for generations. In the Gran March military, though, he was a Teamster and got no better rank than Support Specialist. He often works with Dort, providing muscle for his hunts.

Gevridan Beswill, Male Human Expert10: Medium Humanoid; CR 9; HD 10d6; hp 45; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield); Base Atk/Grp: +7/+7; Atk +6 melee (1d6+1, masterwork darkwood quarterstaff) or +7 melee (1d4/19-20, masterwork silver dagger) or +6 ranged (1d4-1/19-20, masterwork silver dagger (thrown)); Full Atk +6/+1 melee (1d6+1, masterwork darkwood quarterstaff) or +7/+2 melee (1d4/19-20, masterwork silver dagger) or +6/+1 ranged (1d4-1/19-20, masterwork silver dagger (thrown)); AL N; SV Fort +3, Ref +3, Will +7; Str 12, Dex 10, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Appraise +4, Bluff +17, Diplomacy +21, Disguise +5, Gather Information +21, Intimidate +11, Knowledge (local - Sheldomar Valley MR) +14, Listen +13, Perform (comedy) +4, Profession (brewer) +3, Profession (cook) +4, Profession (innkeeper) +13, Search +3, Sense Motive +11; Investigator, Light Armor Proficiency, Negotiator, Persuasive, Simple Weapon Proficiency, Skill Focus (Gather Information), Skill Focus (Sense Motive).

Languages: Common, Flan.

Possessions: artisan's outfit, masterwork darkwood quarterstaff, masterwork silver dagger, mithral buckler, mithral shirt.

Description: Gevridan Beswill is an Oeridian male of about 45 years old. He is almost completely bald with what hair he has left a salt and pepper mixture. He wears a handlebar mustache that is also salt and peppered. He is 5' 9" tall and weighs about 230#. Life has been very good for him.

The Beswill family is known for their survival under adversity. When his father Bertram disgraced the family with his connection to a reptile god cult, Gevridan successfully negotiated an early release from his military service as a Cook and went home to save the family business, The Golden Grain Inn. When the giants came and invaded Orlane, he and his family managed to survive and eventually the Inn flourished once again.

Gevridan's primary survival skill is his ability to gain information and use it judiciously. He would never stoop so low as extortion, but he does use what he learns to supplement his income. He has repeatedly been recruited by various rogues and criminals, but has rebuffed their advances.

(Gevridan first appeared in *GRM2-03 Midnight Dawn* by Jason McLain and Michael Johnson. His father Bertram was one of the cultists in the classic 1st-edition scenario *N1 – Against the Cult of the Reptile God*. This is the first time Gevridan has had a stat block, however.)

ENCOUNTER 2

Knight Colonel Velladen Ramanche, Male Human (half Oerdi/half Flan) Ftr12: Medium Humanoid; HD 12d10+12; hp 99; Init +2; Spd 20 ft.; AC 21, touch 13, flat-footed 19 (+2 Dex, +6 armor, +2 shield, +1 deflection); Base Atk/Grp: +12/+15; Atk +18 melee (1d8+6/17-20, +2 longsword); Full Atk +18/+12/+6 (1d8+6/17-20, +2 longsword); AL LG; SV Fort +9, Ref +6, Will +6; Str 16, Dex 14, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Handle Animal +13, Jump +12, Profession (soldier) +9, Ride +19, Sense Motive +6, Swim +8, Tumble +5; Dodge, Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Mounted Combat, Ride-by-Attack, Power Critical (longsword)^{CW}, Quick Draw, Spirited Charge, Leadership, Weapon Focus (longsword), Weapon Specialization (longsword).^{CW} Complete Warrior.

Languages: Common, Elven, Flan.

Possessions: +1 buckler, +1 heavy lance, +2

longsword, +2 chainmail, military uniform, ring of protection +1.

