

KEO8-01

Forest of The Outlands

A One-Round D&D[®] LIVING GREYHAWK[™]

Keoland Regional Adventure

Version 0.44

by Phineas Walsh and Judy "jr" Rudolph

Reviewers: Keoland Triad

Circle Reviewer: Steven Conforti

Playtesters: Mildred Cady, Jonathan Choy, James Damour, Steve Eng, Les Foster, Dave Kayserman, Brett McLean, MaryAlyce Rensa, Andriy Sen, Jay Stypinksi, Andrew Zorowitz, Steve Zwanger

Four Keys. Four Tribes. Four Seasons. Four Turns. Time has run out for Reynard Yargrove. Not even the wishes of an archmage are enough to remove the taint of the Far Realms from the archdruidess, and no creature outside of Nature can close the portals. A trip to Obad-Hai's realm might be just the remedy.

A Keoland Regional planar-hopping Dreadwood adventure for APLS 6-12 in the *Forests* series and a sequel to KEOIS6-01 Forest of Iron, KEO6-02 Forest of Ribbons, KEO6-07 Forest of Scales, and KEO7-08 Forest of Caverns.

Note: This module counts as Reporting for Duty for Dreadwalkers, Dreadwalker Reservists, and Nature's Sentinels, and should be of interest to members of the Old Faith.

Resources: *GEO2-04 Flowers for a Giant's Grave* [by Dean & Denise Head], *GEO5-02 Love as Bright as Blood* [by Eric Menge], and *GEO7-07 The Great Game* [by John Piper and Jose Ortiz].

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

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

RPGA® SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

Keoland 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

What is generally known about the Dreadwood is the following:

- The Dreadwood covers approximately 25,000 square miles, or about one-sixth of the total area of Keoland.
- The general area approximately 25 miles from any edge of the Dreadwood (both deeper within the forest and extending outward into the surrounding lands) is known as the "Dreadverge".
- The Dreadwood is effectively a rain forest that also contains hardwood and unusual [ironwood, darkwood, etc.] trees, some of which outdate Keoland itself.
- The depths of the Dreadwood are generally unknown and unexplored, and are considered "primeval".
- There are strange creatures that roam the Dreadwood that are not normally seen elsewhere.

- The Dreadwalkers are a specially-trained group of people (primarily druids, rangers, and elves) devoted to dealing with the 'uniqueness' of the Dreadwood.
- The Dreadwalkers tend to chase folks out who are curious about the 'uniqueness' of the Dreadwood (since curiosity tends to breed all kinds of trouble).
- The Dreadwalkers seem to have generally unfriendly relations with most of the rest of the surrounding regions. The most notable exceptions to this are the Barony of Greyhill (presumably because the King of Keoland, Kimbertos Skotti of House Lizhal, was himself a Dreadwalker), and the Viscounty of Nume Eor (the Viscount Richart Jorgos is a cousin of Kimbertos' through marriage).
- It is known that there is an elven kingdom within the Dreadwood, though they are reclusive and generally don't contact the outside world except to kick trespassers off of their land. The exceptions to this rule seem to be the demihumans and Flan of the Good Hills [also a Protectorate of Keoland] and druidic/Old Faith types.

PREQUELS:

KEOIS6-01, Forest of Iron - This introductory adventure focuses upon a group of missing loggers and some of the warped dangers of the Dreadwood. It is helpful, but not necessary, to have played *Forest of Iron* prior to this module.

KEO6-02, Forest of Ribbons - focuses upon two things: 1) Kialla Skotti giving up her human titles and swearing an oath as Guardian of the elven kingdom, and 2) aiding an elven sage in finding a component that may give the elves an advantage in their war with the Kaorti. Note that, while it is not necessary to have played *Forest of Ribbons* prior to this module, it gives a significant amount of background about both what is going on in the Dreadwood and who the major characters are.

KEO6-07, Forest of Scales - focuses upon two things: 1) emphasizing that the "enemy" of the Dreadwalkers is on the move, both within and outside of the Dreadwood, and 2) helping the Marshgrove Lizardfolk tribe of the Hool Marsh resist the "whispers" coming from the Dreadwood which seem to be mutating the lizardfolk [good, evil, and unhatched alike].

KEO7-08, Forest of Caverns - focuses upon two things: 1) The Divination of Fours, which reveals that four keys must be found to close the portals in the Dreadwood within a certain amount of time, and 2) recovery of the second known key, *Lolth's Web*.

ADVENTURE SUMMARY

FOCUS: The goal of this module is twofold: to find the Flame of Obad-Hai (which can be used to begin to restore the Dreadwood and/or the Archdruidess Reynard Yargrove), and also possibly to "Awaken the Dreadwood" (which would allow it to defend itself against the planar incursions and far-realms rifts).

Introduction: PCs receive a missive from Princess Kialla Skotti requesting their presence in the Dreadwood.

Encounter 1: PCs are overrun by a forest that suddenly surrounds them and they must defend themselves against frightened denizens.

Encounter 2: PCs encounter a messenger who explains the state of the Dreadwood (in his own roundabout way) and gives them a few ideas on how to fix it (leading them on a side trip, if necessary).

Encounter 3: PCs meet Kialla Skotti and discover that the forces defending the Dreadwood have begun to factionalize under the pressure.

Encounter 4: PCs may or may not need a guide to get to the Outlands; if they do, one is provided here.

Encounter 5: PCs encounter a native who explains the way things are in the Outlands, and can give them a hint for Encounter #6 if they ask the right questions.

Encounter 6: PCs find that which binds the Dreadwood in slumber - and a guardian. The puzzle of freeing the Dreadwood may prove tricky for some PCs.

Encounter 7: PCs encounter a druid and his animal companion that has already beaten PCs to the flame. They must take it from him, which may prove difficult without followers of Obad-Hai and a good set of tactics.

Conclusion: PCs must choose which NPC to give Obad Hai's flame to [if they were successful in retrieving it], and the consequences of "Awakening the Dreadwood" (or not).

PREPARATION FOR PLAY

- Have Players fill out **DM AID #1**. Pay special attention if any PCs are followers of Obad-Hai.
- Give PCs **Player Handout #1** to review while you read the brief introduction.
- Note the Planar Effects for Encounters 6 and 7 at higher APLs.

INTRODUCTION

PCs receive a summons to the Dreadwood. A few observant (or suspicious) types may realize that the note is a forgery (do NOT suggest this to the players!).

Give them **Player Handout #1** if you have not already done so.

The summons you received sounded urgent, so you made the necessary preparations and headed towards the Barony of Greyhill. Along the way, it seems you have fallen in with several others who have received a similar missive.

IF, and ONLY IF, players note that it is signed Princess Kialla, (a title she has not used for nearly two years now), check **DM AID #1** - a **Spot (DC 35)** will enable that PC to realize that the message is indeed a forgery.

If the PCs learn of the forgery and bring it to the attention of superiors they may be working for, have them directed to investigate the source of the forgery but to proceed with caution. The adventure may continue from here as written.

Allow for player introductions.

Development: Proceed to **Encounter #1**.

ENCOUNTER 1: "FOREST COMING"

PCs witness firsthand the result of the Dreadwood reacting to the planar rifts to the Far Realms and must face down Dreadwood "residents" that are unnerved by the forest's unexpected behavior. Note that this combat can be bypassed entirely by an astute PC with a good Handle Animal check.

The Great East-West Road runs for nearly a thousand miles. From its origins at the west gate of Gradsul, it skirts along the eastern and

northern edges of the Dreadwood before heading northwest towards Fortress Ravonnar and into Aberglain. You figure you probably have a few more hours on the fifty-foot wide paved highway before turning onto the side road that will take you to Dourstone and to Kialla.

If PCs have animal companions or mounts, adjust the text below to reflect their reactions instead of passersby.

It is only after you pass by several more caravans that you notice that the animals of every single one is either extremely skittish or is balking outright. Moments later, you can feel the vibrations in the ground yourselves, and hear a thunderous sound, like that of an army charging forward - only, it's not an army, but a forest. Trees suddenly surround you, swarm past you, but that is the least of your worries right now as you discover that the forest brought its denizens along with it.

PCs and mounts must make Balance checks (DC 15) to keep from falling prone as the earth heaves around them.

There is no surprise round, as both PCs and critters are unprepared for the tidal wave of trees.

APL 6 (EL7)

Winged Tiger: hp 54. See **Appendix #2**

Insectile Tiger: hp 54. See **Appendix #2**

APL 8 (EL9)

Advanced Winged Tiger: hp 132. See **Appendix #3**

Advanced Insectile Tiger: hp 132. See **Appendix #3**

APL 10 (EL11)

Winged Dire Tiger: hp 144. See **Appendix #4**

Insectile Dire Tiger: hp 144. See **Appendix #4**

APL 12 (EL 13)

Advanced Winged Dire Tiger: hp 220. See **Appendix #5**

Advanced Insectile Dire Tiger: hp 220. See **Appendix #5**

Tactics: ALL APLs

Check **DM AID #1** - a DC 20 Handle animal check will enable that PC to realize that the creatures are frightened and unnerved rather than actively hostile. A DC 29 check will calm the creatures down enough to avoid combat entirely [assuming combat has not already begun].

Note that the highway does not survive against the advancing trees; normal Dreadwood Combat Rules apply for the PCs (**see Player Handout #2**). Since the tigers have either a fly or climb speed, they are not affected by reduced movement (as long as the winged ones stay below the 50 ft. canopy).

If combat does occur, both creatures will fight to the best of their abilities, but will flee when reduced to 1/4 hit points or less.

Treasure: None

Development: Proceed to **Encounter #2**.

ENCOUNTER 2: THE MESSENGER

PCs encounter a pixie warlock from the Dreadwood's unseelie court. With some interaction, they discover that he is the one who wrote the messages to get them here, not Kialla. He will inform them that the Dreadwood is trying to fight back, but can't unless PCs "fix" it by grabbing a piece of Obad-Hai's fire in his realm of The Outlands on the plane of Concordant Opposition to bring back to either the Archdruidess or the Dreadwood itself. He doesn't know how to get them there, but assumes that the Guardian (Kialla) can send them on their way. He also mentions "awakening" the Dreadwood, though again, the details escape him as his knowledge is limited to the prime material plane [Oerth]. He informs them that he was the one who left the Atonement parchment on the petrified tree stump in the Tomb of the First in Forest of Scales. If none of the PCs have that scroll, he will send them (in boxed text) to get it before they reach Kialla.

"Ah. Dead creatures. You must be the great and powerful beings that I have been searching for." A voice speaks out of nothingness.

ALL APLs (EL 17)

Bandy: CE male pixie warlock 12; hp 85. (Bluff +22; Sense Motive +19)

The pixie is under the effects of his natural *Greater Invisibility* ability, and does not appear until he is relatively certain that the PCs aren't going to try to attack him. When he does:

An emaciated, sickly-looking small humanoid with translucent butterfly wings and shark-like teeth floats in the air out of reach.

PCs who played *KEOIN5-XX The Dreaded Wood* and/or have the *Oath Bond* from that AR will recognize the pixie warlock Bandy from the unseelie court of the Dreadwood.

Tactics: ALL APLs

This should NOT be a combat encounter; Bandy is a messenger, not a fighter. He's here to give the plot hook. If things start to go bad, he grabs onto a treebranch and simply tells the Dreadwood to "go home". The Dreadwood retreats at 600 ft per round (terminal velocity, as though it was a rubber band snapping back).

Diplomacy

Knowledge: Nature (DC 20), Knowledge: Local (DC 30), or Bardic Knowledge (DC 25) will allow PCs to know that there is only an Unseelie fey court in the Dreadwood; its Seelie counterpart is hundreds of miles north in the Axewood.

A second Knowledge: Nature or Bardic check at the same DC will confirm that this means that the forest is unbalanced in nature [which is not a good thing!].

In general, Bandy is going to be ingratiating, upbeat, and cheerful (no small task for an Unseelie) and heap praise upon the PCs as much as possible. He needs the PCs to take up the quest; he's going to get his butt kicked by his unseelie prince if he fails this mission, and he knows it.

Possible Questions:

Why are you here/how did you get here? "The Forest is sick. Other-world stuff bleeds into it, but it bleeds out as well, and the fighting between your mortal kind and Those Who Once Were And Have Come Back. It took me days to convince it to come here to meet you, but it eventually came because of The Great Need."

"The Great Need"? "Normally, the Summer Sentinel protects the forest, but she's messed up, and the Heart of the forest is asleep, so it can't defend itself. Obad-Hai is the keeper of all of the

forests, and if he were here, he could fix things, but he doesn't come here. My prince says that even a little piece of Obad-Hai's flame might be enough to bring summer back - to either the land or its Sentinel. That's why he had me leave the scrollbark for you, so that you could use it to carry the flame. Didn't you get it?

- Check **DM Aid #1** to see if any PCs have the *Sacred Text of Obad-Hai/Atonement* scroll from *KEO6-07 Forest of Scales*. If anyone does, Bandy points that person out to the others. If not, he simply comments that they must go back and get it (he will lead the way - see the extra paragraph [boxed] near the end of this Encounter for details).

Who is your prince? "Prince Terlach - he runs the unseelie court in the forest."

Who is this 'Summer Sentinel'? "I do not know what you call her. You mortals are very confusing - you all look so much alike. She is The One of Obad-Hai who is supposed to protect the forest."

(Note that he is referring to the Archdruidess Reynard Yargrove, though Bandy does not know her name. PCs may easily piece this together.)

Why can't the druids/'Summer Sentinel' fix the forest? "The Summer Sentinel is becoming that which the forest affects. Even the corpulent one - the one that wants to be with her - doesn't have enough magic to keep her attuned to nature for more than a day at a time." (The "corpulent one" is Lashton, Archmage of the Court of Keoland.)

Can't you get this 'flame of Obad-Hai' yourself? "Oh, if we could have, we would have. We've searched everywhere for it, but it's not here. It is elsewhere, where we cannot go. That is why we came to find you. You're heroes. And if you're not, I am sure there are many creatures to kill and bodies to strip before you can get the flame."

How did you know to find us? I had the forest search for the ones who received my messages. (If PCs take out one of the notes supposedly from Kialla, he adds): Oh, yes, that is it. You must forgive the necessary deception, but we have observed that many mortals do things for the ones who wear those colors and that insignia (he points to the crest: a golden elven longsword upon a black oak tree on a field of green). The Guardian - that's her symbol - is with the pointy-eared mortals - can send people places. She does this all of the time.

Where do we find this Guardian? That's easy. Just follow the forest back to where it came from.

Knowledge: Nobility and Royalty or Local Sheldomar (DC 15) will confirm that the seal is the crest of House Lizhal, the current royal family in Keoland. A second check at the same DC will allow PCs to know that the family resides in the Barony of Greyhill, and its seat of power, Dourstone, is a small fortress within the Dreadwood.

