

TSS5-02

Seeds

A Two-Round D&D LIVING GREYHAWK[®] Splintered Suns Meta-Regional Adventure

Version 1.0

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The bullywugs threaten to overrun Sunndi, and its people cry out for help as the followers of the Toad God lead the murderous amphibians in an unholy war against everything not pure human. But are religious zeal and a desire to kill anything that moves all there is to it? Come to Sunndi and find out.

Part 3 of the “When the Wind Blows” series; a dangerous, investigative fairy tale for APL 4-14.
(Yes, this means role-play, lots of it, and Fairies. You have been warned...)

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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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.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 Appendix 1.

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

Living Greyhawk Levels of Play

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

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

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

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.

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 two-round Meta-Regional adventure, set in the Splintered Suns. Characters native to Splintered Suns Meta-Region pay one Time Unit per round, all others pay two Time Units per round.

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

A character that 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 DC 20 Survival check, 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

This is part 3 of the series *When the Wind Blows*, with *SND3-01 Harvest Time* and *TSS4-06 Wind Reaping* being part 1 and 2. These scenarios describe how the bullywugs from the Vast Swamp invade Sunndi, as they have done once every generation for at least 500 years now. The series also offers suggestions as to why this happens, and possibly what can be done about it. In this scenario, the party hopes to find some answers.

A long time ago the evil wizard Taldagar was defeated by an ancient treant druid he sought to kill, and his tower fell into ruins. Over time various beings sought to plunder the ruins, set up lairs there, or simply passed by. Through their disturbances an old unfinished magical experiment was damaged. Magical fluids leaked out and caused strange effects in the area. One such effect proved surprisingly persistent: a mutation of small plants known as Sun Children, turning them from a harmless herb into a potential disaster. The pollen of a mutated Sun Child greatly affects amphibians, throwing them into a mindless, reckless rage.

This would be nothing more than a local hazard in an uninhabited part of the Tilvanot Peninsula if not for another, perfectly natural phenomenon: a weather pattern that causes a strong, steady wind to blow for weeks or even months from the south towards Sunndi once every 25 years. On this wind the seeds of many plants are blown across the Spine Ridge into the Vast Swamp. There the mutated Sun Children turn into a true menace to all for in the Vast Swamp live the bullywugs, the amphibian worshippers of the insane frog god, Wastri.

The bullywugs, unaware of the pollen, believe it is Wastri's blessing that grants them supernatural power and the strength to defeat all that opposes their supremacy. Whenever the mutated Sun Children flower in the Vast Swamp the bullywugs fly into a mindless raging frenzy, bent upon killing all that moves. The murderous hosts are barely kept in check with drugs and spells by Wastrian priests who try to guide the frog-people into destroying the enemies of Wastri rather than, for instance, the Wastrians.

Meanwhile, the natural denizens of the Vast Swamp feast upon the Sun Children. Eventually they wipe out the foreign plant out and restore the natural balance. Without the pollen from the mutated plants the bullywugs lose their unnatural strength and endurance and (so far) are beaten and driven back into the Vast Swamp by the united forces of olves, humans, and other races, and all is quiet again –until the next time the War Wind blows.

This time though Sunndi has barely fought itself free from the oppressing forces of the Great Kingdom and is still weak from that long war of attrition, while in the Vast Swamp the Wastrians, disgusted and enraged by the fact that humans would voluntarily accept the rule of an olven king, resolved to exterminate this blemish upon human purity once and for all. It is doubtful Sunndi can withstand the onslaught and help must be found lest darkness falls over the bright lands of the Sun.

Adventure Summary

TSS5-02 Seeds starts in Newkeep, an important town Sunndi on the border with Naerie and takes the PCs into the Fey realm of Menowood in the hope of finding answers to the mystery behind the bullywug invasion that regularly plagues Sunndi. It is a Fey scenario, meaning that there is a lot of opportunity to role-play and those PCs who lose their temper quickly, might not be particularly well suited for this adventure. When you are running this scenario in a time sensitive environment, you should keep a close eye on the clock, because the risk of running longer than intended is high.

Introduction:

The party gathers at the Queen's Halls in the town of New Keep in Sunndi where the PCs learn about the results of recent investigations into the bullywug problem in southern Sunndi. Once properly briefed, they are requested to enter Menowood and find the legendary Menarden. The treant seems to know where Targandor's tower is located and this tower, or its inhabitant appears to be at the root of the recurring bullywug invasions. Assuming they accept the mission the party also gets instruction on how to safely enter Menowood.

Encounter 1: Entering Menowood

The party travels to the edge of Menowood. There they hopefully enact their instructions on entering the enchanted forest, meet the fairy Ispalian, answer his riddle, and are invited inside. Ispalian takes the party to Encounter 2.

Encounter 2: The Riddle Master

Ispalian takes the PCs to the Riddle Master, who turns out to be a manticores with prophetic powers. He offers a prophecy to all who can answer his riddles. If the party answers his riddle, he gives them a prophecy concerning their quest. Like all prophecies, it is not immediately clear what it means. As the manticores does not explain, Ispalian suggests the PCs ask the dryad Ethaliriye.

Encounter 3: The Dryad

The dryad Ethaliriye is in a bad mood. Somehow a wild boar found his way into her garden where she raises the best acorns of her tree into young oaks. The boar did considerable damage to the saplings. Ethaliriye is convinced somebody made the boar come this way and refuses to help the party until the culprit has been found and punished. The tracks of the boar are easy to follow should the party be interested.

Encounter 4: The Boar

The boar is actually the animal companion of a were-boar druid Shidan. Shidan did not send his boar on purpose, the boar acted simply on instinct. Shidan is willing to help the party and make peace with the dryad if the party helps him first. Shidan desires certain items that are for sale on the Summer Fair, a large fairy market for which one needs a magical invitation. The pixies who run the market refuse to give such an invitation to Shidan but might be more helpful to the party.

Encounter 5: The Crystal Forest

On their way to the pixies, the party comes across an enchanted piece of forest: where in the day there is a lake during the night there is a forest of crystal trees. For now all the party can do is walk there and wonder. In the center of the forest is a ruined fountain, but this too, remains mysterious for now. In the morning, the forest vanishes again and only the lake remains.