Physical Description: Knight Captain Ramanche is 28 years of age but has over 10 years of experience as an officer. He is an able leader and an expert horseman. He is also a fine swordsman. He has a light brown hair and a goatee. He comes from wealthy merchant stock but definitely does not come from a noble family. His previous positions in the army before his were far from the battlefield. His family told him that a safe place is where he wanted to be. He realized that where he "really wanted to be" is on the frontline being a true patriot of Gran March. He asked for and was finally granted a transfer. He was assigned to the Army of Retribution but is stationed in Orlane to ensure that supplies reach the AoR in Hochoch. He continually tries to be the best officer he can and make a name for himself but would never disobey orders. He is persistent and diligent at his duties. It is obvious that he has the respect of the men under his command.

Knight Captain Ramanche is married and has started building a grand house on some land way to the north of Orlane near his parents' place. He still works one or two weeks a year teaching cavalry recruits advanced riding skills and general recruits some basic riding skills, thus many military PCs might have met him. Growing up in Orlane, Vell befriended many sylvan elves from the Dim and has a +4 circumstance bonus to Diplomacy with those elves and has some influence with a leader or two. His mother is originally from Hochoch, and he speaks Gyri Flan flawlessly. He also can speak Elven with a Dim Forest accent and knows their dialects and jargon.

Knight Colonel Ramanche is currently the Commanding Officer for the 20th Battle stationed in Orlane, working his way up through the ranks. Prior to taking command of the 20th, Ramanche received a Knighthood into the Knights of the March for actions resulting in the exposure of a band of thieves and assassins in Orlane. He saw some action at the closing days of the war in Geoff. He is currently debating whether or not to retire once his current term is up.

(Knight Colonel Velladen Ramanche was originally created by Brandon Mann for *GRM2-01 Eyes on Orlane*.)

Lieutenant Malik Gimbleshaft, Male Halfling Ftr6: Small Humanoid; CR 6; HD 6d10+12; hp 54; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 15 (+1 size, +3 Dex, +4 armor); Base Atk/Grp: +6/+4; Atk +7 melee (1d8+6/x3, medium +1 lance) or +8 melee (1d6+2/19-20, small masterwork

longsword); Full Atk +7/+3 melee (1d8+6/x3, *medium* +1 lance) or +8/+3 melee (1d6+2/19-20, small masterwork longsword); SQ +2 morale bonus on saving throws against fear; AL LG; SV Fort +8, Ref +6, Will +3; Str 13 (15), Dex 16, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +4, Handle Animal +7, Hide +7, Intimidate +7, Listen +2, Move Silently +5, Ride +9, Tumble +6; Combat Reflexes, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Monkey Grip, Mounted Combat, Ride By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Languages: Common, Dwarven, Halfling.

Possessions: gauntlets of ogre power, *medium* +1 lance, mithral shirt, small masterwork longsword, military uniform.

Description: The 20th Battle's newest cavalry lieutenant is Lieutenant Malik Gimbleshaft. His small size often makes him the butt of jokes in the cavalry ranks so he feels that he has to be tougher and meaner than the others. He is stern, but fair as long as the troops under his charge respect his rank.

Gimblestaff's actions in the 3rd Battle during the reconstruction of Shiboeth as well as his conduct in the Principality of Ulek while in the 18th gave him his commission. He wishes to return back to Ulek for the upcoming fight, but was sent to the 20th instead to learn from Knight Colonel Ramanche, one of the finest cavalry officers in Gran March.

Gimblestaff is a thirty year old halfling male with shortly-cropped black hair. He is clean shaven and keeps his military uniform neat at all times. He has an athletic build for a halfling and appears to be quite sturdy and at times intimidating.

(Lieutenant Malik Gimbleshaft was originally created by Will Dover for *GRM5-IS1 The Whispered Path*. He was previously a Pride Sergeant in the 3rd Battle.)

ENCOUNTER 3

Brother Geraint Brownbaker, Male Human
Clr10: CR 10; Medium Humanoid; HD 10d8+10; hp 62; Init +4; Spd 20 ft; AC 18, touch 11, flat-footed 18 (+6 armor, +1 natural, +1 deflection); Base Atk/Grp: +7/+7; Atk +8 ranged (1d8/19-20, masterwork light crossbow) or +8 melee (1d8+1, +1 *holy heavy mace*); Full Atk +8/+3 ranged (1d8/19-20, masterwork light crossbow) or +8/+3 melee (1d8+1, +1 *holy heavy mace*); SA turn

undead 10/day; AL NG; SV: Fort +7, Ref +3, Will +10; Str 10, Dex 10, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +14, Heal +14, Knowledge (religion) +11, Sense Motive +8, Spellcraft +11; Combat Casting, Extra Turning, Improved Initiative, Leadership, Spell Focus (Conjuration).