The pixie speaks up again. *"I am sure that you will find this flame, but I ask you to keep an eye out in your searches. I would consider it a... personal favor.... if you were to be able to find whatever keeps the heart of the forest asleep. If we were to break the binding the heart would awaken against the slumber."*

Why is the heart of the forest asleep? "Many many times ago, before these were saplings, the Son of Cajk came from the north, and the forest told him to go away, and he did. But then he came back, and the forest told him to go away, and he did again. Then the Son of Cajk became a god, and didn't have to listen to the forest anymore, but he wasn't powerful enough yet to destroy the forest, so he just put it to sleep."

[PCs who have played *GEO4-XX Love as Bright as Blood* will recognize the mortal name of the god Vecna [ap Cajk is 'son of Cajk' by Flan naming conventions]. A Knowledge (Religion, History, or Bardic) check DC 30 will also confirm this.]

Why can't you go and wake up the forest yourself? "Oh, we tried that. We danced until even we got tired. Then Terlach realized that something was making it sleep that wasn't here. But we can't leave the forest - that's why I had to take the forest with me to meet you guys here. That is why you have to wake it up."

Even if PCs have never met Kialla before, some fey critter is forging the signature of a princess of Keoland, which should be enough of a plithook to get even PCs unfamiliar with the Dreadwood going in the right direction. (Those of a less lawful and more chaotic nature might realize that having a favor owed them by such a creature could be advantageous).

Check **DM AID #1**. If none of the PCs have the Atonement Scroll from Forest of Scales, read the following:

A randomly-disappearing creature is not the best of guides, but somehow you manage to travel through the Dreadwood, slowed down by the occasional encounter with some sort of twisted pseudo-creature, until you come upon a burial mound unaffected by the chaos surrounding it. After a moment or two, your pixie guide reappears and gives you a stack of what appears to be peeled sections of treebark with writing on it.

Continue:

The pixie winks out of sight and the forest recedes towards its original location, the only evidence left behind of its journey is the broken road; the grasslands on either side appear to be undisturbed. You hear a voice fading into the distance: "Oh, yeah - you're not the only ones trying to get there...."

Treasure: nil

Development: If PCs have both a Planar Fork to the Outlands and the spell power to get there on their own [and choose to do so], proceed to **Encounter #4**. Otherwise, proceed to **Encounter #3**.

ENCOUNTER 3: ARIDUL

PCs pass through Dourstone on their way to Aridul and discover travel between the two is nearly impossible. Tensions rise in Aridul as the rukanyr march towards the city. PCs meet someone who can send them on their way.

It takes you several days to get there, but after a brief stopover at Dourstone, Kialla's bannerman, Bevin, thanks you for the update and sends you on your way towards Aridul. Arrow's Pointe Road between the two no longer exists, but you eventually are able to get to the clearing and elven tree-village that is Aridul.

Strangely enough, there is no sign of the amethyst-eyed owl normally on watch.

You've been told that Kialla is at the Meeting tree, and make your way there. Outside of the door, a Flan Dreadwalker keeps both hands on the hilt of his swords as he addresses you. "Lady Kialla told me that they were not to be

interrupted unless something important comes up. You've got something important, right??" he asks hopefully, his eyes never leaving the obviously agitated dire tiger pacing on the balcony staring at the door. The wood creaks under the creature's great bulk.

Check **DM Aid #1** - PCs who make a **Listen (DC 20)** can hear the sounds of both angry words and hissing from behind the closed door.

As long as PCs make some attempt to explain the situation (Fey are forging her signature, the Dreadwood is coming to an end and only they can save it, etc.):

He sighs with relief, unwilling to disobey orders but eager to open the door. As he does so, the argument within becomes clear.

"For a race that has such a long memory, you seem to be forgetting that even your people were not the first ones here." The one who speaks is a - man? - with a wiry build and fitted clothes of such a dark green they appear to be nearly black. His features have a definitively feline tinge, from slitted eyes and tufted ears to the clawed hands that are flexing and very nearly reaching for the throat of his opponent, an elf wearing finely tailored raiment threaded with gold and a royal crown.

The elf already has one hand in a spellpouch, and the other moves to the hilt of the longsword at his side. "Perhaps you are purposely not aiding us in order to drive even us from the forest."

The woman physically separating the two is tall, with amethyst-colored eyes, light-brown hair pulled back through an elven barette into a ponytail, and a mithril breastplate with the same heraldic crest as was on the forged missive the pixie gave you. "Have you news from the front?" She seems very grateful at the opportunity to change the subject.

Allow PCs to say what they will.

The woman introduces herself as Kialla Skotti of House Lizhal, and the two men as Prince Caelir Za'Nai of the elven kingdom of the Oaken Heart, and the other simply as "the Catlord". [Yes, the pacing dire tiger outside is his.]

A barn owl flies from the rafters and lands on her shoulder, sensing a safe place to land as Kialla bites her lip. "Is the Dreadwood in such

a bad state that even the fey court is threatened?"

The tension between the two men fades as both seem to be unsettled by the news. "I have started to receive reports from some of our wizards that spells have failed or have otherwise had wild-magic effects," the elf replies grimly.

The once-human Catlord frowns. "I felt it when the forest reached out to meet you. Without the fey court, and without a Greenman, the demise of this forest to the planar rifts would not be long in coming. Its death throes would ripple to the edges of this kingdom and beyond.

If PCs mention bringing back the flame to heal Reynard Yargrove, the Catlord will interrupt:

"How many times must you save her?" his eyes narrow to slits. "The reason why she is disabled is because she has outlasted her time -due to arcane magics - and in doing so has thwarted the cycles of nature. She cannot even be properly Challenged because the rules of nature no longer apply to her.

Knowledge: Religion (DC 20) will confirm that, at the highest levels, druids only advance their rankings by challenging the one whose position they are trying to take. The challenge can be physical, mental, or a specific task which both parties agree upon.

Possible Questions:

Is the Flame one of the Keys? (the Catlord) "No. The Divination of Fours came from Obad-Hai himself; had it been one of the keys, we would have received it then. Moreover, Four Turns of the Four Seasons has passed since we received the Divination, and we only have two Keys. I am not sure they will even be able to close the rifts anymore."

How is time affected in the Outlands? (the Prince) Time in the Outlands is the same as time on Oerth

What about magic in the Outlands? (the Prince) As one gets closer to the center spire, more and more magic is lost until even god magic doesn't work (but PCs shouldn't have to go there).

Can you get us to the Outlands? There is currently no one in Aridul who would have the ability to do so, but we can send for someone who can *Planar Shift* you into the Beastlands [the

realm of Obad-Hai's sister Ehlonna]. You should be able to travel to the Outlands from there

What's up with the Archdruidess? (the Catlord) Because she has become a planar creature, she is outside of nature and therefore has no control over it. It is also why he cannot officially challenge her for the position, effectively leaving the position [and power] vacant. She is only alive because of the magic of the Archmage of Keoland [Lashton], her paramour.

In general, Planar and Magic -type questions will be answered by the elven Prince Caelir; and Nature [including fey]-type questions will be answered by the Catlord. [Kialla will chime in on occasion, but she is mostly just happy that the two are *talking*]. All seem to agree that the pixie is telling the truth.

As far as what they would do with the flame:

Prince Caelir: would use it as a weapon to defend his people against the approaching Kaorti army of Rukanyr and other extraplanar creatures .

the Catlord: would become the next archdruid of the Sheldomar Valley and use the flame of Obad-Hai to call the creatures of the Dreadwood unaffected by planar corruption into battle.

Reynard Yargrove: if the flame is given to Reynard, it will heal her (make her human again), but would do nothing else to affect the Dreadwood.

PCs should leave this encounter with the feeling that all three options are equally viable, and equally potent. Replacing one archdruid with another, or turning a portion of god-magic into a weapon (instead of merely using it as a spell component) all leave the forest with a much more powerful defender than it currently has, and will also create a bona-fide, undisputable leader of the Dreadwood forces.

PCs have time to switch animal companions, spells, purchase anything normally allowed for a small town per LGCS rules, etc.

A few days later, a treant wearing rhino-hide armor (rhino head still attached) and carrying a huge maul arrives; an animated, stunted oak tree follows close behind. The treant stops, glowering, and waits for the oak tree to replant itself.

PCs that have played KEO6-07 *Forest of Scales* should recognize the treant known as "Big Brother" and "Foreststorm".

The dryad that steps out of the oak tree is, well, "weathered", marred by the ravages of time and a forest succumbing to the Far Realms. Her eyes, however, are a bright green, as is the unicorn holy symbol to Ehlenestra (Ehlonna) woven in leaves around her neck."

"I have been told of what you seek," she places a hand on the trunk of the overly-protective treant with a smile, "and may be of some assistance. I know of a place in the Beastlands named Faunel, but planar travel is not accurate. You may arrive at the town's edge, or hundreds of miles away. There, you would be safe, but Obad-Hai's realm touches all."

The dryad will introduce herself as Naiara and will answer as many of the religious questions as she can. She has survived the Dreadwood both due to her faith, and also because the treant is able to animate her tree and move her to safety.

When the PCs are ready to leave:

"Plant this acorn and call my sister Amaliel's name when you wish to return. You will appear in the Axewood. I am sure one of the elves there will be able to return you to Aridul."

Development: If PCs have a planar fork to the Outlands and have the spells to get there on their own, go to **Encounter #5**. Otherwise, continue on to **Encounter #4**.

ENCOUNTER 4: THE OUTLANDS

PCs confident in their tracking ability may guide the party to the edge of the Outlands from the Beastlands; otherwise, they will bump into a guide that's heading in the same direction.

You arrive on a flat, nearly featureless terrain, except for a small speck in the distance.

PCs can either choose to investigate or wait for it to get closer. Either way:

The creature appears to equine in nature, though it walks on its hind legs. Large packs are rolled up and strapped to his back like a giant backpack. A few pots and pans dangle from hooks in the ropes, and a heavy pick is comfortably slung over one shoulder.

ALL APLs (EL 5)

Qeb: LN male equiceph expert 5; hp 63. See **Appendix #1**.

Qeb is a prospector and travels from plane to plane searching for unusual materials. He is currently in the market for chaosium, and will need to pass by the Outlands on the way to his next location.

For a price of 50gp x APL, he will agree to guide them to the Outlands.

If asked, Qeb will confirm that the PCs are about 10 days' travel away from Faunel, but they have arrived closer to the Outlands rather than farther away.

Over the next several days, you encounter many sights, strange to you, which are normal for this place [or so your guide claims], but eventually, the landscape turns into something a bit more familiar. You can see a forest in the distance; between here and there are vast grasslands, waist-high saplings, flowers.... ok, well maybe the house-sized beehive and halving-sized bees lying dead on the ground around it aren't all that familiar, but still....

If PCs take a moment to investigate, a Survival check (DC 20) allows PCs to notice boar tracks on the ground around the destroyed hive. However, a Heal or Knowledge: Nature check (both at DC 15) will reveal that the giant bees and hive were both attacked by something with natural claws [as opposed to a boar's tusks or crafted weapons]. If there is no tracker in the party, Qeb is able to make it for them.

A search of the beehive reveals that most of the honey within has been taken.

Development: If Qeb is with the PCs, he leaves them at the forest's edge. Proceed to **Encounter #5**.

ENCOUNTER 5: THE LION AND THE RABBIT

PCs encounter natives of the Outlands and learn a lesson of nature.

If there is a druid in the party, read the following first:

Once you stepped inside the forest, you realize you have crossed the boundary into

the realm of the Shalm. Nature will respond to your call quickly here.

(The PC knows that any *Summon Nature's Ally* spells within the bounds of the forest will effectively be rapid spells [i.e., it takes a standard action instead of a full round to cast].)

You are on your own as you travel the edge of the forest, looking for the animal trail your guide mentioned as you parted. Not long afterwards you find it and begin travel upon it, a rabbit crosses your path, chased closely behind by a rather hungry-seeming lion. "Help me!" the rabbit shouts over his shoulder as he tries to zigzag away. "He's going to eat me!"

Note: Do not spend too much time on this if it turns into combat. Use the Lion (MM, p 274) and the monkey statistics in the Monster Manual for the rabbit (MM, p276) [substituting a burrowing speed for the climb speed].

What PCs have been presented with is a catch-22. If PCs kill the lion, the rabbit yells at them for interfering (***"What are you doing? It's two o'clock - I'm supposed to be LUNCH right now!"***) If PCs don't, he appears at their campsite at the end of third watch the next morning (***"Hey! A little help would have been nice. Do you have ANY idea what it feels like to get eaten each day?"***).

Either way, rabbit says: ***"Of course I'm going to ask for help - it's in my nature. Wouldn't you? I mean, it's not like I WANT to be eaten every day. Besides, Lion chews with his mouth open, and it's a very noisy way to go...."***

PCs may address either [or both] of the animals: they both stop what they're doing and interact with the PCs. Rabbit and Lion are [obviously] natives of the Outlands, and can tell them the following:

- Obad-Hai's realm is the forest, which changes position according to the seasons of the year.
- The forest is a true forest, with various kinds of trees, all ancient, though it does have clearings, rivers, streams, etc.
- They know nothing about a chain, but if PCs give some detail about what they think it might be, the animal mentions a place on the border of the forest where the animals always sleep.
- They both remember a bear wandering through a few days ago. [Rabbit remembers the bear asking about the flame and gave him directions; Lion was too busy crunching on rabbit to pay attention to the question.] They don't mention the boar unless PCs ask.
- If Obad-Hai wants you to have the flame, you can take it if you pass the test [neither has any idea what the test is].
- To get to the flame, follow the river for several more miles, it should take them right to it.

PLANAR EFFECTS

FROM THIS POINT IN THE MODULE FORWARDS (Encounters 6 and 7), it will require a **DC 35 Spellcraft** check to be able to cast 7th or higher level spells. Note that this applies to PCs and NPCs alike.

Development: If PCs decide to try to "Awaken the Dread", proceed to **Encounter #6**. If they go after the Flame of Obad-Hai, proceed to **Encounter #7**. These encounters can be run in either order (both are possible).

ENCOUNTER 6: AWAKENING THE DREAD

PCs encounter a guardian and have to try to out-think a god of secrets.

You follow the edge of the forest, and eventually come upon what you believe is the correct location. Perhaps a dozen various woodland animals are strewn about; half as many are piled up at the base of the only tree not in bloom, one that appears to be in a dormant phase, as though it was winter instead of summer.

If PCs are careful, they are not affected by the chain yet [see Awakening the Dread below].

A Heal check (DC 15) confirms that the animals are not dead, but merely in some sort of hibernation. NO amount of poking or shouting or other antics awakens the creatures.