Encounter 6: The Pixies

The favor of the pixies can be obtained by teaching them something truly new, be it a song, a dish, a creative way to use a spell, or anything else. By nature, Fey are incapable of real creativity, and something really new is prized greatly among them.

Encounter 7: The Summer Fair

Here, the PCs must obtain the items Shidan wants. The Summer Fair is exactly that: a huge Fair where olves, Fey, and other creatures come to trade and have fun. Here the party meets with Veoliana, the sylph candle-maker; with Lord Wylenean, the haughty and snobby armor smith who will sell his wares only to people of breeding and fame, with the Drinking Giant, and many others.

Encounter 8: Shidan and Ethaliriye

When the PCs bring him what he wants Shidan agrees to make up with Ethaliriye. However, in the last few days several of Ethaliriye beloved saplings died and she is bent on revenge. Eventually she comes up with the "solution": she will forgive Shidan if he suffers as she did, by seeing

the boar killed. Its blood would fertilize the soil her saplings grow in, thus restoring the balance. Of course Shidan isn't about to sacrifice his friend and the PCs must find a different solution.

Once peace is made, Ethaliriye will listen and translate the prophecy, giving the party the information they need to continue. The party needs to restore the Well of Life, a magical fountain that once was the home of a water weird. In order to do so the party must retrieve several missing parts of the fountain from the Realm of Faerie, repair the fountain, and release the weird from her prison. If the party succeeds, the water weird can tell them how to reach the legendary Menarden.

Encounter 9: The One with No Legs

The party must retrieve the stolen parts of the fountain from deep within the earth. A simple task, save for the presence of some oozes.

Encounter 10: The One with No Brains

The party must gather a bag full of 4-leaved clover from a sunny meadow filled with butterflies. Unfortunately this meadow is also the favorite playground of Eoife and Ygrawn, a pair of 5-year old Cloud Giant girls who are instantly in love with the wonderful moving "toys" that just walked in! The party need to find a way to distract the girls (without harming them of course) while they gather the clover.

Encounter 11: The One that Cannot Die

To return to the Crystal Forest, the party must sprinkle a mushroom circle with 4-leaved clover. Unfortunately, this disturbs an earth elemental, which the party must defeat to reach their goal. However, the elemental has a special bond with the place: that what the party fights is only part of its body. Even a *disintegrate* will not stop this monster from reforming 2 rounds after being "killed" and attack the party again at full strength. Only nonlethal damage will keep it down long enough for the party to activate the circle.

Encounter 12: The One that isn't Thirsty

The dry fountain on the island must be made to work again. The party must repair it, clean it out, and contact the water weird. While they do so three tauric drow displacer beasts (agents of the nymph Aurelia who does *not* want to have the water weird back) try to kill the party.

Encounter 13: To Menarden

The water weird sends the party to the Killoren, a group of Fey druids. The party must convince these to help

them. The Killoren are not much interested in the survival of Sunndian civilization and try to hold out. If the party succeeds in persuading them however, they can get the Killoren to send a representative to Menarden to try and get some answers. A particularly high Diplomacy check will allow the party to be taken to Menarden himself and present their case directly. This has no influence on the outcome of the adventure; it is simply a role-playing boon. If the party speaks with Menarden through the Killoren go to Encounter 14a. If they speak directly with Menarden go to Encounter 14b.

Encounter 14a: Answers

The party finally gets the info they are looking for -sort of. What they actually get is a lot of history, some speculation, and a map to Targandor's Tower on the Tilvanot Peninsula. It should not be difficult for the party to figure out that the journey there is not one to undertake lightly or unprepared...Most PCs will also quickly realize that going there will at best prevent future invasions from happening (if those going there can destroy the mutated yellow flowers) but will do little to stop the current war. Then again, both Menarden and the Fey are now aware of the situation and they seem to think the bullywug invasion is a bad thing. Who knows what hidden powers may be unleashed from Menowood at their bidding?

Encounter 14b: Menarden

The party is taken to the mighty treant himself and may state their case and questions. Menarden does his best to answer their questions and like in Encounter 14b the party finally gets the info they are looking for -sort of with the same results.

Conclusion

The party returns to Newkeep and reports their findings. They get their rewards and the scenario ends.

Introduction

Read or paraphrase the following at the start of the event:

It is early summer and the weather is hot and sunny. For months now the bullywugs from the Vast Swamp have been on the move, invading the land of Sunndi and killing everything in sight, apparently for no other reason than that they can. Or are there other reasons after all? The foul Wastrians, worshippers of the bigoted Hopping Prophet, profess not to know and certainly don't care; they simply make use of this enormous army to wipe out everything non-human. But is bloodlust the only reason? What of the persistent rumor that speaks of

a strange yellow flower having a very unusual effect on amphibians? Maybe this call for an investigation into Menowood has something to do with it? Regardless, the call offered a chance to earn good money doing good deeds, a combination that is hard to pass up.

Ask the players if they played either *SND3-01 Harvest Time* or *TSS4-06 Wind Reaping* with this character. PCs that have played either module are given Player Handout 1. The PCs who have not played either module may make up their own reasons for answering the call to investigate the cause of the war. The Queen's Halls is a temple, library and wizard's organization dedicated to and associated with Boccob, Lydia, and Lirr in New Keep in Sunndi. A DC 15 Knowledge (religion) or Knowledge (local: the Splintered Suns) check reveals as much, and if a PC succeeds by 5 or more that character remembers rumors about the faith of Johydee (the Oeridian demi-goddess of deception and protection) being affiliated with the temple as well.

Read or paraphrase after the players have read Handout 1:

After a long journey you finally find yourselves at the Queen's Halls on a late afternoon on the 16th of Reaping. When you explain your reason for coming you are brought to the guardroom annex waiting room to the left of the main hall and asked to wait for Chaldea Starglow. Several other people are already there presumably on the same business.

This is a good point for the characters to introduce themselves and perhaps discuss Chaldea's letter.

When you are ready to continue, read or paraphrase:

After about 10 minutes a young Suel woman in a simple white gown enters, her only jewelry a silver symbol depicting a hand from which a spray of colors springs.