Languages: Common, Flan.

Cleric	Spells	Prepared
(6/5+1/5+1/4+1/4+1/2+1;		base DC = 14 + spell level, base DC = 16 + spell level if casting a conjuration spell): 0 — <i>cure minor wounds</i> (3), <i>detect magic</i> , <i>detect poison</i> , <i>purify food and drink</i>], 1 st — <i>bless</i> , <i>comprehend languages</i> , <i>cure light wounds</i> (4)*; 2 nd — <i>aid</i> (2)*, <i>bull's strength</i> , <i>calm emotions</i> , <i>cure moderate wounds</i> (2); 3 rd — <i>create food and water</i> , <i>cure serious wounds</i> (2)*, <i>magic circle against evil</i> , <i>remove disease</i> ; 4 th — <i>cure critical wounds</i> (x2)*, <i>greater magic weapon</i> , <i>neutralize poison</i> ; 5 th — <i>healing circle</i> *, <i>atonement</i> , <i>hallow</i> .

* Domain Spell. Deity: Pelor; *Domains:* Good (cast good spells at +1 caster level); Healing (cast healing spells at +1 caster level).

Possessions: +1 *holy heavy mace*, +1 *mithral chainmail*, *amulet of natural armor* +1, backpack, gold holy symbol of Pelor, healer's kit, masterwork light crossbow, spell component pouch, *ring of protection* +1, tattered cleric's vestments.

Description: Geraint Brownbaker may not be one of the most powerful clergy of Pelor in Gran March, but he was very influential with the Pelorite faithful, particularly with Gyri refugees before their move to the Downlands. Previously, his work involved aiding in the ministry to those refugees and helping the Hospitalers where possible. Ever since Brownbaker received visions relating to the growing influence of the Pelorite faithful in local affairs, he has disappeared for weeks at a time, secretly conferring with Tar'a'mon, the leader of the Gwarcheidwad (a Flan tribe dedicated to ensuring that the remnants of the evil, which once ruled this land, do not surface) on behalf of the Commandant. Through Brownbaker's diplomacy, Tar'a'mon has kept a relative peace with Gran March. He feels, however, that his mission for the Commandant is nearing an end and he is debating whether or not to follow the Gyri refugees back to Geoff.

Brownbaker's demeanor around the Pelorite faithful is that of a street preacher. His sermons are loud and emotional, with a small touch of demagoguery mixed in for flavor. One on one or in small groups, he is more sympathetic and a good listener. Brownbaker is an excellent negotiator and

is not above an occasional little white lie, as long as it furthers the causes of good and Pelor.

Geraint Brownbaker is in his mid forties and in average physical shape. He has long, red hair and a beard, both of which he keeps rather unkempt as the appearance helps him provide a less-threatening image both to the refugees and to the Gwarcheidwad. He typically wears a worn set of clerical vestments over his armor, which makes him look like less of a threat.

(Brother Geraint was originally created by Will Dover for *GRM5-IS1 The Whispered Path*.)

Mother Henya Promansway, Female Human

Clr9: Medium Humanoid; CR 9; HD 9d8; hp 54; Init -1; Spd 20 ft.; AC 21, touch 9, flat-footed 21 (-1 Dex, +9 armor, +3 shield); Base Atk/Grp: +6/+6; Atk +7 melee (1d6+1, +1 *adamantine sickle*); Full Atk +7/+2 melee (1d6+1, +1 *adamantine sickle*); SA rebuke plants, turn undead; SQ aura, spontaneous casting; AL LG; SV Fort +6, Ref +2, Will +11; Str 10, Dex 8, Con 10, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +14, Heal +17, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (nature) +7, Knowledge (religion) +7, Profession (farmer) +6, Sense Motive +6, Spellcraft +6; Augment Summoning, Empower Spell, Greater Spell Focus (conjunction), Heavy Armor Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (diplomacy), Spell Focus (conjunction).