As you remove the creatures from the tree trunk, you uncover what appears to be a delicate mithral chain that comes up out of the ground between the tree roots, brushes up against the side of the tree trunk, and

disappears back into the ground just a few feet away.

Nearby trees - and the animals in them - appear to be normal.

Conversations with the trees, burrowing animals, etc, confirms that the chain goes below ground, but then they "can't find it" anymore. [It crosses planar boundaries below ground.]

Let the players debate as to their course of action to try to figure out the "puzzle" of how to break the chain.. As SOON as someone makes a definitive statement about trying to affect the chain in some way, read the following:

Smoke drifts up from between the links of the chain and coalesces into a shadowy hooded form between you and the chain. "Adventurers. WHY does it always have to be adventurers....?"

APL 6 (EL8)

Vecna's Champion: male slaughter wight; hp 180. See **Appendix #2**

APL 8 (EL10)

Vecna's Champion: male slaughter wight Clr4 (Vecna). See **Appendix #3**

APL 10 (EL12)

Vecna's Champion: male slaughter wight Clr8 (Vecna). See **Appendix #4**

APL 12 (EL 14)

Vecna's Champion: male slaughter wight Clr12 (Vecna). See **Appendix #5**

Note: The Dreadnaught *gates* in, and thus is not affected by any *anticipate teleport* spell that is active.

The Diplomatic Route

If PCs start out by talking, they may get some information if they ask the right questions:

- Yes, Vecna created the chain
- Yes, some secrets are better buried than exposed
- No, he's not going to give details about where the chain goes or what it does

Tactics: ALL APLs

Because of his turn resistance (which increases significantly at higher APLs), PCs will likely have to face the slaughterwight directly. Also, his equipment varies from APL to APL [see appropriate appendix for descriptions].

The slaughter wight always appears between the PCs and the chain. He will rely on his improved critical ability to drain as many levels from the PCs as he can.

He will continue to attack specific PCs he is able to damage in order to turn them into wights as quickly as possible. (Any PC that is killed by the slaughterwight returns as a wight under his control in d4 rounds.)

Note: Any PCs that become wights will figure into turning attempts by fellow [former?] party members!

Tactics: APLs 8+

Make sure to calculate the Cloak of Turn Resistance and his class levels into his turning hit die. If a cleric *does* get close to turning him, however, he will cast *desecrate* to better his odds.

Tactics: APL 12

The slaughterwight will attempt to *dispel good* upon a likely-aligned character [with a poor will save, if possible]. (**Note:** that a PC that fails this save returns to Oerth somewhere in Keoland and will **NOT** be able to rejoin the PCs!)

AWAKENING THE DREAD

Knowledge: Religion (DC 25): The chain was created by Vecna - a god of magic and trickery and secrets. There's probably a trick to destroying it.

Detect Magic: the chain was created by a god.

Note: Touching the chain in any way, including wearing gloves, using a weapon, etc. causes that PC to lose consciousness as though they were hibernating. (**Note** that this is due to PCs coming in direct contact with an item created by a god, not an actual sleep-effect, and thus would affect ANY creature, including elves, constructs, etc.). The PC cannot be awakened unless the chain is defeated. There is NO save.

The chain can be "defeated" by somehow getting it inside of Obad-Hai's **forest** [Obad-Hai

doesn't appreciate the intrusion and it will sunder it accordingly]. This can be done several ways:

- PCs can cut down the tree that the chain rests against, allowing it to 'snap' inside of the forest boundaries
- PCs can extend the forest by digging up one of the saplings they passed on the way in and replanting it, or by dropping a Quaal's Feather Token (tree).
- Spells such as *entangle*, *plant growth*, *wall of thorns*, etc. will NOT work, as they either only affect plants that are already there, or are temporary
- If this is the PCs final encounter, they may plant the acorn and speak Amalthiel's name; they will see the tree grow and the chain break before they return to Oerth
- If PCs already have the flame of Obad-Hai, they may use it to burn the chain.
- Reward creativity. If it's spiffy, it works.

Treasure:

APL 6: Loot 250 gp; Total 250 gp.

APL 8: Loot 124 gp; Magic 979 gp; *potion of fly* (62 gp), *cloak of turn resistance* (917 gp); Total 1,103 gp.

APL 10: Loot 124 gp; Magic 2312 gp; *potion of fly* (62 gp), *boots of speed* (1,000 gp), *cloak of turn resistance* (917 gp), *periapt of Wisdom* +2 (333 gp); Total 2,436 gp.

APL 12: Loot 115 gp; Magic 2312 gp; +1 *necrotic focus heavy pick* (2,693 gp), *potion of fly* (62 gp), *boots of speed* (1,000 gp), *cloak of turn resistance* (917 gp), *periapt of Wisdom* +2 (333 gp); Total 5,120 gp.

Development: If ALL PCs are unconscious, proceed to the **Conclusion** titled ALL PCs WERE DISABLED BY THE CHAIN. If this is their final encounter, proceed to the appropriate **Conclusion (s)**. Otherwise, continue on to **Encounter #7**.

ENCOUNTER 7: POOH AND PIGLET

PCs encounter the other quester for the Flame of Obad-Hai, and will have to fight to get it for themselves.

Your travel takes you deeper into the ancient forest, and you encounter nothing further beyond the normal animals one would expect for such a terrain. This continues to hold true until, just after you cross a stream in a small clearing, a bear wearing hide armor emerges from the treeline, a wild boar wearing full plate trotting at his side. As the bear stands on his hind legs to address you, you can see both a sprig of mistletoe and a circle of flame around his neck. "You don't belong here, furless non-believers."

He *will* acknowledge any follower of Obad-Hai or the old faith, however, with a nod of his head.

About the Bear:

- Caedmon was *Awakened* by a druid named Dorindel the Hawthorne, a follower of Obad-Hai in the lands of Gyruff [Geoff].
- Dorindel was recently sacrificed by an evil cleric, and Caedmon has traveled here to bring the flame back to *True Reincarnate* Dorindel [whom he considers like a father]
- In the Druidic hierarchy, Dorindel is below Gwennlian the Eglantine [the Archdruidess of Geoff], who is just below Reynard Yargrove [the Archdruidess of the Sheldomar Valley].
- Yes, he himself is a druid
- Yes, he knows that both Gwennlian and Reynard are currently incapacitated.
- No, he isn't powerful enough to cast a *True Reincarnate* on his own
- No, he has no aspirations in becoming the next Archdruid himself
- Yes, the boar is his animal companion
- Yes, the Flame of Obad-Hai will return to its place in the Outlands after it is used, but he does not know how long it will take to rekindle.
- Yes, the flame can only be used once
- Yes, he believes that the three options the PCs were presented with are all viable.
- No, you can't have it.

Diplomacy checks will make Caedmon friendlier, but will NOT get him to give up Obad-Hai's flame [ie "Once Dorinel is back, he can fix both your druid and your forest."]

(Yes, the PCs are going to have to fight for the flame: no amount of diplomacy will convince Caedmon to part with what he believes is his only hope of restoring his father figure to life.))

APL 6 (EL9)

Caedmon: male awakened grizzly bear Drd7; hp 202. See **Appendix #2**

Cig Gwynnwy: dire boar animal companion. See **Appendix #2**

APL 8 (EL11)

Caedmon: male awakened grizzly bear Drd9. See **Appendix #3**

Cig Gwynnwy: dire boar animal companion. See **Appendix #3**

APL 10 (EL13)

Caedmon: male awakened grizzly bear Drd13; hp 306. See **Appendix #4**

Cig Gwynnwy: dire boar animal companion; hp 110. See **Appendix #4**

APL 12 (EL 15)

Caedmon: male awakened grizzly bear Drd15. See **Appendix #5**

Cig Gwynnwy: dire boar animal companion. See **Appendix #5**

CHALLENGE OF FAITH: *IF* any PC follower of Obad-Hai wishes to challenge Caedmon in an old-fashioned one-on-one, he will oblige, as long as the rest of the PCs agree to “stay out of it” [which includes NO buffing, *delay death*, etc. by fellow party members]. The fight is assumed to be to the death. He will **ONLY** agree to fight to unconsciousness if the PC follower agrees [both for himself and the rest of the party] to leave without the flame if the PC should lose the challenge.

Tactics: ALL APLs

Any PC that has the Wrath of Dorinde AR item [see **DM Aid #1**] will be targeted first.

Tactics: APL 6

Caedmon and Cig Gwynnwy will primarily be hand-to-hand combatants.

Tactics: APL 8-12

Remember Planar Effects!

Caedmon will cast *Summon Nature's Ally* as much as possible, due to the special effects of the plane [all *Summon Nature's Ally* spells are treated as Rapid Spells (standard action, no change to spell slot). (**Note** that this effect occurs for any PC casting of such spells as well, though it does NOT affect *Summon Monster* spells). He will summon the largest air elementals he can to grab as many PCs as possible in its whirlwind to move away and effectively divide and conquer.

Retrieving the Flame

A PC divine caster of Obad-Hai may simply grab the flame from Caedmon at any point. It does not confer any bonuses, etc, though it *does* make that PC that much more of a target.

Any other PC may not retrieve the flame until Caedmon is dead. When the attempt is made, the PC must use the sacred text of Obad-Hai [the pages of bark that the pixie gave them, or that a PC purchased] to scoop it up, and then must make a reflex save to avoid a *maximized, empowered flametrike* equal to d6*APL [**DC** 14+APL]. If the PC evades or takes half damage, they are unable to retrieve the flame; **only** by actively failing their saving throw and taking full damage from the spell is a PC able to retrieve the flame.

Note: *Resist Energy* cast upon the PC or Fire Resistance due to an item to lessen the damage will allow the PC to retrieve the flame; a *Protection from Energy* spell that results in the PC taking NO damage from the flame does not.

Treasure:

APL 6: Loot 33 gp; Magic 3,917 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance +1* (83 gp), *gloves of man* (3,500 gp), +1 *hide armor* (97 gp); Total 3,940 gp.

APL 8: Loot 54 gp; Magic 4,250 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance +1* (83 gp), *gloves of man* (3,500 gp), *periapt of Wisdom +2* (333 gp), +1 *hide armor* (97 gp); Total 4,304 gp.

APL 10: Loot 54 gp; Magic 8,167 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance +1* (83 gp), *gloves of man* (3,500 gp), *lesser metamagic rod of Quicken* (2,917 gp), *periapt of Wisdom +4* (1,333 gp), *+1 hide armor* (97 gp); Total 8,221 gp.

APL 12: Loot 54 gp; Magic 13,309 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance +1* (83 gp), *gloves of man* (3,500 gp), *metamagic rod of Quicken* (6,292 gp), *periapt of Wisdom +6* (3,000 gp), *+1 hide armor* (97 gp); Total 13,363 gp.

Development: If the PCs still have not attempted to Awaken the Dread and choose to do so [DO NOT REMIND THEM!], go back to **Encounter #6**; otherwise, continue on to the appropriate **Conclusion(s)**.

CONCLUSION

Only one 'flame' conclusion should apply, whether or not PCs managed to break the chain. Re-emphasize the fact that Kialla will NOT take sides. Any divination spells will confirm that bringing it to one of the three listed is good, and trying to keep it for themselves or bringing it elsewhere is bad. If PCs do not give it to one of the three below, the flame disappears within the hour; use the conclusion as if PCs were unsuccessful in retrieving the flame.

PCS BRING THE FLAME TO REYNARD YARGROVE

Mathionwy, the Flan ranger you met guarding the meeting hall, leads you through the Dread until you come upon a pair of towers in a small clearing. One is very ancient, but still intact; the other seems to be newer, made of magic, and in need of some serious sprucing up. A >cakk< noise sounds from an upper-floor window, and seconds later a hairball comes tumbling over the edge. "Hey, boss, you've got vis--"

You suddenly appear in a room within the tower next to an over-pampered, long-haired

cat sunning itself on the window before it is able to finish its sentence.

Lashton, the Archmage of Keoland, stands next to an amorphous form that might once have actually been lying down on the bed at his side.

A tentacle shoots out from the form towards the flame of Obad-Hai and immediately catches fire. The flames race up the tentacle, through the form and towards the ceiling, like a reverse flame strike. Despite the fact that it is midwinter, a sudden wind blows through the window, carrying with it a host of brightly colored green leaves. The leaves swirl around the fire, tightening their vortex until it takes on a humanoid form, then fall away to reveal a youthful, naked Flan male with tussled hair and eyes the color of the leaves.

The Archdruid Reynard Yargrove holds his hands out. "Hrm. I had almost forgotten this form." He shrugs.

Small, strangling noises gurgle from the throat of Keoland's most powerful wizard.

The cat blinks. "You've got.... male!" It howls with glee so violently that it loses its balance and rolls off of the edge of the window.

You hear the laughter of Lashton's familiar fading as it feather falls to the forest floor below.

PCS BRING THE FLAME TO THE CATLORD

The Catlord reaches out, and the flames rush towards him.

Despite the fact that it is midwinter, a sudden wind blows through the window, carrying with it a host of brightly colored green leaves. The leaves swirl around the fire, tightening their vortex until it takes on a humanoid form.

The leaves reshape until they settle into an armor-like pattern, and as the face of the Catlord reappears, he lets out a roar that seems to echo through to the ends of the forest.

It takes only moments for the first tiger to appear at the edge of the clearing that is Aridul. The lions, jaguars, leopards and tigers continue to appear, even as you leave the Dreadwood several days later.

PCS BRING THE FLAME TO THE ELVEN PRINCE

Prince Caelir Za'Nai appears somewhat startled at your approach, but recovers quickly when he sees the flame dancing on the pixie's scroll. His eyes narrow in thought for a moment, and then he draws his longsword and touches the point into the fire. The flame races up his arm and you smell burning flesh as the elf sinks to his knees. Sweat pours from his brow, but his eyes never leave the flame, and it eventually recedes to flicker tamely around the blade of the sword as he returns it to its sheath.

"The flame knows that it will now be used as a weapon, but we've got to find something else to hold it besides just my own sword. Tal would know, I'll have him talk to the wizards when he returns...."

PCS WERE UNSUCCESSFUL IN RETRIEVING THE FLAME

The nymph Amaliel lounges half-in and half-out of her stream, but as soon as she realizes you are there, she turns towards you. "Hurry! You must follow me!" she demands as she dives below the waterline and re-emerges further downstream, gesturing you to follow.

You race along the water's edge, unhampered in movement in this forest that was once part of the Dreadwood, until you come upon a town - castle - mobilizing for battle. Row after row of elves, half-elves, and humans ready their mounts for battle, and a Keoish Royal Standard unit's worth of centaurs paw impatiently at the ground. All wear the dual-rampant banner of Lion and Unicorn - the heraldry of the Axewood.