She bows lightly to you and in a musical voice says "Greetings. I am Jilicar, priestess of Our Lady of the Light. If you would be so kind as to follow me? Mistress Starglow is awaiting you."

A DC 10 Knowledge (religion) check links both the title 'Lady of the Light' and the silver symbol to the goddess Lydia, goddess of knowledge, music, and daylight. At the higher APLs, Jilicar is a bit shy around the powerful PCs though obviously honored and if they treat her well, pleased.

Assuming the party follows, continue:

Jilicar leads you through the main hall, up the stairs to the Great Library itself. There she takes you to a small conference room where three human females, a human male, and a half-olven male rise as you enter. Scattered on the round table are many old books, tomes, and portfolios, as well as several maps.

One of the women speaks. "Welcome. I am Talmiria, Keeper of the Library."

She gestures at one of the human women, a young dark-haired Oeridian woman, and the human male, an older blond Flan, "Allow me to introduce to you Lady Elia Donner, eldest daughter of Count Donner, ruler of this county and his representative at this meeting. I also have the pleasure of introducing to you Sir Andur Sunnabi, here to represent Lord Jarinto of Stallward, the county bordering the Vast Swamp. They are here as observers."

The two humans nod politely at you and Lady Talmiria invites you, "Please, be seated. Mistress Starglow has much to tell."

She gestures at the many vacant chairs.

Those who played either *SND3-01 Harvest Time* or *TSS4-06 Wind Reaping* immediately recognize Mayor Chaldea Starglow as well as Felan, the half-olven innkeeper of the now burnt Olive & Bear Inn – both from the now devastated viillage of Longwood on the margins of the Vast Swamp. A DC 15 Knowledge (religion) or Knowledge (local: the Splintered Sun) check reveals that a Keeper of the Library is one of the higher ranking librarians serving directly under Yasme Volongkech, the head Librarian. Members of the Queen's Halls, a Sunndian Meta-Organization, know this automatically.

A DC 15 Knowledge (local: the Splintered Suns) check reveals that Count Donner is the ruler of this county, Pelsand, while Stalward is one of the two provinces bordering on the Vast Swamp and currently being invaded by the bullywugs. Characters native to Sunndi know this automatically. Both are here more out of personal curiosity and a desire to keep informed than out of any belief of anything useful actually coming from mayor Chaldea's plan, but of course they are too polite to admit this.

Chaldea is clearly glad and relieved the PCs have come and warmly welcomes those she knows, politely thanking those she does not know yet. When all are seated, read or paraphrase:

As Jilicar leaves, discreetly closing the door behind her, Chaldea Starglow, former Mayor of Longwood, takes a deep breath and says, "My friends, I thank you for coming. The dark times I feared so much have come at

last: the bullywugs are once again invading our land. Now I need your help in what may well be a fool's errand, a wild goose chase after fairy tales and false hope."

She shakes her head, and continues, "Let me explain. With Longwood in ashes and my villagers scattered on the winds, serving in the army or seeking safety in the north, Felan and I came here to New Keep, both to keep my daughter and her children safe while her husband and oldest daughter fight the bullywugs and to try and solve the terrible puzzle of the invasion: why?"

"As some of you may know this is not the first time the bullywugs invade our country, nay, nor the second or third time. They have been doing it for ages, time and again attacking and being driven back into the Vast Swamp. Although much was lost in the wars and battles of the last centuries, I have, with the help of the good people of the Halls, created a record of the bullywug attacks going back for over 300 years. That in itself means nothing, other than the rather peculiar fact that the invasions seem to happen roughly once every generation and are almost always preceded by that strange portent, the War Wind.

"But recently an old piece of paper was discovered and brought to the Halls. This document implied that the strange yellow flowers that began to grow around our village in such abundance last year and that some suggested may be linked with the aggressive behavior of the bullywugs, that these flowers are in turn linked with a far-off ruin.

"Now I know nothing of this ruin, but the name Targandor rung a bell for Mistress Talmira and she showed me a transcript of an old fairy tale. In this story a powerful treant defeated a wizard named Targandor. Now I am the first to admit I am grasping at straws here, but Felan here assures me that treants, walking intelligent trees, do indeed exist. If THIS treant, Menarden, actually existed, Felan claims he may well still be alive, and if so, know the way to this wizard's tower. If he exists and this is more than an old woman's desperate dreams then maybe, maybe we can find a way to end this war once and for all."

Chaldea looks at you all, then quietly says "I would ask of you that you go into Menowood, find this Menarden, and learn what you may of him. Even if he does not know the answers we seek or indeed does not exist at all, Menowood is a strange place and perhaps the gods will lead you to others willing and able to help; the Fey know many things long lost to mortal ken."

Talmira, who sat silently while Chaldea spoke, now adds, "While we hope you will find what Mistress

Chaldea is looking for, chances are in fact very slim. However, if you enter Menowood and come out again alive and well you are bound to have a most interesting tale to tell. If you would come back afterwards and share your knowledge with us in detail we are willing to reward you for your efforts. Little is known of the lands of the Fey, therefore all knowledge is welcome."

Both Chaldea and Talmira wait for the PCs to respond. Travel from New Keep to the eves of Menowood takes about 4 days by horse. In return for their efforts, Talmira is willing to offer 50 gp per APL for the PCs' time if they will agree to an in-depth hearing on their adventures in Menowood afterward.

If the party accepts (or asks for it) Chaldea will hand them the relevant information she found for their perusal. Give the players handouts 2, and 3. Note that Appendix 8 has a plain-text version for you, the DM, of Player Handout 3.

When the party accepts the mission, read or paraphrase:

Felan, who so far said little, looks up and asks "Do you know how to enter Menowood safely? The Fey are very private and do not like to be disturbed."

A DC 30 Knowledge (nature) or Bardic Knowledge check reveals the relevant information but otherwise the party is unlikely to know and so Felan tells them.

Read or paraphrase:

Felan nods as you admit ignorance and explains, "Happily, I do know how to do this. I have distant kin in Menowood and visited them once when I was young."

He smiles in memory and then continues.

"Along the border of Menowood there are several places where outsiders can request entrance. The one I am familiar with lies not far east of the hamlet Taruk in the County of Deltrees. I'll draw a map for you later on, but it should not be hard to find.