Languages: Common, Old Oeridian.

Cleric Spells Prepared: (6/6+1/5+1/4+1/3+1/2+1; Base DC = 17 + Spell Level (Base DC 19 + Spell Level if conjunction spell): 0 - *cure minor wounds* (3), *detect magic* (2), *purify food and drink*; 1st - *bless*, *bless water*, *cure light wounds* (3), *detect evil*, * *entangle*; 2nd - * *barkskin*, *cure moderate wounds* (3), *lesser restoration*, *summon monster II*; 3rd - *cure serious wounds* (2), * *magic circle against evil*, *magic vestment*, *protection from energy*; 4th - *cure critical wounds*, empowered *cure moderate wounds*, * *holy smite*, *greater magic weapon*; 5th - *flame strike*, *summon monster V*, * *wall of thorns*.

* - Domain Spell; Deity: Merikka; *Domains:* *Good* - You cast good spells at +1 caster level, *Plant* - Rebuke or command plant creatures as an evil cleric rebukes or commands undead. May use this abilities 3 + Cha times per day.

Possessions: +1 *adamantine sickle*, healer's kit, +1 *full plate*, +1 *heavy steel shield*, cleric's vestments, silver holy symbol, 2 flasks of holy waters, spell component pouch.

Description: Mother Promansway is an Oeridian woman of about 42. She is 5'4 and weighs 105#. She wears her graying blond hair in a single braid down her back. She has grey eyes.

Mother Promansway has been in the Harvest Church hierarchy since a young child, serving as a cleaner for the main temple at Buxton's Crossing. She rose through the ranks, not through adventurous deeds, but through determined study and a talent for diplomacy. By no means is Mother Promansway an adventurer, though she has healed many in her day. She was one of the Harvest Church clergy sent to Orlane after the reptile god cult was destroyed and was a primary reason for the restoration of the Church's good name in Barony Farvale. Mother Promansway eventually became leader of the Orlane church and stayed after it was rededicated exclusively to Merikka.

She is torn between her duty as a cleric of Merikka and as a member of the Harvest Church. She would feel more comfortable with the Orlane church being dedicated to all of the Harvest Church deities. However, she respects the traditions of the Orlane congregation and does not want to damage their hard-won trust.

Watcher Knight Colonel Grant March, Consummate Benevolent Grizzly Mastodon, Male Human Clr10/Contemplative7:

Medium Humanoid; CR 17; HD 10d8+7d6+31; hp 115; Init +2; Spd 30 ft.; AC 33, touch 12, flat-footed 31 (+2 Dex, +13 armor, +7 shield, +1 insight); Base Atk/Grp: +10/+12; Atk +18 melee (1d8+4 plus 2d6 holy, +2 *holy adamantine longsword*); Full Atk +18/+13 melee (1d8+4 plus 2d6 holy, +2 *holy adamantine longsword*); SA turn undead; SQ aura, spontaneous casting; AL LG; SV Fort +17, Ref +10, Will +23; Str 14, Dex 10 (14), Con 14, Int 10, Wis 20 (26), Cha 10 (12). *Complete Divine*, page 30.

Skills and Feats: Concentration +23, Craft (armorsmithing) +1, Craft (weaponsmithing) +2, Diplomacy +1, Handle Animal +1, Heal +18, Knowledge (religion) +14, Profession (soldier) +9, Search +3; Divine Metamagic (quicken spell), Endurance, Extra Turning x2, Martial Weapon Proficiency (longsword), Quicken Spell, Skill Focus (concentration), Weapon Focus (longsword).

Languages: Common, Dwarven.