"Commander Tavrenn, they're here!" You are pointed out to an elven archer with multiple insignia, both military and heraldic, who barely breaks stride as she gives orders to those around her. She quickly fills you in: "The Archdruidess has fallen, and the outworlders march their army unimpeded through the Dreadwood. If you have no desire for combat, take the road south from Linnoden and await your destiny like all of the others huddled in blissful ignorance at Niole Dra. Otherwise, get ready to roll out. Ceiere will only keep the teleportation circle open long

enough for us to get through before she reopens it and sends the infantry to the marru front in the Good Hills."

She mounts what appears to be a green nightmare surround by mist instead of flame, and wheels the creature towards the courtyard of Linnoden.

"It is time. The Axewood Windriders ride again."

THE CHAIN IS BROKEN

In the southeastern part of the Dreadwood is an area that the humans call "the Deep Dread" and the elves call "the Dark Heart". Even the Kaorti, with their Rukanyr armies and skybleeders, begin their staging area well north of it.

Sitting on a tree branch, deep within that "dark heart", a humanoid figure appears. Curved and woody antlers grow from its head, a mane of leaves spills down its back, thornlike spikes protrude from its shoulders, and lichen covers its wrists like bracers. Its eyes flicker with green light, and, as it nods, a host of invisible pixies start to dance on the forest floor.

SOME OR ALL PCS ARE DISABLED BY THE CHAIN

You dream of warm summer days, of the hunt and rabbit stew in your belly. At night, however, the darkness comes, and with it are the whispers of a secret forever silent.

See AR for consequences.

CAMPAIGN CONSEQUENCES

The forces which arrive to aid Kialla in the upcoming Dreadwood battle interactive *Forest Besieged: Dourstone* will be directly dependent upon which NPC the Critical Events determine is the one that receives the fire of Obad-Hai.

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 1

Defeat or Destroy the crazed Dreadwood tigers.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 6

Defeat or Destroy the Guardian of the Chain.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 7

Defeat or Destroy Caedmon and his animal companion.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

PCs retrieve the flame.

APL 6: 120 xp.

APL 8: 165 xp.

APL 10: 210 xp.

APL 12: 255 xp.

Discretionary Roleplaying Award

APL 6: 60 xp.

APL 8: 60 xp.

APL 10: 60 xp.

APL 12: 60 xp.

Total possible experience

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,350 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 6:

APL 6: Loot 250 gp; Total 250 gp.

APL 8: Loot 124 gp; Magic 979 gp; *potion of fly* (62 gp), *cloak of turn resistance* (917 gp); Total 1,103 gp.

APL 10: Loot 124 gp; Magic 2312 gp; *potion of fly* (62 gp), *boots of speed* (1,000 gp), *cloak of turn resistance* (917 gp), *periapt of Wisdom* +2 (333 gp); Total 2,436 gp.

APL 12: Loot 115 gp; Magic 2312 gp; +1 *necrotic focus heavy pick* (2,693 gp), *potion of fly* (62 gp), *boots of speed* (1,000 gp), *cloak of turn resistance* (917 gp), *periapt of Wisdom* +2 (333 gp); Total 5,120 gp.

Encounter 7:

APL 6: Loot 33 gp; Magic 3,917 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance* +1 (83 gp), *gloves of man* (3,500 gp), +1 *hide armor* (97 gp); Total 3,940 gp.

APL 8: Loot 54 gp; Magic 4,250 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance* +1 (83 gp), *gloves of man* (3,500 gp), *periapt of Wisdom* +2 (333 gp), +1 *hide armor* (97 gp); Total 4,304 gp.

APL 10: Loot 54 gp; Magic 8,167 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance* +1 (83 gp), *gloves of man* (3,500 gp), *lesser metamagic rod of Quicken* (2,917 gp), *periapt of Wisdom* +4 (1,333 gp), +1 *hide armor* (97 gp); Total 8,221 gp.

APL 12: Loot 54 gp; Magic 13,309 gp; *potion of fly* (62 gp), 2 *potions of remove blindness/deafness* (125 gp), *wand of cure moderate wounds* (7.5 gp per charge, 150 at 20 charges), *cloak of resistance* +1 (83 gp), *gloves of man* (3,500 gp), *metamagic rod of Quicken* (6,292 gp), *periapt of Wisdom* +6 (3,000 gp), +1 *hide armor* (97 gp); Total 13,363 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: gp, C: gp, M: gp – Total: 4,190 gp (900 gp).

APL 8: L: gp, C: gp, M: gp – Total: 5,407 gp (1,300 gp).

APL 10: L: gp, C: gp, M: gp – Total: 10,657 gp (2,300 gp).

APL 12: L: gp, C: gp, M: gp – Total: 18,483 gp (2,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

REPORTING FOR DUTY: Dreadwalkers, Dreadwalker Reserve, and Nature's Sentinels. Adventure access items below become Regional access.

FAVOR OF THE DREADWALKERS: Can be used for ONE of the following: (1) a single Druid or Ranger *limited* spell of 4th level or lower [Spell Name: _____] or (2) one-time half-price access to a number of *Potions of Barkskin* +4 equal to half of the APL played. All must be purchased at the same time. Potions Purchased: _____. Mark this item as **used** accordingly.

INFLUENCE WITH (Circle ONE:) Mark this and other Influence as USED when it is spent.

The Oaken Heart: The knowledge of the Dreadwood elves is vast. Choose ONE *manual* or *tome* that increases a stat by +1: _____. Burn an Influence Point with the Dreadwalkers now to increase it to +2. **ONLY** Dreadwood-related Influence or Favors may reduce the cost or affect availability of this item. PCs cannot regain access to this item regardless of the wording of any Non-Dreadwood AR item.

The Catlord: At the beginning of the next module that begins in the wilderness, the PC has a new ally, either a Leopard (APLs 6&8) or a Lion (APLs 10&12) MM p274 with the tricks Attack, Attack Special, Come, Defend, Down, and Stay. It otherwise should be treated as though the PC had bought a riding dog (ie Handle Animal checks still apply).

In addition, any feline animal companion or feline *Summon Nature's Ally* spell for this PC automatically has maximum hit points.

Reynard Yargrove: True to the fires of Obad-Hai, the Archdruid of the Sheldomar will extend a *True Reincarnate* to this PC after any module that takes place in the Sheldomar Valley. If an extra 4 TUs are spent by this and another PC at the table, the spell may be cast after *any* module.

NOTICE OF THE DREADWOOD: The Dreadwood recognizes its own. For awakening the Dread, this PC no longer suffers from hampered movement [as though affected by *Woodland Stride*] in the Dreadwood forest **only**.

TO SLEEP; PERCHANCE, TO DREAM: The chain remains unbroken. This PC sleeps; dreams of whispers and secrets and magic are followed by nightmares of one-eyed, one-handed gods. This PC is permanently removed from the campaign.

TWO DRUIDS ENTER, ONE DRUID LEAVES: This PC has successfully challenged a ranking druid in a test of faith on sacred ground. This PC may request a Special Mission to challenge The Catlord as the Archdruid of Keoland. Contact the Keoland Triad for details.

FROM THE ASHES: This follower of Obad-Hai has followed his/her faith to the death, which has not gone unnoticed. Somewhere in the Dreadwood, a huge fire elemental joins the army of Dreadwalkers. This PC is now retired: contact the Keoland Triad and the authors for details.

THROUGH THE FIRE: For having already owned a sacred text of Obad-Hai before traveling to the Outlands, the next time this PC would die due to damage that is at least partially from fire (fireball, flaming weapon, etc.), the PC instead automatically takes half damage. Mark this item as **used** accordingly.

Also, if the PC ever requires an *Atonement* spell, one is already cast upon them for free if they convert to Obad-Hai.

Item Access

APL 6:

- Planar Fork (the Beastlands) (200gp)
- Planar Fork (the Outlands) (200gp)
- Armband of Elusive Action (800 gp, MIC)
- Enemy Spirit Pouch (aberrations) (2,100 gp, MIC)
- Goodberry Braclet (2,000 gp, MIC)
- Gloves of Man (42,000 gp SS)
- Quiver of Ehlonna (1,800 gp, DMG)
- Wand of Cure Moderate Wounds (4,500 gp, DMG)

APL 8

- Bracers of Archery, lesser (5,000 gp, DMG)
- Hand of the Oak Father (5,000 gp, MIC)
- Staff of the Unyielding Oak (5,600, MIC)

APL 10

- Boots of Speed (12,000 gp, DMG)
- Metamagic Rod of Quicken, lesser (35,000 gp, DMG)
- Ring of Mighty Summoning (13,000 gp, CM)
- Rod of Cats (10,000 gp, MIC)

APL 12

- Bracers of Archery, greater (25,000 gp, DMG)
- Metamagic Rod of Quicken (75,500 gp, DMG)
- Planar Fork (Oerth) (200 gp)

APPENDIX 1 – ALL APLS

ENCOUNTER 4: THE OUTLANDS

QEB

CR 5

Male equiceph expert 5

LN Large monstrous humanoid

Init +0; **Senses** Listen +2, Spot +2; darkvision 60 ft., low-light vision

Languages Common, Sylvan

AC 16, touch 9, flat-footed 16
(-1 size, +2 armor, +5 natural)

hp 63 (9 HD)

Fort +3, **Ref** +5, **Will** 12

Speed 40 ft. in leather armor (8 squares)

Melee masterwork great club +11 (2d8+6)

Ranged light crossbow +6 (2d6/19-20)

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

Base Atk +7; **Grp** +15

Combat Gear *potion of gaseous form, potion of cure serious wounds, 3 potions of cure light wounds, potion of lesser restoration*

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

SQ Darkvision 60 ft., low-light vision

Feats Endurance, Iron Will, Skill Focus (knowledge-planes), Skill Focus (profession-pro prospector), Track

Skills Intimidate +8, Knowledge (planes) +13, Profession (prospector) +15, Search +10, Survival +11

Possessions combat gear plus masterwork iron bound walking stick (great club), prospecting gear (ropes, picks, hammers, pans, etc...)

APPENDIX 2: APL 6

FOREST COMING

WINGED TIGER

CR 5

Winged tiger

N Large magical beast (augmented animal)

Init +4; **Senses** Listen +4, Spot +4; darkvision 60 ft., low-light vision, scent

AC 16, touch 13, flat-footed 12
(-1 size, +4 Dex, +3 natural)

hp 54 (6 HD)

Fort +8, **Ref** +9, **Will** +4

Speed 40 ft. (8 squares), fly 60 ft. (perfect);

Melee Claw +9 (1d8+6) or

Melee 2 Claws +9 (1d8+6) and

Melee Bite +4 (2d6+3) and

Melee 2 Rakes +9 (1d8+3)

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

Base Atk +4; **Grp** +14

Atk Options Improved grab, pounce

Special Actions 2 rakes (+9 melee, 1d8+3)

Abilities Str 23, Dex 19, Con 17, Int 2, Wis 14, Cha 6

SQ Darkvision 60 ft., improved grab, low-light vision, pounce, rake 1d8+3, scent

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite)

Skills Balance +8, Hide +5*, Listen +4, Move Silently +11, Spot +4, Swim +11

Improved Grab (Ex) To use this ability, a tiger must hit a creature one size category smaller than itself with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

This monstrous feline is almost as tall at the shoulder as a human. It has a long body with bold stripes and paws the size of bucklers. A pair of snowy-white, feathered wings sprout from its back.

INSECTILE TIGER

CR 5

Insectile tiger

N Large aberration (augmented animal)

Init +4; **Senses** Listen +4, Spot +8; darkvision 60 ft., low-light vision, scent, tremorsense 60 ft., wide vision

AC 18, touch 13, flat-footed 14
(-1 size, +4 Dex, +5 natural)

hp 54 (6 HD)

Fort +8, **Ref** +9, **Will** +4

Speed 40 ft. (8 squares), climb 40 ft.

Melee Claw +9 (1d8+6) or

Melee 2 Claws +9 (1d8+6) and

Melee Bite +4 (2d6+3) and

Melee 2 Rakes +9 (1d8+3)

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

Base Atk +4; **Grp** +14

Atk Options Improved grab, pounce

Special Actions 2 rakes (+9 melee, 1d8+3)

Abilities Str 23, Dex 19, Con 17, Int 2, Wis 14, Cha 6

SQ Darkvision 60 ft., Improved grab, low-light vision, pounce, rake 1d8+3, scent, tremorsense 60 ft., wide vision

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite)

Skills Balance +8, Hide +5*, Listen +4, Move Silently +11, Spot +8, Swim +11

Improved Grab (Ex) To use this ability, a tiger must hit a creature one size category smaller than itself with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Wide Vision (Ex) Because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks and cannot be flanked.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

This six-legged monstrosity is covered in a hard chitinous shell. It has the orange and black stripes of a tiger and a flicking, cat-like tail.

AWAKENING THE DREAD

VECNA'S CHAMPION

CR 8

Male slaughter wight

CE medium undead

Init +9; **Senses** Listen +21, Spot +21; darkvision 60 ft.

Languages Common

AC 19, touch 15, flat-footed 14
(+5 Dex, +4 natural)

hp 180 (18 HD)

Immune Mind-affecting spells and abilities, magic sleep effects, paralysis, stunning, disease, death effects, any effect that requires a Fortitude save

unless it also works on objects or is harmless, critical hits, nonlethal damage, damage to physical ability scores, ability drain, energy drain, fatigue, exhaustion, death from massive damage

Fort +6, Ref +11, Will +11

Speed 30 ft. (6 squares), base movement 30 ft.

Melee slam +16 (1d8+10/17-20 plus energy drain)

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

Base Atk +9; **Grp** +16

Atk Options Death Master, Eviscerator, Power Attack

Special Actions Daunting Presence

Abilities Str 24, Dex 21, Con --, Int 11, Wis 10, Cha 16

SQ Augmented critical, create spawn, darkvision 60 ft., energy drain, inescapable craving, undead traits

Feats Daunting Presence, Death Master, Eviscerator, Improved Critical, Improved Initiative, Improved Toughness, Power Attack

Skills Hide +26, Listen +21, Move Silently +26, Spot +21

Possessions gold and bejeweled unholy symbol (Vecna)

Augmented Critical (Ex) A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming its blows to deal maximum damage. Coupled with its Improved Critical feat, a slaughter wight's threat for its slam attack is 17-20.

Create Spawn (Su) Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of normal wights (MM pg 255) and do not retain any of the abilities they had in life.

Energy Drain (Su) A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 21 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Inescapable Craving: A slaughter wight has an inescapable craving for life force, which it satisfies by using its energy drain attack.

A slender, wiry corpse of a flan man appears before you, supernatural agility obvious in its lithe form. A bejeweled, golden holy symbol hangs from its desiccated neck.