"About half a day's travel east of Taruk is a hill upon which stands an ancient oak that was struck by lightning. At the foot of this tree stand three stones; with a bit of fantasy one could say they form a chair, the tall stone forming the back, the two smaller ones the armrests. This is the Throne and this is where you must hold a feast during the night of the full moon. Bedeck the Throne with flowers, hang garlands in the oak, make it as fanciful as you can manage! Prepare a delightful meal, sing, dance, and be merry, and in time the Fey will come.

"They will want to know what you are doing and why and may try to steal food from the table. Do not let them! Invite them to partake in the feast but do not let them touch it until they have formally accepted your hospitality. Likewise do not answer their questions and under no circumstances give them your name or admit to it, should they know it somehow. Find different things to speak of, describe yourselves in any way you like; avoid outright lies but do not give in until they have formally introduced themselves and accepted your invitation. Only then allow them to partake and use your name. Make sure you offer them the best seat, the Throne, to sit on!"

"When they have accepted and you have exchanged names, they will want to know why you are there. Tell them that you wish to celebrate the beauty of the Lover's Moon in the bowers of Menowood. Do not tell them you wish to enter, much less why. Avoid any direct answer to this. When the moon sets the feast will end and the Fey will grant you a request. Now you may ask for their permission to enter Menowood and walk there freely. It may be that they will offer you other things; riches, power, anything; politely refuse them and stick with your request. It may be they will demand an additional price; a gift, a task, something else. This you must pay, lest they allow you to enter but never leave again. Then, in the light of dawn, you may safely enter Menowood."

Felan will answer questions to the best of his ability but really has little more to say. The Lovers' Moon is a common name for full Luna this month and occurs the 25th (this takes a DC 10 Knowledge (local: the Splintered Sun) check to know) and the PCs are not the only ones to celebrate that night – although most people will do it more privately.

If asked for his relatives, Felan replies that they may mention his name to any olve the party happens to meet, but among the Fey it is unlikely they'll meet anyone who knows him or cares if they do.

Development: Once the PCs have no further questions the meeting is ended and the PCs can leave the temple. It is now late afternoon and the party would do well to find an inn. They have 9 days to reach the oak at the border of Menowood, 4 of which they'll need to travel there if they go on horse. They could of course walk, *teleport*, or find another way to arrive there but most parties will have several days to spend on shopping for the feast and other things. Once they are ready to leave, continue with Encounter 1.

Encounter 1: Entering Menowood

Adjust the boxed text below as needed if the players do not travel on horseback. Read or paraphrase:

Having finished with your preparations in New Keep you set out on a bright sunny morning towards Menowood. The first night offers the hobniz hospitality of the inns of Viceroc, the nights after that will be out in the wilderness until you reach the hamlet Taruk.

Happily, thanks to the oppressive heat, any resident monsters decided to stay indoors in the cool shade, leaving you only the crickets for company under the blistering sun. And so your trip goes speedy and well and you arrive in Taruk with little trouble along the way, a bush of stinging nettles the most dangerous thing to encounter. Like so many other towns, the population of Taruk has swollen with refugees and food and other basic necessities are scarce, though not yet depleted. That however is only a matter of time, especially since many of the more southerly villages will not see their harvest in...

With the threat of famine and plague on the horizon the town's mood is grim but not hostile. If the party asks many people can point them to the Throne, though any mention of the ritual to gain entrance to Menowood draws only blank faces and warnings to stay well away from both the forest and the Fey; they are dangerous and not to be taken lightly.

If there is time you can roleplay the following anecdote: One of the speakers tells how his own niece's husband's cousin once outwitted a group of angry Fey intend to murder him. They wanted him dead for no other reason than Yehan having wandered, quite by accident, into Menowood. The Fey took him prisoner and sentenced him to death! Then the Fey told him he was allowed one last statement. If the statement be false they would boil him in oil. If it be true they would drown him. But he was far too clever for them! After some thought Yehan told the Fey they would boil him in oil, creating much turmoil among his captors. For if they now boiled him, his statement would be true and he should have been drowned. But if they drowned him it would be false and he should be boiled! The argument that followed lasted all day and into the next morning but the Fey were unable to solve the dilemma and, outwitted, were forced to set him free. All the locals nod sagely at the story, agreeing that Menowood is no place to be for honest folk.

Nevertheless, if the party wishes, a shepherd named Ymon is willing to take the party to the Throne. In fact he

welcomes the opportunity as it means his flock is going to be well protected. He doesn't believe for a moment the Fey come, but is quite happy to spend the night at the hill and return home next morning (with the disappointed party as he believes). Under no condition does he go into Menowood with the party.

Note that the party may also wish to hire NPCs (like a bard or a chef) to help them with the feast. Hiring a NPC costs 3 sp per day as described in Table 4-1 (page 105) in the *Dungeon Master Guide*, plus 2 sp "hazard pay" for a total of 5 sp per day. ("Dem Shinin' Folk are risky!")

If the party wishes to spend time (assuming they have time to spend still) helping the refugees this is gladly welcomed; there are many sick and wounded and even simple chores like wood chopping for the public kitchens or entertaining the children would be of use. Apart from making the PCs feel good this gets them some goodwill in town, so that any hired PCs foregoes the hazard pay. Be sure to mention this lest the (rich!) PCs never notice, but do keep it.

🐉 **Ymon:** Male human Com1 (shepherd).

🐉 **Hazenys:** Male human Com1 (chef).

🐉 **Imenta:** Female human Com1 (musician).

From Taruk to the Throne is just over half a day of travel on horseback or a whole day on foot and/or when accompanied by Ymon and his flock. When the party nears their goal, read or paraphrase (and adjust as needed):

A glorious sky of orange, pink, and golden clouds glows over your heads by the time you reach what must be your destination. Just a little bit ahead is a grassy knoll upon which towers an enormous oak. In the deep shadows underneath its mighty branches there seems to be a rock, though it is hard to tell from here. As you continue to follow the small trail leading up the hill, you get a better view of the hill top and soon can see that there are indeed 3 stones at the foot of the oak, standing in front of a great rent in the trunk of the tree, going upwards and out of sight: the path along which lightning once crackled into the ground.