Cleric Spells Prepared (6/8/8/8/6/6/5/4/2, save DC = 18 + spell level): 0 - *detect magic* (2), *detect poison*, *light*, *mending*, *purify food and water*; 1st - *comprehend languages* (2), *detect evil*, *divine favor* (2), *shield of faith* (2), *protection*

from evil*; 2nd – ~~divine insight~~ (2), healing lore call, resurgence, resist elements (2), status, zone of truth*; 3rd – delay death, dispel magic, ~~magic vestment~~ (4), invisibility purge, magic circle against evil*; 4th – air walk, death ward (2), freedom of movement, ~~greater magic weapon~~ (2), divine power (2)*; 5th – quickened divine favor, quickened shield of faith, righteous might, stalwart pact, valiant fury*; 6th – ~~energy immunity~~ (2) (fire and acid), heal (2), ~~heroes feast~~ *; 7th – greater dispel magic (2) (6th), quickened delay death, righteous wrath of the faithful, holy word*; 8th – greater spell immunity, holy aura, quickened divine power, lion's roar*; 9th – mass heal, imprisonment*.

*Domain spell. *Domains*: Courage – You radiate an aura of courage that grants all allies within 10 feet (including yourself) a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, *Good* - You cast good spells at +1 caster level, *Inquisition* – Gain a +4 bonus on dispel checks, *War* - Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

Possessions: +1 moderate fortification ghost touch mithral full plate, breastplate etched with holy symbol of Heironeous (worn), +2 holy adamantite longsword (worn, left hip), Axe of Hagron (hanging from right hip), ring of blinking, (worn, right hand), ring of counterspells, greater dispel magic (worn, left hand), circlet of continual flame (worn), boots of striding and springing (worn), periapt of wisdom +6, (worn), gloves of dexterity +4 (worn), dusty rose prism ioun stone (active), grey leather cloak of elemental resistance with coarse fur lining (worn), large steel +1(+5) animated shield, covered with white cloth painted black with rampant silver owl (carried), dagger (strapped to inside of shield), strand of prayer beads (in pocket under armor), pearl of the sirines (in pocket under armor), two platinum rings, 50 gp (worn, left hand ring finger), holy symbol of Heironeous, silver (worn on chain), signal whistle (worn on neck strap), Heward's handy haversack (worn, carried, or on virtue), Lurich Longlegs' necklace (in haversack), rod of extension (in haversack), rod of lesser extension (in haversack), candle of invocation, 3 hours remaining (in haversack), wand of cure light wounds, 50 charges (in haversack), everburning torch (in haversack), bottle of obscuring mist (in haversack), light crossbow (in haversack), quiver (in haversack), 20 bolts (in quiver), 10 candles (in haversack), crowbar (in haversack), grappling hook (in haversack), steel mirror (in haversack), 2

pints of oil (in haversack), 2 wooden dueling maces (in haversack), 50' hemp rope (in haversack), 2 sacks, empty (in haversack), Tome: The Death Saga of Molaho Khem (in haversack), silver dagger (in haversack), ancient treasure map of Elector Xanthmar Wyrmslayer (in haversack), divine scroll of speak with dead (in haversack)

Description: Grant March is an average looking man in his middle thirties. He has long blond hair and brown eyes. He stands six feet one inch in height and weighs approximately one hundred and eighty pounds. He is nearly always found in his mithral full plate, and has a career soldier's rigid bearing of habit. Despite this somewhat stuffy demeanor, he attempts to be personable with the soldiers and takes his role as Chaplain of the Army of Gran March very seriously. He views this charge as having made him responsible for every soldier as though they were a younger brother under his command.

(Grant March was originally a PC of Sean Flaherty prior to retirement and has graciously allowed the Gran March Triad to use this character as a recurring NPC.)