POOH AND PIGLET

CAEDMON

CR 8

Male awakened grizzly bear

N Large magical beast (augmented animal) druid 7

Init +3; **Senses** Listen +20, Spot +20; low-light vision, scent

Languages Common, Druidic, Flan, Sylvan

AC 24, touch 12, flat-footed 22

(-1 size, +3 Dex, +5 natural, +3 *barkskin*, +4 +1 *hide armor*)

hp 202 (17 HD)

Resist fire 20

Fort +18, **Ref** +13, **Will** +13

Speed 35 ft. in +1 *hide armor* (7 squares), base movement 40 ft. plus 10 ft. for *longstrider*

Melee claw +24 (1d8+10) or

Melee 2 claws +24 (1d8+10) and bite +19 (2d6 +5)

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

Base Atk +15; **Grp** +28 (*freedom of movement*)

Atk Options Improved grab, spells

Special Actions spontaneous casting (*summon nature's ally*)

Combat Gear *potion of fly*, *potion of remove blindness/deafness* x2, *wand of cure moderate wounds* (20 charges)

Druid Spells Prepared (CL 7th):

4th—*freedom of movement* x2 † †

3rd—*greater magic fang* x2 † †, *swift fly*

2nd—*barkskin* x2 † †, *resist fire* x2 † †

1st—*longstrider* x2 † †, *faerie fire*, *entangle* (DC 15), *speak with animals*

0—*cure minor wounds* x2, *detect magic*, *detect poison*, *purify food and drink*, *read magic*

† Already cast

Abilities Str 29, Dex 17, Con 21, Int 16, Wis 18, Cha 7

SQ Animal companion, low-light vision, nature sense, resist nature's lure, scent, trackless step, wild empathy (+7), wild shape (3/day), woodland stride

Feats Augment Summoning, Endurance, Natural Spell, Run, Spell Focus (conjunction), Track

Skills Concentration +18, Handle Animal +8, Hide +12, Knowledge (nature) +10, Listen +20, Spellcraft +16, Spot +20, Survival +16, Swim +23

Possessions combat gear plus +1 *hide armor*, *gloves of man*, *cloak of resistance* +1

Improved Grab (Ex): To use this ability, Caedmon must hit a creature of Medium size or smaller with a claw attack. It can attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A grizzly bear has a +4 racial bonus on Swim checks.

This immense bear is wearing well crafted hide armor, a cloak and a pair of gloves with its claws coming through the fingers. Its fur is a golden-brown. It eyes you warily.

CIG GWYNNWY**CR --**

Male dire boar animal companion

N Large animal

Init +0; **Senses** Listen +8, Spot +8; low-light vision, scent

AC 22, touch 9, flat-footed 22(-1 size, +4 armor, +6 natural, +3 *barkskin*)**hp** 63 (7 HD)**Resist** fire 20**Fort** +8, **Ref** +5, **Will** +8

Speed 50 ft. in chain shirt barding (10 squares),
base movement 40 ft. plus 10 ft. for *longstrider***Melee** Gore +13 (1d8+13)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +17 (*freedom of movement*)

Abilities Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8**SQ** Ferocity, low-light vision, scent**Feats** Alertness, Endurance, Iron Will**Skills** Listen +8, Spot +8**Possessions** chainshirt barding

Ferocity (Ex) A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

This giant boar has an arched back as high as a human is tall. It is wearing chain barding over it already impressive natural boney armor. It has great, gleaming tusks and small, furious eyes.

APPENDIX 3: APL 8

FOREST COMING

WINGED TIGER

CR 7

Winged tiger

N Large advanced magical beast (augmented animal)

Init +4; **Senses** Listen +4, Spot +4; darkvision 60 ft., low-light vision, scent

AC 16, touch 13, flat-footed 12
(-1 size, +4 Dex, +3 natural)

hp 132 (12 HD)

Fort +12, **Ref** +12, **Will** +6

Speed 40 ft. (8 squares), fly 60 ft. (perfect);

Melee Claw +15 (1d8+7) or

Melee 2 Claws +15 (1d8+7) and

Melee Bite +13 (2d6+3) and

Melee 2 Rakes +15 (1d8+3)

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

Base Atk +9; **Grp** +20

Atk Options Improved grab, pounce

Special Actions 2 rakes (+15 melee, 1d8+3)

Abilities Str 24, Dex 19, Con 18, Int 2, Wis 14, Cha 6

SQ Darkvision 60 ft., improved grab, low-light vision, pounce, rake 1d8+3, scent

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Improved Toughness, Multiattack

Skills Balance +8, Hide +8*, Listen +4, Move Silently +14, Spot +4, Swim +12

Improved Grab (Ex) To use this ability, a tiger must hit a creature one size category smaller than itself with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

This monstrous feline is almost as tall at the shoulder as a human. It has a long body with bold stripes and paws the size of bucklers. A pair of snowy-white, feathered wings sprout from its back.

INSECTILE TIGER

CR 7

Insectile tiger

N Large advanced aberration (augmented animal)

Init +4; **Senses** Listen +4, Spot +8; darkvision 60 ft., low-light vision, scent, tremorsense 60 ft., wide vision

AC 18, touch 13, flat-footed 14

(-1 size, +4 Dex, +5 natural)

hp 132 (12 HD)

Fort +12, **Ref** +12, **Will** +6

Speed 40 ft. (8 squares), climb 40 ft.

Melee Claw +15 (1d8+7) or

Melee 2 Claws +15 (1d8+7) and

Melee Bite +13 (2d6+3) and

Melee 2 Rakes +15 (1d8+3)

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

Base Atk +9; **Grp** +20

Atk Options Improved grab, pounce

Special Actions 2 rakes (+15 melee, 1d8+3)

Abilities Str 24, Dex 19, Con 18, Int 2, Wis 14, Cha 6

SQ Darkvision 60 ft., Improved grab, low-light vision, pounce, rake 1d8+3, scent, tremorsense 60 ft., wide vision

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Improved Toughness, Multiattack

Skills Balance +8, Hide +8*, Listen +4, Move Silently +14, Spot +8, Swim +12

Improved Grab (Ex) To use this ability, a tiger must hit a creature one size category smaller than itself with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Wide Vision (Ex) Because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks and cannot be flanked.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

This six-legged monstrosity is covered in a hard chitinous shell. It has the orange and black stripes of a tiger and a flicking, cat-like tail.

AWAKENING THE DREAD

VECNA'S CHAMPION

CR 10

Male slaughter wight cleric 4

CE medium undead

Init +10; **Senses** Listen +23, Spot +23; darkvision 60 ft.

Languages Common

AC 26, touch 16, flat-footed 20

(+6 Dex, +4 mithril chain shirt, +2 heavy steel shield, +4 natural)

hp 208 (22 HD)

Immune Mind-affecting spells and abilities, magic sleep effects, paralysis, stunning, disease, death effects, any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, damage to physical ability scores, ability drain, energy drain, fatigue, exhaustion, death from massive damage

Fort +10, **Ref** +13, **Will** +17

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

Melee slam +21 (1d8+13/17-20 plus energy drain) **or**

Melee masterwork heavy pick +23 (1d6+9/x4) **or**

Melee masterwork heavy pick +23/+18/+13 (1d6+9/x4)

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

Base Atk +12; **Grp** +21

Atk Options Death Master, Eviscerator, Power Attack

Special Actions Daunting Presence

Combat Gear *potion of fly*

Cleric Spells Prepared (CL 4th):

2nd—*bull's strength*, *desecrate***D**, *silence*, *stone bones*

1st—*bless*, *divine favor* (+1), *magic weapon*, *protection from good***D**, *shield of faith* (+2)

0—*detect magic* x2, *light*, *read magic*, *resistance*

D: Domain spell. Deity: Vecna. Domains: Evil, Tyranny

Abilities Str 28, Dex 23, Con --, Int 11, Wis 15, Cha 18

SQ Augmented critical, create spawn, darkvision 60 ft., energy drain, inescapable craving, rebuke undead (7/day) turn resistance +4 (*cloak of turn resistance*), undead traits

Feats Daunting Presence, Death Master, Eviscerator, Improved Critical, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (heavy pick)

Skills Concentration +7, Hide +27, Knowledge (religion) +5, Listen +23, Move Silently +27, Spot +23,

Possessions combat gear plus mithril chain shirt, heavy steel shield, masterwork heavy pick, *cloak of turn resistance*, 2 unholy symbols

Augmented Critical (Ex) A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming its blows to deal maximum damage. Coupled with its Improved Critical feat, a slaughter wight's threat for its slam attack is 17-20.

Create Spawn (Su) Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of normal wights (MM pg 255) and do not retain any of the abilities they had in life.

Energy Drain (Su) A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 22 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Inescapable Craving: A slaughter wight has an inescapable craving for life force, which it satisfies by using its energy drain attack.

A slender, wiry corpse of a flan man appears before you, supernatural agility obvious in its lithe form. A bejeweled, golden holy symbol hangs from its desiccated neck. It wears a shirt of mithril chain and a tattered cloak. A heavy pick rests at its hip.

POOH AND PIGLET

CAEDMON

CR 10

Male advanced, awakened grizzly bear

N Large magical beast (augmented animal) druid 9

Init +3; **Senses** Listen +27, Spot +27; low-light vision, scent

Languages Common, Druidic, Flan, Sylvan

AC 25, touch 12, flat-footed 23

(-1 size, +3 Dex, +5 natural, +4 *barkskin*, +4 +1 *hide armor*)

hp 262 (22 HD); **DR** 10/adamantine (*stoneskin* 90hp)

Immune poison

Resist fire 20

Fort +20, **Ref** +15, **Will** +16

Speed 35 ft. in +1 *hide armor* (7 squares), base movement 40 ft. plus 10 ft. for *longstrider*

Melee claw +28 (1d8+10) **or**

Melee 2 claws +28 (1d8+10) and bite +23 (2d6 +5)

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

Base Atk +19; **Grp** +32 (*freedom of movement*)

Atk Options Improved grab, spells

Special Actions spontaneous casting (*summon nature's ally*)

Combat Gear *potion of fly*, *potion of remove blindness/deafness* x2, *wand of cure moderate wounds* (20 charges)

Druid Spells Prepared (CL 9th):

5th—*stoneskin* x2 † †

4th—*arc of lightning* (DC 20, 9d6), *freedom of movement* x2 † †

3rd—*greater magic fang* x2 † †, *swift fly* x2

2nd—*barkskin* x2 † †, *bull's strength*, *resist fire* x2 † †

1st—*longstrider* x2 † †, *faerie fire*, *entangle* (DC 16), *obscuring mist*, *speak with animals*

0—*cure minor wounds* x2, *detect magic*, *detect poison*, *purify food and drink*, *read magic*

† Already cast

Abilities Str 29, Dex 17, Con 21, Int 16, Wis 21, Cha 7

SQ Animal companion, low-light vision, nature sense, resist nature's lure, scent, trackless step, venom immunity, wild empathy (+9), wild shape (3/day, Large), woodland stride

Feats Augment Summoning, Companion Spellbond, Endurance, Natural Spell, Quicken Spell, Run, Spell Focus (conjuration), Track

Skills Concentration +23, Handle Animal +8, Hide +12, Knowledge (nature) +14, Listen +27, Spellcraft +21, Spot +27, Survival +17, Swim +26

Possessions combat gear plus +1 *hide armor*, *gloves of man*, *cloak of resistance* +1, *periapt of Wisdom* +2, diamond dust (250 gp)

Improved Grab (Ex): To use this ability, Caedmon must hit a creature of Medium size or smaller with a claw attack. It can attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A grizzly bear has a +4 racial bonus on Swim checks.

This immense bear is wearing well crafted hide armor, a cloak and a pair of gloves with its claws coming through the fingers. Its fur is a golden-brown. It eyes you warily.

CIG GWYNNWY

CR --

Male dire boar animal companion

N Large animal

Init +0; **Senses** Listen +9, Spot +9; low-light vision, scent

AC 25, touch 9, flat-footed 25

(-1 size, +4 armor, +8 natural, +4 *barkskin*)

hp 90 (9 HD); DR 10/adamantine (*stoneskin* 90hp)

Resist fire 20

Fort +10, **Ref** +6, **Will** +9; Evasion

Speed 50 ft. in chain shirt barding (10 squares), base movement 40 ft. plus 10 ft. for *longstrider*

Melee Gore +16 (1d8+15)

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

Base Atk +6; **Grp** +19 (*freedom of movement*)

Abilities Str 28, Dex 11, Con 18, Int 2, Wis 13, Cha 8

SQ Evasion, ferocity, low-light vision, scent

Feats Alertness, Endurance, Iron Will, Power Attack

Skills Listen +9, Spot +9

Possessions chainshirt barding

Ferocity (Ex) A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

This giant boar has an arched back as high as a human is tall. It is wearing chain barding over it

already impressive natural boney armor. It has great, gleaming tusks and small, furious eyes.

APPENDIX 4: APL 10

FOREST COMING

WINGED DIRE TIGER

CR 9

Winged dire tiger

N Large advanced magical beast (augmented animal)

Init +4; **Senses** Listen +7, Spot +7

AC 19, touch 13, flat-footed 15

(-1 size, +4 Dex, +6 natural)

hp 144 (22 HD)

Fort +13, **Ref** +14, **Will** +7

Speed 40 ft. (8 squares), fly 60 ft. (perfect)

Melee claw +20 (2d4+8) or

Melee 2 claws +20 (2d4+8) and

Melee bite +14 (2d4+4) and

Melee 2 rakes +19 (2d4+4)

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

Base Atk +12; **Grp** +24

Atk Options Improved grab, pounce

Special Actions 2 rakes (+19 melee, 2d4+4)

Abilities Str 27, Dex 19, Con 17, Int 2, Wis 14, Cha 10

SQ Darkvision 60 ft., improved grab, low-light vision, pounce, rake 2d4+4, scent

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Improved Toughness, Multiattack, Run, Stealthy, Weapon Focus (claw)

Skills Hide +9*, Jump +14, Listen +7, Move Silently +13, Spot +7, Swim +11

Improved Grab (Ex) To use this ability, a dire tiger must hit a creature one size category smaller than itself with a 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Skills Dire tigers 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.

This monstrous feline is almost as tall at the shoulder as a human. It has a long body with bold stripes and paws the size of bucklers. A pair of snowy-white, feathered wings sprout from its back.

INSECTILE DIRE TIGER

CR 9

Insectile dire tiger

N Large aberration (augmented animal)

Init +4; **Senses** Listen +7, Spot +11; darkvision 60 ft., low-light vision, scent, tremorsense 60 ft., wide vision

AC 21, touch 13, flat-footed 17

(-1 size, +4 Dex, +8 natural)

hp 144 (16 HD)

Fort +13, **Ref** +14, **Will** +7

Speed 40 ft. (8 squares), climb 40 ft.