A DC 15 Search check or DC 20 Spot check shows more markings, better healed but clearly indicating the tree gets struck by lightning fairly often.

If Ymon is with the party he tells them tall stories about the Fey, the Throne, and the oak tree itself which he claims are all quite true. He watches with interest as the party gathers flowers, cooks, uses magic and does whatever else they think is needed to ready the place for the feast, commenting on their choice of decorations (he

likes violets, forget-me-nots and anything purple), offering advice on where to put candles or other lights, sampling the dishes, and so on, being helpful, polite, and very curious. Ymon has one actually helpful tip: the Fey like merry, lively music. If the party has (or can somehow improvise) an instrument he strongly suggests they play it and see if that lures the fairies in. A DC 20 Knowledge (nature) check or a DC 15 Bardic Lore check reveals this as well. This check also shows the fact that the Fey often react favorably to gifts.

Once the party decides they are finished all they can do is wait and enjoy the feast. Meanwhile you, the DM, can look at this checklist to see when and how many Fey will come:

The party has:

- Helped the villagers and refugees of Taruk (the Fey look kindly upon helpful folk): 1 point.
- Decorated the Throne with garlands: 1 point.
- Decorated the tree with garlands: 1 point.
- Provided other decorations: 1 point.
- Provided festive lighting: 1 point.
- Provided food and drinks: 1 point.
- Provided a merry mood themselves: 1 point.
- Used Pyrotechnics or other means to provide fireworks: 1 point.
- Made sure they have no cold iron on them: 1 point.
- Provided acrobatic displays: 1 point.
- Provided lively music: 2 points.
- If the musician(s) succeeds in a DC 20 Perform check (stacks with providing lively music): 1 point.
- If the musician(s) succeed at a DC 30 Perform check (stacks with the previous results): 1 point.
- A 'Fey touched' PC in the party: 1 point.

If for any of the points above the party took extra pains, be it through good role-play or skill checks, to create something of excellent quality, double or triple the points given for that part as seems appropriate. The Perform skill results above are provided as an example.

Add these points together and check below what happens:

- If the party gets **less than 5 points**, no Fey appear. In a cold dawn the party must admit failure and the adventure is over.
- If the party gets **5 or 6 points**, shortly after midnight a small group of Fey appears, lead by a pixie Ispalian. He is not in a very nice mood, (status: Unfriendly), but curious enough to

come out and see what's going on. He is accompanied by a swarm of shimmerlings (tiny Fey).

- If the party warrants **between 7 and 9 points**, Ispalian comes out soon after the party is ready and his mood improves rapidly to Indifferent as he approaches and sees the feast. Like above he is accompanied by a swarm of shimmerlings as well.
- Should the party get **10 to 14 points**, Ispalian comes right away, is merry, and accompanied by 6 more pixies in addition to the shimmerlings. Ispalian is Friendly, his friends are Indifferent.
- For **15 points or more**, Ispalian is Helpful and his 6 companions are Friendly.

Assuming the Fey appear at all, read or paraphrase:

The weather tonight is exceptionally clear and pleasant and there is a crystal quality to the air that reminds you of joyful nights of long ago, when you were still too young to be aware of the harsher sides of the world. As you overlook the results of your work you realize that now there is only one thing left to do: be merry and enjoy yourselves!

Ask the players if there is any last thing they want to do, then proceed (adjust as needed):

It is a strange thing, to be feasting in a strange place in a country at war and facing possible annihilation but on a night like this being merry is not a difficult chore. Luna shines a brilliant white in the starry sky, poring liquid silver over the landscape. From your high vantage point you can see Menowood as a great restless ocean - foam-crested waves over unfathomable dark depths.

Then you realize there is a light in the darkness under the waves, bobbing around among the branches of a tree at the edge of the forest. For a few seconds the light lingers at the edge of the wood. Then, it moves closer.

Give the party a chance to react if they like, then continue:

As the light moves nearer you realize it isn't a single light but a myriad of tiny glowing creatures!

The creatures are maybe 4 inches long and glow gently in all the colors of the rainbow, dancing and spiraling in tune to an unheard music; a fascinating sight! Somewhat harder to see, as it doesn't glow, is a creature [or with more points several] taller, well over 2

feet tall, which flies along with the swarm. Have your guests arrived at last?

Creatures: The taller fairy is Ispalian, a pixie, as are his taller friends when present. Ispalian's friends are named Gallagher, Irvin, and Teague (male pixies), and Birkita, Edana, and Treasa (female pixies). The pixies look like olves with dragonfly wings, and are dressed in colorful garments with belt pouches to store equipment in and armed with a bow and a tiny sword.

The tiny glowing Fey form a swarm, a Shimmerling Swarm to be precise. They are totally indifferent to the party and will not truly interact with them. The swarm is purely a colorful detail, and they flee when attacked, which would immediately finish the adventure since the PCs cannot enter Menowood afterward. The Swarm has a hive mind so when a PC (or NPC) speaks to one member of the swarm, the response is likely to come from another. An individual shimmerling looks like a 4-inch tall olve with dragonfly wings. Its skin and hair are the same color as the glow it gives off, which can be any color of the rainbow. A shimmerling weighs 1 ounce. They shimmerlings only speak Sylvan. The members of the Shimmerling Swarm do not speak to the party until the Swarm is invited to join the party, except perhaps to cheer or boo as appropriate. After having been invited, treat the Swarm as a single entity (which it is), a Fey like the others.

All APLs (EL varies)

♣ **Ispalian:** Male Sprite (pixie); see *Monster Manual* page 235.

♣ **Ispalian's Friends:** 6 Sprites (pixies); see *Monster Manual* page 235.

♣ **Shimmerling Swarm (1):** See *Monster Manual III*. (Since the PCs do fight these creatures, the monster has not been reprinted in the scenario to save space).

Tactics: If the party moves to attack or otherwise acts hostile or unfriendly, the Fey retreat into Menowood and do not return. If the party takes no threatening actions, the Fey approach and go straight for the table. If the party does not protest, the Fey simply eat everything in sight and then leave again, unless Ispalian is Helpful in which case he stops the others in time. If the party does protest, Ispalian takes the lead and the other Fey wait until he is finished – for a while anyway.