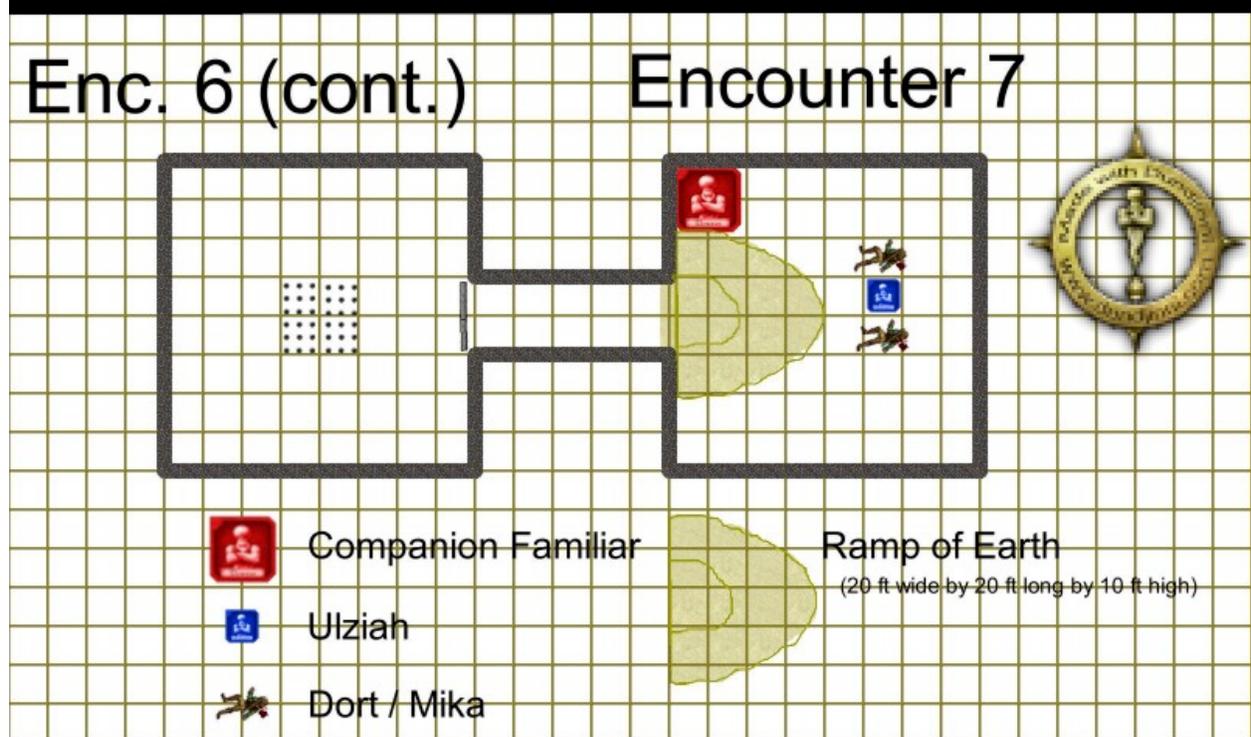
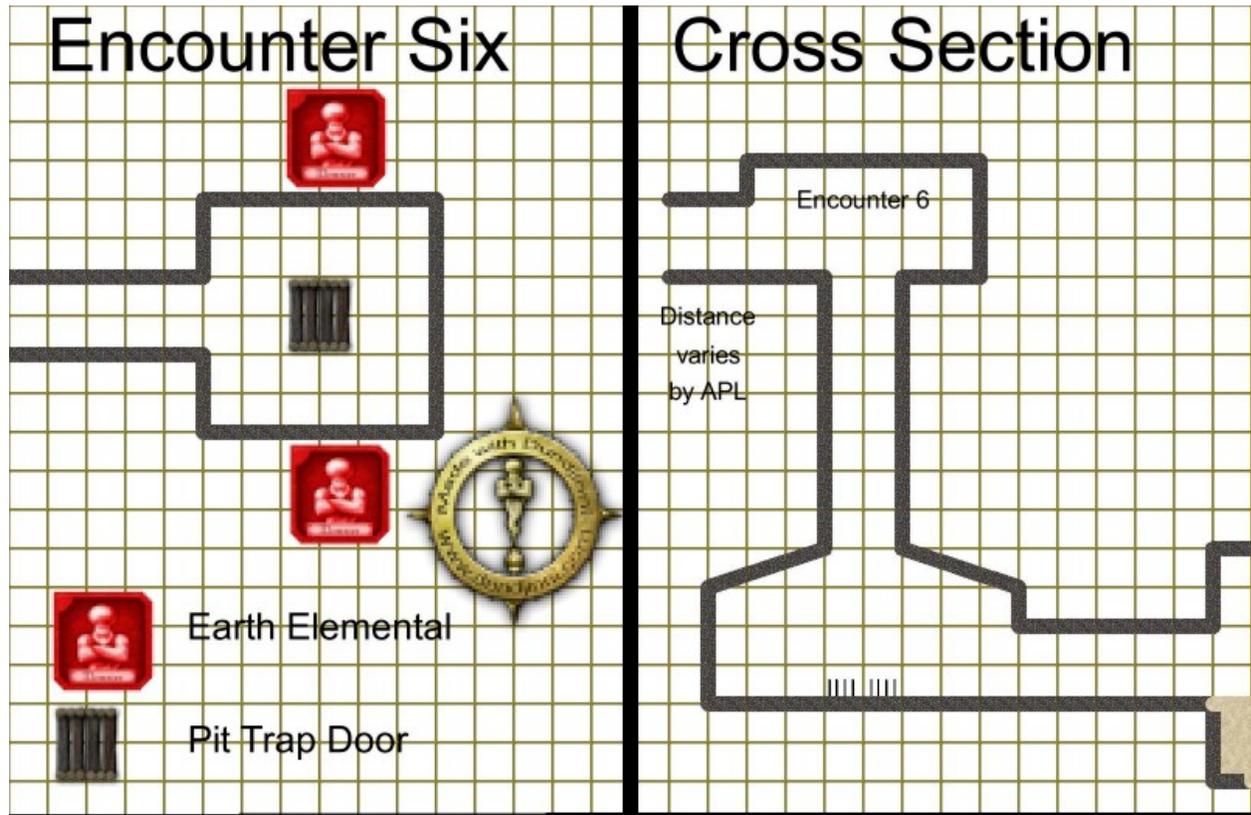
DM AID: MAP #1 – THE CLEARING