Melee claw +20 (2d4+8) or

Melee 2 claws +20 (2d4+8) and

Melee bite +14 (2d4+4) and

Melee 2 rakes +19 (2d4+4)

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

Base Atk +12; **Grp** +24

Atk Options Improved grab, pounce

Special Actions 2 rakes (+19 melee, 2d4+4)

Abilities Str 27, Dex 19, Con 17, Int 2, Wis 14, Cha 10

SQ Darkvision 60 ft., improved grab, low-light vision, pounce, rake 2d4+4, scent

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

Skills Hide +9*, Jump +14, Listen +7, Move Silently +13, Spot +11, Swim +11

Improved Grab (Ex) To use this ability, a tiger must hit a creature one size category smaller than itself with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Wide Vision (Ex) Because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks and cannot be flanked.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

This six-legged monstrosity is covered in a hard chitinous shell. It has the orange and black stripes of a tiger and a flicking, cat-like tail.

AWAKENING THE DREAD

VECNA'S CHAMPION

CR 12

Male slaughter wight cleric 8

CE medium undead

Init +10; **Senses** Listen +23, Spot +23; darkvision 60 ft.

Languages Common

AC 30, touch 16, flat-footed 24

(+6 Dex, +4 mithril chain shirt, +2 magic vestment on armor, +2 heavy steel shield, +2 magic vestment on shield, +4 natural)

hp 236 (26 HD)

Immune Mind-affecting spells and abilities, magic sleep effects, paralysis, stunning, disease, death effects, any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, damage to physical ability scores, ability drain, energy drain, fatigue, exhaustion, death from massive damage

Fort +12, **Ref** +14, **Will** +21

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

Melee slam +24 (1d8+13/17-20 plus energy drain) **or**
Melee masterwork heavy pick +26 (1d6+9/19-20, x4)
or

Melee masterwork heavy pick +26/+21/+16 (1d6+9/19-20, x4)

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

Base Atk +15; **Grp** +24

Atk Options Death Master, Eviscerator, Power Attack

Special Actions Daunting Presence

Combat Gear *boots of speed*, *potion of fly*

Cleric Spells Prepared (CL 8th):

4th—*divine power*, *freedom of movement*, *iron bones*, *unholy blight***D**

3rd—*dispel magic*, *energy vortex* (Reflex DC 17, 1d8+8 or 2d8+16), *magic circle against good***D**, *magic vestment* (+2) x2 † †

2nd—*bull's strength*, *desecrate***D**, *resist energy* (20), *silence*, *stone bones*

1st—*bless*, *divine favor* (+2), *magic weapon*, *nightshield*, *protection from good***D**, *shield of faith* (+3)

0—*detect magic* x2, *light* x2, *read magic*, *resistance*

D: Domain spell. Deity: Vecna. Domains: Evil, Tyranny

† Already cast

Abilities Str 28, Dex 23, Con --, Int 11, Wis 18, Cha 18

SQ Augmented critical, create spawn, darkvision 60 ft., energy drain, inescapable craving, rebuke undead (7/day) turn resistance +4 (*cloak of turn resistance*), undead traits

Feats Daunting Presence, Death Master, Eviscerator, Improved Critical (heavy pick), Improved Critical (slam), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (heavy pick)

Skills Concentration +15, Hide +27, Knowledge (religion) +5, Listen +23, Move Silently +27, Spot +23,

Possessions combat gear plus mithril chain shirt, heavy steel shield, masterwork heavy pick, *cloak of turn resistance*, *periapt of Wisdom* +2, 2 unholy symbols

Augmented Critical (Ex) A slaughter wight is so practiced at dealing death that it has learned the

trick of better aiming its blows to deal maximum damage. Coupled with its Improved Critical feat, a slaughter wight's threat for its slam attack is 17-20.

Create Spawn (Su) Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of normal wights (MM pg 255) and do not retain any of the abilities they had in life.

Energy Drain (Su) A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 22 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Inescapable Craving: A slaughter wight has an inescapable craving for life force, which it satisfies by using its energy drain attack.

A slender, wiry corpse of a flan man appears before you, supernatural agility obvious in its lithe form. A bejeweled, golden holy symbol hangs from its desiccated neck. It wears a shirt of mithril chain and a tattered cloak. A heavy pick rests at its hip.

POOH AND PIGLET

CAEDMON

CR 12

Male advanced, awakened grizzly bear

N Large magical beast (augmented animal) druid 13

Init +3; **Senses** Listen +32, Spot +32; low-light vision, scent

Languages Common, Druidic, Flan, Sylvan

AC 25, touch 12, flat-footed 23

(-1 size, +3 Dex, +5 natural, +5 *barkskin*, +4 +1 *hide armor*)

hp 306 (26 HD); DR 10/adamantine (*stoneskin* 130hp)

Immune poison

Resist fire 30

Fort +22, **Ref** +16, **Will** +20

Speed 35 ft. in +1 *hide armor* (7 squares), base movement 40 ft. plus 10 ft. for *longstrider*

Melee claw +31 (1d8+10) **or**

Melee 2 claws +31 (1d8+10) and bite +26 (2d6 +5)

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

Base Atk +22; **Grp** +35 (*freedom of movement*)

Atk Options Improved grab, spells

Special Actions spontaneous casting (*summon nature's ally*)

Combat Gear *lesser metamagic rod of Quicken*, *potion of fly*, *potion of remove blindness/deafness* x2, *wand of cure moderate wounds* (20 charges)

Druid Spells Prepared (CL 13th):7th—*changestaff*, *heal* (130 hp)6th—*anti-life shell*, *cometfall* (Reflex DC 24, 13d6), *tidal surge* (Reflex DC 23, 13d6, +10 opposed Strength)5th—*animal growth*, *stoneskin* x2 † †, *wall of thorns*4th—*arc of lightning* (DC 22, 13d6) x2, *dispel magic*, *freedom of movement* x2 † †3rd—*downdraft* (Reflex DC 20), *greater magic fang* x2 † †, *poison* (Fortitude DC 23, 1d10 Con/1d10 Con), *swift fly* x22nd—*barkskin* x2 † †, *briar web*, *bull's strength*, *listening lorecall*, *resist fire* x2 † †1st—*longstrider* x2 † †, *faerie fire* x2, *entangle* (DC 18), *obscuring mist*, *speak with animals*0—*cure minor wounds* x2, *detect magic*, *detect poison*, *purify food and drink*, *read magic*

† Already cast

Abilities Str 29, Dex 17, Con 21, Int 16, Wis 24, Cha 7**SQ** Animal companion, low-light vision, nature sense, resist nature's lure, scent, thousand faces, trackless step, venom immunity, wild empathy (+13), wild shape (4/day, Large, Tiny, Plant), woodland stride**Feats** Augment Summoning, Companion Spellbond, Craft Rod, Endurance, Natural Spell, Quicken Spell, Run, Spell Focus (conjunction), Track**Skills** Concentration +27, Handle Animal +8, Hide +12, Knowledge (nature) +21, Listen +32, Spellcraft +25, Spot +32, Survival +26, Swim +26**Possessions** combat gear plus +1 *hide armor*, *gloves of man*, *cloak of resistance* +1, *lesser metamagic rod of Quicken*, *periapt of Wisdom* +4, *diamond dust* (250 gp)**Improved Grab (Ex):** To use this ability, Caedmon must hit a creature of Medium size or smaller with a claw attack. It can attempt to start a grapple as a free action without provoking an attack of opportunity.**Skills** A grizzly bear has a +4 racial bonus on Swim checks.*This immense bear is wearing well crafted hide armor, a cloak and a pair of gloves with its claws coming through the fingers. Its fur is a golden-brown. It eyes you warily.***CIG GWYNNWY****CR --**

Male dire boar animal companion

N Large animal

Init +1; **Senses** Listen +10, Spot +10; low-light vision, scent**AC** 29, touch 10, flat-footed 29(-1 size, +1 Dex, +4 armor, +10 natural, +5 *barkskin*)**hp** 110 (11 HD); **DR** 10/adamantine (*stoneskin* 130hp)**Resist** fire 30**Fort** +11, **Ref** +8, **Will** +10 (+14 against enchantment spells and effects); **Evasion****Speed** 50 ft. in chain shirt barding (10 squares), base movement 40 ft. plus 10 ft. for *longstrider***Melee** Gore +19 (1d8+16)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +21 (*freedom of movement*)**Abilities** Str 29, Dex 12, Con 18, Int 2, Wis 13, Cha 8**SQ** Devotion, evasion, ferocity, low-light vision, scent**Feats** Alertness, Endurance, Iron Will, Power Attack**Skills** Listen +10, Spot +10**Possessions** chainshirt barding**Ferocity (Ex)** A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.*This giant boar has an arched back as high as a human is tall. It is wearing chain barding over it already impressive natural boney armor. It has great, gleaming tusks and small, furious eyes.***ANIMAL GROWTHED CIG GWYNNWY CR --**

Male dire boar animal companion

N Huge animal

Init +0; **Senses** Listen +10, Spot +10; low-light vision, scent**AC** 29, touch 8, flat-footed 29(-2 size, +4 armor, +12 natural, +5 *barkskin*)**hp** 132 (11 HD); **DR** 10/adamantine (*stoneskin* 130hp), 10/magic (*animal growth*)**Resist** fire 30**Fort** +15, **Ref** +12, **Will** +14 (+18 against enchantment spells and effects); **Evasion****Speed** 50 ft. in chain shirt barding (10 squares), base movement 40 ft. plus 10 ft. for *longstrider***Melee** Gore +22 (2d6+22)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +21 (*freedom of movement*)**Abilities** Str 37, Dex 10, Con 22, Int 2, Wis 13, Cha 8**SQ** Devotion, evasion, ferocity, low-light vision, scent**Feats** Alertness, Endurance, Iron Will, Power Attack**Skills** Listen +10, Spot +10**Possessions** chainshirt barding**Ferocity (Ex)** A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

APPENDIX 5: APL 12

FOREST COMING

WINGED DIRE TIGER

CR 11

Winged dire tiger

N Large magical beast (augmented animal)

Init +4; **Senses** Listen +7, Spot +7

AC 19, touch 13, flat-footed 15

(-1 size, +4 Dex, +6 natural)

hp 220 (22 HD)

Fort +16, **Ref** +17, **Will** +9

Speed 40 ft. (8 squares), fly 60 ft. (perfect)

Melee claw +25 (2d4+9) or

Melee 2 claws +25 (2d4+9) and

Melee bite +23 (2d4+4) and

Melee 2 rakes +24 (2d4+4)

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

Base Atk +16; **Grp** +29

Atk Options Improved grab, pounce

Special Actions 2 rakes (+24 melee, 2d4+4)

Abilities Str 28, Dex 19, Con 17, Int 2, Wis 14, Cha 10

SQ Darkvision 60 ft., improved grab, low-light vision, pounce, rake 2d4+4, scent

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite) Improved Toughness, Multiattack, Run, Stealthy, Weapon Focus (claw)

Skills Hide +12*, Jump +14, Listen +7, Move Silently +16, Spot +7, Swim +11

Improved Grab (Ex) To use this ability, a dire tiger must hit a creature one size category smaller than itself with a 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Skills Dire tigers 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.

This monstrous feline is almost as tall at the shoulder as a human. It has a long body with bold stripes and paws the size of bucklers. A pair of snowy-white, feathered wings sprout from its back.

INSECTILE DIRE TIGER

CR 9

Insectile dire tiger

N Large aberration (augmented animal)

Init +4; **Senses** Listen +7, Spot +11; darkvision 60 ft., low-light vision, scent, tremorsense 60 ft., wide vision

AC 21, touch 13, flat-footed 17

(-1 size, +4 Dex, +8 natural)

hp 220 (22 HD)

Fort +16, **Ref** +17, **Will** +9

Speed 40 ft. (8 squares), climb 40 ft.

Melee claw +25 (2d4+9) or

Melee 2 claws +25 (2d4+9) and

Melee bite +23 (2d4+4) and

Melee 2 rakes +24 (2d4+4)

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

Base Atk +16; **Grp** +29

Atk Options Improved grab, pounce

Special Actions 2 rakes (+24 melee, 2d4+4)

Abilities Str 28, Dex 19, Con 17, Int 2, Wis 14, Cha 10

SQ Darkvision 60 ft., improved grab, low-light vision, pounce, rake 2d4+4, scent

Feats Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite) Improved Toughness, Multiattack, Run, Stealthy, Weapon Focus (claw)

Skills Hide +12*, Jump +14, Listen +7, Move Silently +16, Spot +11, Swim +11

Improved Grab (Ex) To use this ability, a tiger must hit a creature one size category smaller than itself with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Wide Vision (Ex) Because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks and cannot be flanked.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

This six-legged monstrosity is covered in a hard chitinous shell. It has the orange and black stripes of a tiger and a flicking, cat-like tail.

AWAKENING THE DREAD

VECNA'S CHAMPION

CR 14

Male slaughter wight cleric 12

CE medium undead

Init +10; **Senses** Listen +23, Spot +23; darkvision 60 ft.

Languages Common

AC 38, touch 16, flat-footed 32

(+6 Dex, +4 mithril chain shirt, +3 *magic vestment* on armor, +2 heavy steel shield, +3 *magic vestment* on shield, +4 natural, +6 enhancement to natural from iron bones)

hp 264 (30 HD)

Immune to ray of enfeeblement, scorching ray, searing light (from spell immunity)

Immune Mind-affecting spells and abilities, magic sleep effects, paralysis, stunning, disease, death

effects, any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, damage to physical ability scores, ability drain, energy drain, fatigue, exhaustion, death from massive damage

Resist cold 30

Fort +14, **Ref** +16, **Will** +23

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

Melee slam +27 (1d8+13/17-20 plus energy drain) **or**

Melee +1 *necrotic focus heavy pick* +29 (1d6+10 plus energy drain/19-20, x4) **or**

Melee +1 *necrotic focus heavy pick* +29/+24/+19/+14 (1d6+10 plus energy drain/19-20, x4)

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

Base Atk +18; **Grp** +27 (*freedom of movement*)

Atk Options Death Master, Eviscerator, Power Attack

Special Actions Daunting Presence, spells

Combat Gear *boots of speed, potion of fly*

Cleric Spells Prepared (CL 12th):

6th—*create undead***D**, *greater dispel magic, harm*

5th—*dispel good***D**, *flame strike* (Reflex DC 19, 12d6), *plane shift, righteous might*

4th—*divine power, freedom of movement* †, *iron bones* †, *spell immunity* †, *unholy blight***D**

3rd—*dispel magic* x2, *energy vortex* (Reflex DC 17, 1d8+12 or 2d8+24), *magic circle against good***D**, *magic vestment* (+3) x2 † †

2nd—*bull's strength, desecrate***D**, *resist energy* (30) x2 †, *silence, stone bones*

1st—*bless, divine favor* (+3) x2, *nightshield* x2, *protection from good***D**, *shield of faith* (+3)

0—*detect magic* x2, *light* x2, *read magic, resistance*

D: Domain spell. Deity: Vecna. Domains: Evil, Tyranny

† Already cast

Abilities Str 28, Dex 23, Con --, Int 11, Wis 19, Cha 18

SQ Augmented critical, create spawn, darkvision 60 ft., energy drain, inescapable craving, rebuke undead (7/day) turn resistance +4 (*cloak of turn resistance*), undead traits

Feats Daunting Presence, Death Master, Divine Fortune, Eviscerator, Improved Critical (heavy pick), Improved Critical (slam), Improved Initiative, Improved Toughness, Power Attack, Power Critical (heavy pick), Weapon Focus (heavy pick)

Skills Concentration +23, Hide +27, Knowledge (religion) +5, Listen +23, Move Silently +27, Spot +23,

Possessions combat gear plus mithril chain shirt, heavy steel shield, +1 *necrotic focus heavy pick*, masterwork heavy pick, planar fork, *cloak of turn resistance, periapt of Wisdom* +2, 2 unholy symbols

Augmented Critical (Ex) A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming its blows to deal maximum

damage. Coupled with its Improved Critical feat, a slaughter wight's threat for its slam attack is 17-20.