Development: In order to gain permission to enter Menowood, Ispalian's attitude must be Helpful. In most cases he is merely Friendly (or worse) and the party has to work at improving his mood. This can be done in steps

over the course of the feast with several Diplomacy checks as explained below.

Since this encounter relies heavily on the use of Diplomacy, reread the skill description carefully if you think you are unfamiliar with the rules. Note that with a sufficiently high result, the skill allows one to shift an NPC's attitude multiple steps (from Unfriendly to Friendly etc). If the party rolls high enough to warrant such a result apply the rules as given in the table on page 72 of the *Players Handbook*.

There are several things the PCs can do to ruin, hinder or help their attempts to enter the woods. Since the PCs have been warned/informed of all of these, make sure the player(s) did not miss this and if needed ask for a DC 10 Intelligence check to remember it again:

- The party should NOT give out their real names or their real purpose for being here. If a PC gives his real name, he incurs a -2 penalty on any social skill checks with the Fey in this scenario as word of his mistake spreads rapidly; a name is a valuable commodity and anyone just handing it out is either a liar or a fool.
- The party should not reveal their desire to enter Menowood too soon. Doing so immediately shifts the mood of the Fey 1 step towards negative (Friendly becomes Indifferent). The Fey are very private and a stranger who is a blabbermouth to boot is unwelcome. If the mood becomes hostile, the Fey immediately leave and the adventure is over.
- Any mention of the wish to meet Menarden ends the encounter immediately. The Fey all but worship the ancient treant and the thought of strangers wanting to see him is simply unspeakable. If this happens, they leave at once.
- If the PCs think to give Ispalian a guest gift (any small interesting trinket will do) Ispalian appreciates it very much and becomes favorably inclined; the party may re-roll a single failed Diplomacy check during the encounter. This can be done only once.

If the party fails a check, apply the results as given in the table on page 72 of the *Players Handbook* and go from there, adjusting the situation descriptions as appropriate.

Unfriendly

If Ispalian is Unfriendly he becomes rude and makes derisive comments on the food, the decorations, and the PCs, and demand the party tell him why they are disturbing the night with their mortal idiocy. If the PCs remain friendly and polite (perhaps even apologizing for their meager skills) and invite him to the feast they may make a DC 15 Diplomacy check in order to improve his

mood. If successful go to "Indifferent". If the party fails Ispalian becomes Hostile; if the party bears with him and remains polite they may make a new check to improve his mood to Indifferent, but now the check is DC 25. This is slightly harder than the table indicates, but then the skill usually does not allow a retry at all.

If they fail again the Fey snatch whatever food they can and leave.

Indifferent

If Ispalian is Indifferent, he acts aloof rather than rude and foregoes the derisive comments, but he still demands to know why the party is here. If he already asked (because he started out Unfriendly), he repeats the question using new words, trying to trick the party into answering it after all (if they fall for it, he becomes Unfriendly as mentioned above).

Again, if the PCs remain friendly and polite, offering hospitality and invitation (possibly for the second time) they may make a DC 15 Diplomacy check to shift his attitude to Friendly.

If the party succeeds proceed with "Friendly".

Friendly

If Ispalian is Friendly, he politely inquires after the PCs' reasons for being here (unless he already did so) and gladly accepts their invitation. He then inquires if the party is going to invite the other Fey as well and if they do, this too is gladly accepted. If the other Fey are not welcome (unlikely but possible) they boo and jeer but go away –spreading the tale of the PCs' miserliness, resulting in a -2 on all social checks involving Fey in this scenario.

Ispalian then formally introduces himself (and any accompanying Fey) and ask the party for their names in return (which they are now free to give). Once the feast is well underway, Ispalian asks how the PCs spend their days and if they have any interesting stories to tell. Assuming they do (they are, after all, adventurers) they can make a DC 20 Diplomacy check to improve Ispalian's attitude from Friendly to Helpful. If the PCs actually role-play this feel free to give a circumstance bonus if they warrant it.

Helpful

When Ispalian is Helpful, he readily accepts the PCs invitation without doing anything so crass as to inquire after their reasons for being here. He asks if the other Fey may also join (see "Friendly" for the results of the party's response) and in general be a merry and pleasant guest, swapping tales, jokes, and songs with the party. If any of the PCs are Fey-touched (which for example could be gained in *SND4-03 Woodland Games*), Ispalian notices

this and he wants to know all about it, being appropriately shocked at the deed and relieved all ended well (assuming it did for this PC).

The Other Fey

Unless Ispalian starts with a friendly or better attitude, the Fey accompanying Ispalian have to wait before they can join the celebration. If they have to wait too long, they become impatient. If, after 2 Diplomacy checks, Ispalian has not yet accepted the party's invitation, the other Fey become restless and begin to make unfriendly remarks about the party.

If a third Diplomacy check does not change things several of the Fey will lose patience and snatch at the food. If the party does not react, the Fey will snigger and jeer; the next Diplomacy check is at a -2 penalty. If the party reacts with hostility or violence the Fey will shy back, but the next Diplomacy check is also at a -2 penalty.

If the party finds another way of preventing the theft (don't bother with initiative or the like; any reasonable idea works), the Fey will laugh and withdraw; no penalty is incurred. If the party was particularly creative or funny they even get a +2 bonus to the next Diplomacy check, as the Fey admire their resourcefulness.

Dawn

When Luna is setting and the feast nearing the end, Ispalian thanks the party for the feast and asks if there is anything he can do for the party to return the favor. Now, finally, the party may ask permission to enter Menowood though they still must not name Menarden. Ispalian is very reluctant at first and the other Fey are downright negative (but as guests of a guest have no vote in the matter), but if helpful, he eventually agrees to allow the party entrance if they solve a riddle for him. Although he pretends it to be a meaningless whim, Ispalian does not allow the party entrance unless they answer the riddle.

If the party agrees Ispalian recites the riddle for them. Give the party **Ispalian's Riddle** from Player's Handout 4:

*In a marble hall white as milk
Lined with skin as soft as silk
Within a pool crystal-clear
A golden apple doth appear.
No doors or windows in this hold,
Yet thieves break in to steal its gold.*

The PCs may discuss the riddle amongst themselves but they must answer the riddle or the deal is off.