Encounter Five

Party enters from here

-  Assassin Vine
-  Shambling Mound or Spider Swarm
-  Tree
-  Treant
-  Animated Tree (number indicates which treant controls it)
-  Concealed Trapdoor

DM AID: MAP #2 – THE TUNNELS



DM AID: NEW RULES

NEW FEATS

Eagle's Wings (*Complete Divine*)

You can take wing and fly with the grace of an eagle.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow feathery wings. These allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for 1 hour.

Power Critical (*Complete Warrior*)

Choose one weapon. With that weapon you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, BAB +4.

Benefit: When using the weapon selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You may take this feat multiple times. Each time you take this feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack. A fighter may select this feat as a fighter bonus feat.

Practiced Spellcaster (*Complete Arcane*)

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

Prerequisite: Spellcraft 4 ranks.

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

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

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

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

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

NEW ITEMS

Beastskin Magic Armor Special Ability (Complete Adventurer)

First created by powerful druids, armor with this special ability is particularly useful to characters of that sort. Whenever you use the wild shape class feature while wearing a suit of armor with the beastskin property, you can expend an additional daily use of your wild shape ability to cause the armor to be transformed with you. When used in this manner, the beastskin armor becomes a suit of armor fitted for your new form rather than simply merging with your body. The armor continues to grant its armor bonus, applying the appropriate armor check penalty, slowing your movement rate, and otherwise functioning as a suit of armor fitted to the new form. The armor's weight increases or decreases to match your new size (and shape, if you assume a quadrupedal form) and therefore might affect your carrying capacity differently than it does in your natural form.

If in your natural form you are proficient with the type of armor to which the beastskin quality has been applied, then you are proficient with the beastskin armor when you are transformed, regardless of what shape you take.

This special ability can be applied only to armor, not to shields.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ironwood*; *Price* +2 bonus.

Staff of Fauna (Complete Divine)

This staff, often created by druids to store spells for their animal companions, allows the use of the following spells:

- *Animal growth* (2 charges)
- *Barkskin* (1 charge)
- *Greater magic fang* (1 charge)

Moderate transmutation; CL 9th; Craft Staff, *animal growth*, *barkskin*, *greater magic fang*; Price 19,406 gp.

NEW SPELLS

Bands of Steel (Spell Compendium)

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The interlocking hoops become briefly hot then disappear even as similar, larger bands streak from your outstretched hand toward the creature you indicate. With a satisfying metallic clank, the bands wrap around the indicated creature.