Create Spawn (Su) Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of normal wights (MM pg 255) and do not retain any of the abilities they had in life.

Energy Drain (Su) A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 22 Fortitude save (DC 23 if delivered by the wight's pick). The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit or 20 on a critical by the heavy pick). These temporary hit points last for up to 1 hour.

Inescapable Craving: A slaughter wight has an inescapable craving for life force, which it satisfies by using its energy drain attack.

A slender, wiry corpse of a flan man appears before you, supernatural agility obvious in its lithe form. A bejeweled, golden holy symbol hangs from its desiccated neck. It wears a shirt of mithril chain and a tattered cloak. An evil looking, heavy pick held in both of its hands..

POOH AND PIGLET

CAEDMON

CR 14

Male advanced, awakened grizzly bear

N Large magical beast (augmented animal) druid 15

Init +3; **Senses** Listen +40, Spot +40; low-light vision, scent

Languages Common, Druidic, Flan, Sylvan

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +5 natural, +5 *barkskin*, +4 +1 *hide armor*)

hp 365 (31 HD); DR 10/adamantine (*stoneskin* 150hp)

Immune poison

Resist fire 30

Fort +25, **Ref** +19, **Will** +24

Speed 35 ft. in +1 *hide armor* (7 squares), base movement 40 ft. plus 10 ft. for *longstrider*

Melee claw +36 (1d8+10) **or**

Melee 2 claws +36 (1d8+10) and bite +31 (2d6 +5)

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

Base Atk +27; **Grp** +40 (*freedom of movement*)

Atk Options Improved grab, spells

Special Actions spontaneous casting (*summon nature's ally*)

Combat Gear *metamagic rod of Quicken, potion of fly, potion of remove blindness/deafness* x2, *wand of cure moderate wounds* (20 charges)

Druid Spells Prepared (CL 15th):

8th—*storm rage, sunburst* (Reflex DC 26, 6d6, blindness)
 7th—*changestaff, heal* (150 hp), *true seeing*
 6th—*anti-life shell, cometfall* (Reflex DC 25, 15d6), *tidal surge* (Reflex DC 24, 15d6, +10 opposed Strength), *vigorous circle* (25 rounds)
 5th—*animal growth, freeze* (Reflex DC 24, 2d6 plus 2d6/round), *stoneskin* x2 † †, *wall of thorns*
 4th—*arc of lightning* (DC 23, 15d6) x3, *dispel magic, freedom of movement* x2 † †
 3rd—*downdraft* (Reflex DC 21) x2, *greater magic fang* x2 † †, *poison* (Fortitude DC 25, 1d10 Con/1d10 Con), *swift fly* x2
 2nd—*barkskin* x2 † †, *briar web, bull's strength, listening lorecall, resist fire* x2 † †
 1st—*longstrider* x2 † †, *faerie fire* x2, *entangle* (DC 19), *obscuring mist, speak with animals*
 0—*cure minor wounds* x2, *detect magic, detect poison, purify food and drink, read magic*
 † Already cast

Abilities Str 29, Dex 17, Con 21, Int 16, Wis 27, Cha 7
SQ Animal companion, low-light vision, nature sense, resist nature's lure, scent, thousand faces, timeless body, trackless step, venom immunity, wild empathy (+15), wild shape (5/day, Huge, Large, Tiny, Plant), woodland stride
Feats Augment Summoning, Companion Spellbond, Craft Rod, Endurance, Natural Spell, Power Attack, Quicken Spell, Run, Spell Focus (conjuration), Sudden Empower, Track
Skills Concentration +34, Handle Animal +8, Hide +13, Knowledge (nature) +23, Listen +40, Spellcraft +28, Spot +40, Survival +29, Swim +26
Possessions combat gear plus +1 *hide armor, gloves of man, cloak of resistance* +1, *metamagic rod of Quicken, periapt of Wisdom* +6, diamond dust (250 gp)

Improved Grab (Ex): To use this ability, Caedmon must hit a creature of Medium size or smaller with a claw attack. It can attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A grizzly bear has a +4 racial bonus on Swim checks.

This immense bear is wearing well crafted hide armor, a cloak and a pair of gloves with its claws coming through the fingers. Its fur is a golden-brown. It eyes you warily.

CIG GWYNNWY

CR --

Male dire boar animal companion

N Large animal

Init +2; **Senses** Listen +11, Spot +11; low-light vision, scent

AC 32, touch 11, flat-footed 32
 (-1 size, +2 Dex, +4 armor, +12 natural, +5 *barkskin*)

hp 130 (13 HD); DR 10/adamantine (*stoneskin* 150hp)

Resist fire 30

Fort +12, **Ref** +9, **Will** +11 (+15 against enchantment spells and effects); Evasion

Speed 50 ft. in chainshirt barding (10 squares), base movement 40 ft. plus 10 ft. for *longstrider*

Melee Gore +21 (2d6+18) or

Melee Gore +21/+16 (2d6+18)

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

Base Atk +9; **Grp** +23 (*freedom of movement*)

Abilities Str 30, Dex 14, Con 18, Int 2, Wis 13, Cha 8

SQ Devotion, evasion, ferocity, low-light vision, multiattack, scent

Feats Alertness, Endurance, Improved Natural Attack (gore), Iron Will, Power Attack

Skills Listen +11, Spot +11

Possessions chainshirt barding

Ferocity (Ex) A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

This giant boar has an arched back as high as a human is tall. It is wearing chain barding over it already impressive natural boney armor. It has great, gleaming tusks and small, furious eyes.

ANIMAL GROWTHED CIG GWYNNWY CR --

Male dire boar animal companion

N Huge animal

Init +1; **Senses** Listen +11, Spot +11; low-light vision, scent

AC 32, touch 9, flat-footed 32

(-2 size, +1 Dex, +4 armor, +14 natural, +5 *barkskin*)

hp 156 (13 HD); DR 10/adamantine (*stoneskin* 150hp); 10/magic (*animal growth*)

Resist fire 30

Fort +16, **Ref** +13, **Will** +15 (+19 against enchantment spells and effects); Evasion

Speed 50 ft. in chainshirt barding (10 squares), base movement 40 ft. plus 10 ft. for *longstrider*

Melee Gore +24 (3d6+24) or

Melee Gore +24/+19 (3d6+24)

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

Base Atk +9; **Grp** +23 (*freedom of movement*)

Abilities Str 38, Dex 12, Con 22, Int 2, Wis 13, Cha 8

SQ Devotion, evasion, ferocity, low-light vision, multiattack, scent

Feats Alertness, Endurance, Improved Natural Attack (gore), Iron Will, Power Attack

Skills Listen +11, Spot +11

Possessions chainshirt barding

Ferocity (Ex) A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

APPENDIX 6: NEW RULES

FEATS

Companion Spellbound [General]

You form a special magical link with your animal companion, allowing you to share spells with it over a greater distance.

Prerequisite: Animal companion.

Benefit: You use your companion's share spells ability out to a range of 30 feet, rather than the standard 5 feet. You can cast touch spells to affect your companion at a greater range than normal. You can change a spell's range from touch to short (range of 25 feet + 5 feet per two caster levels) if the spell targets only your companion.

Source: *Player's Handbook II* pg 77.

Daunting Presence [General]

You are skilled at inducing fear in your opponents.

Prerequisites: Charisma 13, base attack bonus +1.

Benefit: You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an intelligence score. If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feats.

Source: *Libris Mortis* pg 25.

Death Master [Monstrous]

Foes are especially afraid of your critical hits.

Prerequisites: Charisma 13, undead type, Daunting Presence, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, the foe is also shaken for 1 minute. This is a mind-affecting, fear effect.

Source: *Libris Mortis* pg 26.

Eviscerator [Monstrous]

The allies of your foes are especially afraid of your critical hits.

Prerequisites: Charisma 13, undead type, Death Master, Daunting Presence, Improved Critical, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting, fear effect.

Source: *Libris Mortis* pg 26.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Libris Mortis* pg 27.

Power Critical [General]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

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

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain the Power Critical multiple times. Each time you take the 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.

Source: *Complete Warrior* pg 103.

Rapid Spell [Metamagic]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine* pg 84.

Sudden Empower [Metamagic]

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Source: *Complete Arcane* pg 83.

MAGIC ITEMS

Cloak of Turn Resistance

Price: (Item Level): 11,000 gp (13th)

Body Slot: Shoulders

Caster Level: 10th

Aura: Moderate; (DC 20) necromancy

Activation: ---

Weight: 1 lb.

This cloak is little more than a tattered piece of homespun cloth, secured by a rotted leather thong at the neck.

While you wear this cloak, your turn resistance is increased by 4.

Prerequisites: Craft Wondrous Item, rebuke undead as 10th-level cleric.

Cost to Create: 5,500 gp, 440 XP, 11 days.

Source: *Magic Item Compendium* pg 89.

Gloves of Man

Price: (Item Level) 42,000 gp (?)

Body Slot: Hands

Caster Level: 7th

Aura: Moderate; (DC 22) transmutation

Activation: --

Weight: --

These supple gray leather gloves fit easily over this creatures paws (or tentacles), giving it the illusion of having a fully articulate hand.

These magic gloves provide humanoid fingers and thumbs for the wearer. Any creature may wear them, provided the creature has tentacles or paws over which to slip them. While wearing the gloves, the creature may manipulate items as if it had fully functional hands. The wearer can use her full Strength and Dexterity with her new "hands." The creature does not lose any natural attacks because it is wearing the gloves. Creatures with hands gain no benefit from the gloves, but creatures missing a thumb, a finger, or even an entire hand can use the gloves as a way to replace the loss.

Prerequisite: Craft Wondrous Item, *baleful polymorph*

Cost to Create: 21,000 gp, 1680 XP, 42 days.

Source: *Savage Species* pg 57.

Necrotic Focus Weapon Ability

Price: +3 bonus

Property: Melee weapon

Caster Level: 7th

Aura: Moderate; (DC 18) necromancy

Activation: --

This weapon has a golden sheen and a series of black runes inlaid in jet along its length. Its pommel or haft is set with a black star sapphire.

A necrotic focus weapon serves as a channel for your ability drain or energy drain supernatural ability. While wielding it, you deal ability drain or bestow negative levels through it as if attacking with your natural weapons. If a saving throw against the effect is allowed, add the weapon's enhancement bonus to the save DC.

Prerequisites: Craft Magic Arms and Armor, *enervation*, *spectral hand*.

Cost to Create: Varies.

Source: *Magic Item Compendium* pg 39.

NON-CORE DOMAINS

Tyranny Domain

Deities: Hextor, Vecna, Wee Jas.

Granted Power: Add +1 to the save DC of any compulsion spell you cast.

Tyranny Domain Spells

- 1 Command
- 2 Enthrall
- 3 Discern Lies
- 4 Fear
- 5 Command, Greater
- 6 Geas/Quest
- 7 Bigby's Grasping Hand
- 8 Charm Monster, Mass
- 9 Dominate Monster

Source: *Spell Compendium* pg 281.

SPELLS

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Warmage 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any

corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Source: *Spell Compendium* pg 15.

Briar Web

Transmutation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

With a sound like a thousand knives being unsheathed, the plants in the area grow sharp thorns and warp into a thick briar patch.

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Source: *Spell Compendium* pg 39.

Cometfall

Conjuration (creation)

Level: Cleric 6, Druid 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: 400-pound ball of rock and ice

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: no

You conjure a bright, glowing comet, which appears in midair above your enemies, then

strikes the ground with tremendous force and a thunderous boom.

You conjure a comet that immediately falls to the ground, dealing 1d6 points of damage per caster level (maximum 15d6) to everything in the area. The force of the comet can also knock creatures over. Creatures who fail their Reflex save are knocked prone. A creature that succeeds on its saving throw takes half damage and is not knocked down.

The comet breaks apart upon impact, filling the 10-foot-square area with dense rubble (DMG 90)

You must cast this spell in an area with at least 40 feet of vertical space above the point of impact. If you do not have 40 feet of space, the spell fails.

Source: *Spell Compendium* pg 50.

Downdraft

Evocation (Air)

Level: Cleric 3, Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level).

Area: Cylinder (20-ft. radius, 100 ft. high)

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Dropping the small carving in your hand to the ground, you crush it with your foot as you recite the last few words of the spell. In the distance you see a column of air turn a hazy gray. The air column then blasts toward the ground and you hear a distant whoosh.

Downdraft sends a column of turbulent air rushing toward the earth. Airborne creatures caught in the area of a downdraft must succeed on a Reflex save or immediately plummet up to 100 feet straight downward, taking falling damage (1d6 points of damage per 10 feet fallen) if the downdraft makes them hit the ground or collide with an object. Those who succeed on the Reflex save plummet only 50 feet.

Creatures already on the ground must succeed on a Reflex save or be knocked prone by the spell.

Material Component: A balsa-wood bird carving, which is crushed underfoot.

Source: *Spell Compendium* pg 72.

Energy Vortex

Evocation [see text]

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20 ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Energy wells up inside you and explodes outward in a furious burst.

When you cast *energy vortex*, you choose one of four energy types: acid, cold, fire, or electricity. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage, +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to that energy type. The descriptor of this spell is the same as the energy type you choose when you cast it.

Source: *Spell Compendium* pg 81.