Now this is a plain riddle that the players have to answer. However since some PCs are far smarter than

even possible for a real human, each player can make an Intelligence check in order to get a hint from the DM (or to aid another: DC10). If a PC has Bardic Knowledge or a similar ability this can be used instead, using the same DCs for the results. In addition if there are other pixies (not merely the Swarm) with Ispalian, they offer suggestions as well, some outrageous or ridiculous, some actually helpful. If there are 2 other pixies add a +1 to the roll; if there are more add a +2.

Then check the list below:

DC 10: Not a clue.

DC 15: It's an item.

DC 20: It's a mundane, even common object.

DC 25: It's an egg.

Once the party answers the riddle (it is indeed an egg), Ispalian becomes ecstatic, dancing and singing for joy. He then grants the party permission to enter Menowood and leave whenever they like and urges them to follow him; they simply *must* see the Riddle Master!

If Ymon or other NPCs are with the party, they now take their leave, their eyes filled with wonder at the truly remarkable night they witnessed. Ispalian and the other Fey spread among the sheep and whisper in their ears "so they know what's expected of them and don't go astray" and Ymon leaves a happy man with an uncommonly orderly and obedient herd. The other villagers likewise go home. If the party so desires, they can (for a small fee) care for the horses of the party at the village, since large mounts generally are not of much use in the forest (no skill check needed to realize this; it's obvious). The party is free to take the animals along but should not expect to get much benefit from it movement-wise.

Also since they spend the night feasting, the entire party is considered fatigued unless they took measures to prevent this, either by magic or by arriving a day early to rest and prepare.

Continue with Encounter 2: The Riddle Master.

Encounter 2: The Riddle Master

Ispalian, quite happy with his answer, urges the party to follow him; he will take them to the Riddle Master, who will be very happy to meet them. Assuming the PCs follow him in, read or paraphrase:

In the bright light of dawn the colorful lights of the tiny fairies are barely noticeable but Ispalian radiates enough happy joy to easily make up for them, urging you to follow him, laughing and singing as he flies.

After a short stroll across the glen you stand at the edge of Menowood where you hope to find an answer to the war. Enormous trees loom over you casting dark, foreboding shadows. Strange birdcalls echo among the black bowers and it seems a thousand hidden eyes peer at you from among the branches and trees. Watching. Evaluating. Judging. But there is something else even more unsettling, not obvious at first glance, but there all the same: the grass of the glen bends in the morning breeze but the leaves of Menowood are still. And the drifting clouds overhead cast their shadows on the land but in the gloom ahead the light, what little there is, shifts differently, as an afterthought to other more interesting things...

Allow the party a chance to react, cast spells or otherwise prepare. Ispalian and any other Fey blithely ignore the phenomena and are surprised if it disturbs the PCs. If asked Ispalian replies that time moves differently in the lands of the Fey, the borders to which are very close in Menowood. In the (unlikely) event a PC refuses to enter the adventure is over for that PC; for those that do enter, read or paraphrase:

When you step into the shadow of the eaves as Ispalian bids you...nothing happens. No prickling skin, no shivery spine, no tingling, - nothing. And yet the world seems different, more exiting and colorful, the bullywug invasion a distant almost irrelevant memory. There is peace here; the air, sweet like heady wine, is still, not silent, but quiet, full of joyful expectation, as might be felt upon the morning of a great feast, the day's promise so full of marvelous wonder one might burst, the only solution seemingly to dive into it headlong and forget all else. Sunndi, the bullywugs, the whole world of Greyhawk outside the lovely, wonderful forest - what do they matter? Does anything matter other than the fact that you are here, now, in this magic place? Does it?

Around you the Shimmerling Swarm disperses among the trees, the merry lights of the individual fairies winking out one by one as they vanish from sight. Somewhere ahead Ispalian is singing a silly song about eggs, giggling as he twirls about trees and branches and dancing in mid-air.

Although no actual spells are involved it certainly may seem that way to the PCs. However the urge to enjoy and forget can simply be ignored, but any PC who is Fey-touched (which for example could be gained in *SND4-03 Woodland Games*) or simply of a chaotic, playful nature finds it hard to be anything but merry.

There is nothing remarkable to find in this area although a DC 15 Spot check shows that the world outside the forest seems hazy and unreal, occasionally shimmering like a mirage or a badly designed illusion. If the party questions Ispalian on this, he has no idea what causes it. He doesn't know (or care) where the other Fey went either; they just went their own way.

If the party follows Ispalian, read of paraphrase:

As you follow Ispalian down the gentle slopes deeper into the forest the woods slowly become lighter, more open. Wherever the sun reaches the forest floor colorful flowers spring up, scenting the air with delicate fragrances. As you walk the bluebells and primroses give way to Creeping Jenny and bog lobelia and then rushes and valerian as the ground gets increasingly soggy. Soon, despite the trees, it is clear this isn't a forest but marshland. But Ispalian flies on, blithely ignoring the pools you slog through and unaffected by the black mud soon coming up to your knees.

Then he calls out; "Astenin! I solved it! Astenin! Where are you? I solved your riddle! Now it's my turn!"

A grumbling cough responds and from a clump of elms on a rise in the ground a dark voice snarls;

"What, already? Where did you get so smart you ugly pest?"

The trees sway wildly as something big moves around and an enormous black leather wing pushes heavy branches aside, revealing the most hideous beast you ever saw. Dragon wings and a scaly tail ending in a lump of vicious spikes, a lion's body marred with dark splotches and wickedly sharp pins rising from its back, it all comes together in a hideous humanoid head, staring balefully at you.

"More intruders?" it spits, "And what do YOU want?"

Astenin the Riddle Master is a mantichore and although neutral rather than evil, he is unpleasant, sadistic, and sour. He despises the Fey (who often tease, taunt, and trick him) but suffers them because they can answer his riddles. And Astenin craves those answers.