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Str DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Str DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Blast of Flame (Complete Arcane)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Warmage 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped blast

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Blast of Force (Spell Compendium)

Evocation [Force]

Level: Force 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fort partial

Spell Resistance: Yes

Drawing upon magic in its purest form, you send invisible energy whistling through the air to batter your foe.

You must succeed on a ranged touch attack with the way to strike a target. A *blast of force* deals 1d6 damage per two caster levels (maximum 5d6). In addition, a successful hit forces the subject to make a Fort save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Blink, Greater (Spell Compendium)

Transmutation

Level: Brd 5, Celerity 8, Sor/Wiz 5

An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, ethereal reality, and you know that you can pass freely between that world and the one upon which you stand.

This spell functions like *blink* (PH 206), except that you have control over the timing of your “blinking” back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Brambles (Spell Compendium)

Transmutation

Level: Clr2, Drd2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

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

Material Component: A small thorn.

Curse of Impending Blades (Spell Compendium)

Necromancy

Level: Brd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You grip the nail-pierced hunk of leather and cast the spell. A small black dagger jets from the tip of the nail and strikes your opponent squarely in the chest.

The target of the spell has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subject takes a -2 penalty to AC.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Arcane Material Component: A nail through a piece of leather.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sor/Wiz 2, Warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fireburst, Greater (Spell Compendium)

Evocation [Fire]

Level: Sor/Wiz 5, Warmage 5

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Effect: Burst of fire extending 15 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Greater fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 15 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d10 points of fire damage per caster level (maximum 15d10).

Material Component: A bit of sulfur.

Fist of Stone (Spell Compendium)

Transmutation [Earth]

Level: Sor/Wiz 1, Warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Spell Resistance: No

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; see page 304 of *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like *mage armor* (PH 249), except that it requires no material component and its intangible field of force provides a +6 armor bonus to Armor Class.

Numbing Sphere (Frostburn)

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 1d6 points of cold damage as well as 1d4 points of Dexterity damage to that creature, though a successful Reflex save negates both the cold damage and Dexterity damage. A numbing sphere rolls over barriers less than 4 feet tall, such as furniture and low walls. It instantly freezes water it encounters in 5-foot-cube sections, creating chunks of ice in large bodies of water.

The sphere moves as long you actively direct it (a move action for you); otherwise, it merely remains at rest. The sphere can be destroyed by attacks directed against it. It has 10 hit points and damage reduction 5/-.

The surface of the sphere has a spongy yielding consistency and so does not cause damage except by extreme cold. It cannot push aside unwilling creatures or batter down large obstacles. A numbing sphere winks out if it exceeds the spell's range.

Arcane Material Component: A bit of sponge and a drop of water.

Orb of Acid (Complete Arcane)

Conjuration (Creation) [Acid]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fort partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Cold, Lesser (Spell Compendium)

Conjuration (Creation) [Cold]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete this spell. From your chilled palm flies an orb composed of blue ice.

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Electricity, Lesser (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Fire (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of fire about three inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranger touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

Orb of Fire, Lesser (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Panacea (Spell Compendium)

Conjuration (Healing)

Level: Clr 4, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch a golden radiance infuses your companion.

This spell channels positive energy into a creature to wipe away afflictions. It immediately ends any of the following conditions affecting the target: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened and stunned. It negates sleep effects and the effect of the *feblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage +1 point per caster level (maximum +20). *Panacea* does not remove ability damage, negative levels, or drained levels. Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

Reciprocal Gyre (Spell Compendium)

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./1 level)

Targets: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fort negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 pts of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th level wizard version) takes 10d6 damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fort save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* or *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spells can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

Spikes (Spell Compendium)

Transmutation

Level: Clr3, Drd3

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled. This effect does not stack with other effects that increase a weapon's threat range, such as the Improved Critical feat.

CRITICAL EVENT SUMMARY: GRM6-05 THE TROUBLE WITH WEEDS

For use only before 08/01/2006.

1. Did the party destroy Ulziah?

Yes No

2. If they did not destroy Ulziah, did they make any organization aware of his presence?

Yes No

If so, list which groups here:

3. Did Brother Brownbaker leave Gran March?

Yes No

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