Fly, Swift

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You squawk twice like an eagle and suddenly long for the freedom of the skies.

This spell functions like *fly* (see page 232 of the *Player's Handbook*), except as noted above.

Source: *Spell Compendium* pg 96.

Freeze

Conjuration (Creation) [Cold]

Level: Druid 6

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/2 levels

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Calling upon divine power, your hand turns cold and numb as you complete the spell. A moment later, a thin blue ray swirled with white streaks from your outstretched hand, leaving a light fog in the air where it passed.

You must succeed on a ranged touch attack with the ray to strike a target. A target struck takes 2d6 points of cold damage. A creature struck must succeed on a Reflex save or be encased in a 5-inch-thick sheath of ice and be immobilized (and thus helpless). A creature encased in ice takes 2d6 points of cold damage each round until freed. A target encased in ice is aware and breathes normally but cannot speak or move other than to attempt to escape by making a Strength check (see below). It can still execute purely mental actions, such as using a spell-like ability. A spellcaster can cast a spell with no verbal or somatic component as long as the spell lacks a focus or material component, or the material component, focus or divine focus is already in the spellcaster's hand.

The ice blocks line of effect. A winged creature cannot flap its wings and falls. A swimmer can't swim but, because ice floats, the encased swimmer will rise to the surface and bob about.

A DC 22 Strength check breaks the ice, freeing the encased creature. Creatures other than the target can also attack the ice. The ice has hardness 0 and 15 hit points. When the duration of the spell expires, the ice melts and the encased creature is freed. Damage that would harm the creature must first deal enough damage to destroy the ice before the creature takes damage, and damage dealt to the ice is subtracted from damage that would be dealt to the creature.

Source: *Spell Compenium* pg 99.

Iron Bones

Level: Cleric 4, sorcerer/wizard 4

A brief flash engulfs your undead ally, and through its flesh you can see its skeleton. The skeleton glows a dusky red for a moment.

This spell functions like *stone bones* (also in this appendix), except that the subject creature's skeleton changes to iron. The creature gains a +6 enhancement to its natural armor bonus to AC.

Arcane Focus: A miniature skull carved of iron or steel.

Source: *Spell Compendium* pg 125.

Listening Lorecall

Divination

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You feel conscious of your ears as they warm noticeably. Sounds that seem as though they should be muffled become clear to you.

You gain a +4 insight bonus on Listen checks. In addition, if you have 5 or more ranks in Listen, you gain blindsense out to 30 feet. If you have 12 or more ranks in Listen, you gain blindsight out to 15 feet.

A *silence* spell or effect negates the blindsense or blindsight granted by a *listening lorecall* spell.

Source: *Spell Compendium* 133.

Nightshield

Abjuration

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

With a whisper-quiet whoosh, a field of shadowy energy cloaks your body.

This spell provides a +1 resistance bonus on saving throws; this resistance bonus increases to +2 at caster level 6th and +3 at caster level 9th. In addition, the spell negates *magic missile* attacks directed at you.

Source: *Spell Compendium* pg 148.

Stone Bones

Transmutation

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Corporeal undead creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A brief flash engulfs your ally, and through his flesh you can see his skeleton. The skeleton glows a foggy gray for a moment, thickening with eldritch power, then all is as it was before.

You cause the skeleton of the target corporeal undead to become thicker and as hard as stone. This gives the subject a +3 enhancement bonus to its existing natural armor.

Arcane Focus: A miniature skull carved of granite.

Source: *Spell Compendium* pg 208.

Stormrage

Transmutation [Electricity]

Level: Cleric 8, druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You harness the powers of wind and storm to move, protect yourself, and attack.

You gain the benefits of a fly spell, and are protected from each direction as if surrounded by a wind wall spell. You are completely unaffected by natural or magical wind (such as a hurricane or gust of wind spell), easily able to hold your position and completely uninhibited by other

adverse effects of extreme wind (such as having to make Concentration checks because of strong winds).

Finally, you can discharge bolts of electricity from your eyes. Your caster level is the total number of d6 that you can create with this spell (maximum 20d6). You may use them all at once or divide the dice over several rounds. For example, a 16th level caster can fire an 8d6 bolt on one round and another 8d6 bolt on the next, fire sixteen bolts over 16 or more rounds (each doing 1d6 electricity damage), or make one large bolt that deals 16d6. Each bolt affects only one creature.

Launching a bolt is a standard action that does not provoke an attack of opportunity, has a range of 100 feet, and requires a ranged touch attack (you gain a +3 attack bonus if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal).

Source: *Spell Compendium* pg 210.

Tidal Surge

Evocation [Water]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

Range: Medium

Target: One or more creatures in a 20-ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

An explosion of water rushes from the point you designate, bowling over your enemies.

When you cast this spell, you create a huge wave of water that slams into one or more targets within range. If no large, natural source of water (a river, lake, or ocean) exists within the spell range, you can affect only one target. If such a source of water exists within the range of the spell, the spell creates a burst centered on a location you designate. In either case, the water deals 1d6 points of damage per caster levels (maximum 15d6) to the target or to creatures within the area.

In addition, all affected creatures are subjected to a bull rush attack, forcing them to make opposed Strength checks against the wave of water. The water has a +5 bonus on the opposed Strength check, or a +10 bonus if the

spell is cast near a source of water. You designate the direction the wave pushes when you cast the spell; creatures that lose the opposed Strength check are pushed back 5 feet, plus an additional 5 feet for every 5 points by which the wave beats their Strength checks, in the chosen direction. It is possible for a wave arising from a body of water to push characters into the water.

The wave puts out torches, campfires, exposed lanterns, and other open flames if they are carried by the target or located within the area and they are Large or smaller. If the wave hits a magical fire, those flames are targeted by a dispel magic effect as if you had cast the spell.

Source: *Spell Compendium* pg 220.

Vigorous Circle

Conjuration (Healing)

Level: Cleric 6, Druid 6

Components: V, S

Casting Time: 1 standard action

Range: 20 feet

Targets: One creature/ two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 40 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like mass lesser vigor, except as noted here and that it grants fast healing 3.

Source: *Spell Compendium* pg 229.

DM AID #1 - PARTY COMPOSITION

NOTE: If you are running this module at a premiere, please hand in this page along with the Critical Events Summary

	PC Name, PC Classes, and PC Home Region	Metaorgs and Deity	Outlands planar fork? Scroll from Scales? ⁽¹⁾ MEPACon interactive <u>The Dreaded Wood</u> ⁽²⁾ ? <u>Wrath of Dorindel?</u> ⁽³⁾	Previous Dread mods with <i>this</i> PC [Iron, Ribbons, Scales, Caverns]	3 Spot 3 Listen 3 Sense Motive
1					
2					
3					
4					
5					
6					

(1) Did you purchase the *Text of Obad-Hai* item from the *KEO6-07 Forest of Scales* AR?

(2) Do you have the *Oath Bond* item from this AR?

(3) Do you have the *Wrath of Dorindel* item from the *GEO2-04 Flowers for a Giant's Grave* AR?

DM AID #2 - QUICK REFERENCE GUIDE

A one page encapsulation of major NPC personalities and encounter instructions.

(aka: How to run this module “cold” at Midnight Madness!)

MAJOR NPCS (IN ORDER OF APPEARANCE):

Dreadtrapper Kialla Skotti (former Princess and Knight of the Dispatch (Persistent Sparrow)) - Jadzia Dax-meets-Alias. A tall and athletic Suel, with amethyst-colored eyes [previously mithril blue-grey] and long light-brown hair pulled back into a ponytail with an elven filigree silver barrette. Personable and easygoing, but expects PCs to respect the boundary between themselves (commoners) and her (born a noble). Of his four daughters, Kialla resembles King Kimbertos the most in looks and actions. Her husband, a Knight of the Watch from the Grand March, was killed in the Battle of Bloody Ridge. Her son remains with his father's family in Shibboleth, far from the Dreadwood.

Prince Caelir Za'Nai - this elven prince has all of the haughtiness and arrogance expected of his race, but the bitterness against the humans comes with the real threat that they brought into the Dreadwood. He is skilled as both a warrior and a wizard, and oversees the military operations of the Dreadwalkers.

The Catlord - This high-end thief from Cryllor decided to go someplace “safe” after constable Merla Hennig started to wallpaper the city with *Wanted!* posters with his picture on it. The Dreadwood has a way of acclimating those within its bounds, and in less than a dozen years, this former “city boy” has become a powerful force of nature.

ENCOUNTERS:

INTRO - It's just an intro - find out who's at the table. Make sure players fill out the grid in DM Aid #1.

ENCOUNTER 1 - The Obligatory Dreadwood Thug Attack. Make sure the critters flee when they're near the end; don't spend too much time on this one.

ENCOUNTER 2 - The Pixie Warlock is a font of information. He gets them on the quest for the flame of Obad-Hai to fix the Dreadwood, and gives them an additional plot hook to “awaken the Dread” while they're at it. He's the one who sent the forged letter from Kialla.

ENCOUNTER 3 - PCs see that the situation amongst the leaders in the Dreadwood is bad and getting worse. The Catlord is the one who informs PCs that the flame of Obad-Hai is in the Outlands.

ENCOUNTER 4 - PCs meet a guide to get them from the Beastlands to the Outlands [he's Eeyore, the donkey from Winnie the Pooh].

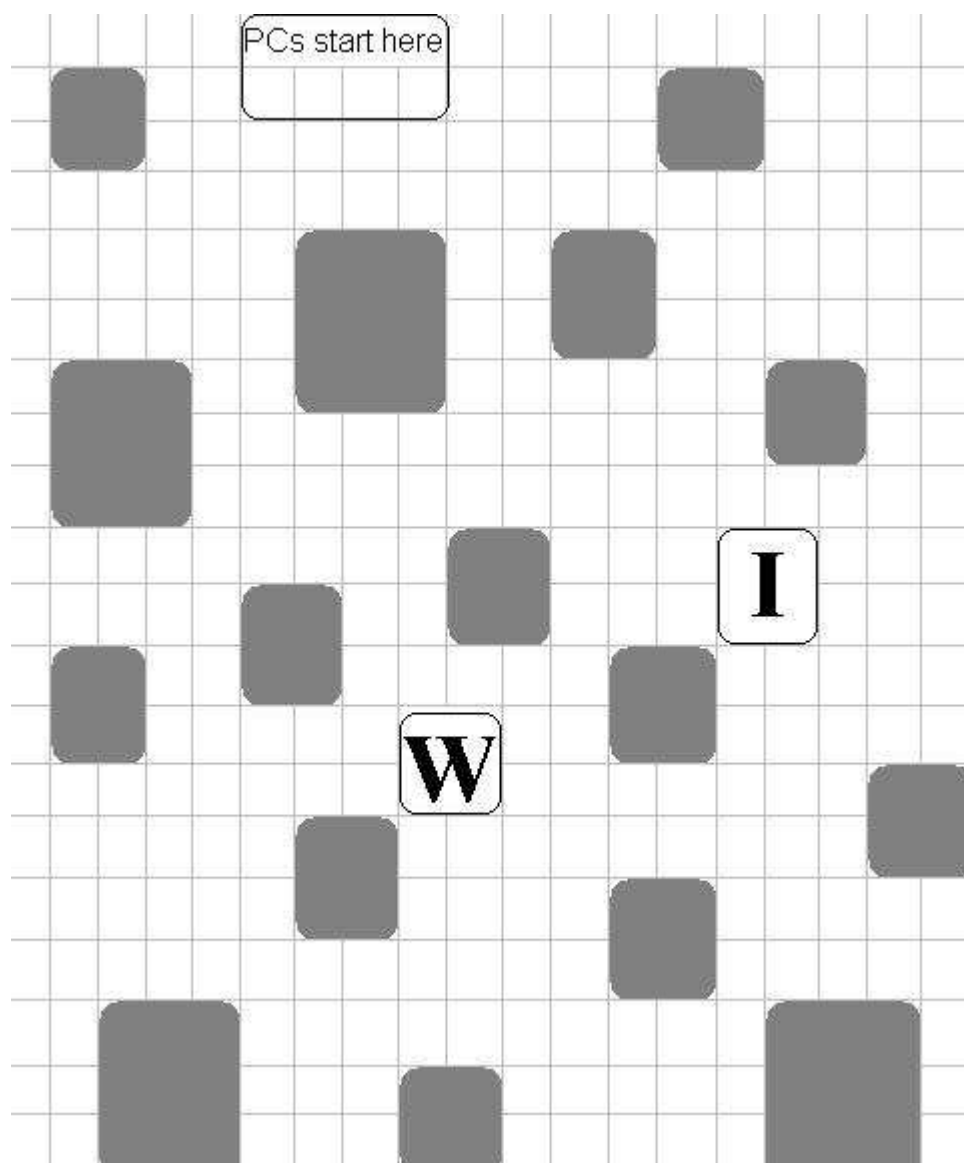
ENCOUNTER 5 - Rabbit and Lion are just there to illustrate the cycle of nature to the PCs.

ENCOUNTER 6 - Can be run before or after Encounter 7, it's up to the PCs [again, do NOT remind them of this if they forget!]. The effects of the chain can be even more dangerous than its guardian if PCs don't figure out how to break the chain and go into the next encounter down a few PCs [if PCs choose Encounter 6 before Encounter 7].

ENCOUNTER 7 - The Flame of Obad-Hai has already been found, and PCs must fight to get it back.

CONCLUSION - NO MATTER WHAT, KIALLA STAYS OUT OF THE PC'S DECISION. Anything is better than where they're at now.

DM MAP #1: DREADWOOD ENCOUNTER



PLAYER HANDOUT #1

You receive the following via Keoish pony express, along with a pile of junk mail:

Dear Brave Adventurer,

We have need of your service once again.

Please come to the Dreadwood ASAP.

Princess Kialla Skotti

PLAYER HANDOUT #2 - WELCOME TO THE DREADWOOD

Things PCs need to know:

- Terrain in the Dreadwood is difficult ground at all times; everyone is at half movement and no 5' adjusts are possible unless the PC has Woodland Stride, Freedom of Movement or a Climb speed.
- Large (or larger) creatures are considered to be squeezing at all times. The Dreadwood recognizes its own, however, and large creatures (or larger) with Plant traits do not suffer this penalty.
- The first tier of canopy of the Dreadwood is 50' from the ground. Creatures larger than Tiny whose movement is otherwise restricted [see above] are unable to move through the canopy.
- Unless the entire party has darkvision, PCs are unable to see and must carry a light source at all times.
- Due to the shadows and the density of the Dreadwood, ranged attacks are *extremely* difficult in the Dreadwood. Treat anything within Point Blank range as normal. Attacks from 30'-60' suffer a 20% miss chance, and anything beyond 60' suffers a 50% miss chance.