A long time ago Astenin drank from a wishing well, wishing to know everything. Being poorly worded the wish instead gave him prophetic powers and an insatiable desire to learn and have answer to every riddle in the world, as the mantichore firmly believes that every riddle answered will improve his intelligence that much further. Good or evil, there is little Astenin won't do if it gets a riddle answered (up to and including becoming a follower of Istus and a Divine Oracle) and so he stays,

even though it means living among the capricious, chaotic Fey.

The Fey, on the other hand, consider the highly lawful mantichore to be a wonderful butt for their jokes and his prophecies are often interesting if not downright entertaining. Ispalian went a step further and agreed to a riddle contest. If Ispalian wins Astenin will prophesy for him whenever Ispalian wants for a year and a day. If he loses he must serve Astenin for a like period and prevent the other Fey from bothering the Mantichore. The contest continues until either party fails to answer a riddle by noon the next day.

Since the mantichore isn't too bright, Ispalian expected to have an easy time of it, but somehow the blasted beast was able to answer every riddle so far; things have dragged on now for 2 weeks and Ispalian has lost interest. Of course losing is not an option, so he must continue with the game until he wins. The current riddle is in Ispalian's opinion not all that hard, but he simply couldn't be bothered anymore in solving it. Thus, tricking the party into answering the riddle for him seemed a nice trick and he did so as soon as the opportunity presented itself.

The mantichore dislikes the party already, simply for coming with Ispalian. However, if they behave politely, he does not attack and simply wants to know what they are doing here. If the party tells him of the troubles with the bullywugs he is very interested but does not help them. He is however willing to prophesy for the party if they answer a riddle for him. Ispalian agrees this is a fair bargain; it's what the mantichore usually asks and the party should have no trouble answering the riddle – after all, they solved the egg-riddle quite nicely, didn't they?

Oops...

Read or paraphrase the following the moment Ispalian mentions that the party solved the riddle for him:

The moment Ispalian mentions that it was actually the party and not him that answered the riddle, Astenin explodes. One moment the moody creature stands glowering on the small dry patch, the next his fur and spikes are on end and he roars, "WHAT?! Why you..."

In a flash of movement the mantichore swipes the surprised Ispalian from the air and pins him to the ground so quickly the pixie doesn't even get the chance to scream.

Have everyone roll a Sense Motive check vs. Astenin's Bluff check. Those that made the Sense Motive check see a telltale flicker in Astenin's eyes and may act during the surprise round on their initiative. Everyone else is

surprised and must wait until normal combat ensues. If the party does not interfere Ispalian meets an untimely end as a mantichore snack. Presumably however the party will interfere, either by attacking or talking.

Note that the EL is reduced by 1 because Astenin does not attack the party during the surprise round or round 1 (see under Tactics).

APL 4 (EL 7)

☛ **Astenin:** Male mantichore Clr3/Divine Oracle3; hp 120; see Appendix 1.

APL 6 (EL 9)

☛ **Astenin:** Male mantichore Clr3/Divine Oracle5; hp 138; see Appendix 2.

APL 8 (EL 11)

☛ **Astenin:** Male mantichore Clr3/Divine Oracle7; hp 156; see Appendix 3.

APL 10 (EL 13)

☛ **Astenin:** Male Mantichore Clr3/Divine Oracle9; hp 174; see Appendix 4.

APL 12 (EL 15)

☛ **Astenin:** Male mantichore Clr4/Divine Oracle10; hp 188; see Appendix 5.

APL 14 (EL 17)

☛ **Astenin:** Male mantichore Clr6/Divine Oracle10; hp 213; see Appendix 6.

Tactics: During the surprise round, Astenin grapples and pins Ispalian. If the party attacks right away, the mantichore will waste one round to tell them to back off or the fairy gets it. If the party does not stop their attack the mantichore, recognizing the greater threat, attacks the party, ignoring Ispalian for now.

Astenin does not fight to the death but surrenders when he is down to roughly ¼ of his hit points (adjust for the situation; if only 1 PC is still standing it's a bit different of course). Until then Astenin is more interested in driving the party off than outright killing them, though he has no qualms about doing so.

Note that the party may well be fatigued from their feast last night.

Treasure: None. Astenin long traded his possessions away in his everlasting quest for knowledge.

Development: If the party kills the mantichore they will not get the prophecy and they have a harder time

later on. Refer to "Astenin Killed" at the end of this encounter for suggestions on how to proceed.

Astenin is Lawful Neutral but has strong evil tendencies; appealing to higher motives falls on deaf ears. Still if the party does back off, they can convince him to let Ispalian go free, if they solve another riddle for the Manticore. Give the party **Astenin's riddle** from Player's handout 4:

*Bright as diamonds,
Loud as thunder,
Never still,
A thing of wonder.*

This time the party must solve the riddle without fairies to help them, but of course can still make an Intelligence or Bardic Knowledge check:

DC 10: Not a clue (or Assisting)
DC 15: It's something to look at
DC 20: It's a natural occurrence
DC 25: It's a waterfall

If the party solves the riddle, Astenin also prophesy for them as they solved Ispalian's riddle (and he sneers at the pixie as he says this). Ispalian is rather unhappy about losing his year of free prophecies but can't do much about it as Astenin refuses to even speak to him. On the other hand he is free of the dreary riddle contest, which is a good thing as well.

If the party defeats but does not kill Astenin he will offer the prophecy as the price for his freedom.

Extra: In case you need, for whatever reason, some more riddles, here are two more:

*Glittering points
That downward thrust,
Sparkling spears
That never rust
(icicle)*

No sooner spoken than broken. What is it?(silence)

The Prophecy

If the manticore prophecies for the party read or paraphrase:

The manticore settles on a dry piece of ground and closes his eyes. For long moments Astenin sits motionless. Then he shudders and his eyes snap open –and there is only a bright, green-golden light in there and nothing

else. Then a clear crystal voice rings over the meadow, he speaks:

*"To find what you seek
Is no task for the weak.
In the hall where no man begs
Outrun the one that has no legs
In the land without rain
Outsmart the ones without brain
And before homewards you fly
Defeat the one that cannot die.
Then recall the first
To where she'll never thirst
She will give what you need
To ban the foully tainted seed."*

Slowly, Astenin's eyelids close again, blocking out the brilliant light. When he opens them again there are only two normal yellow lion's eyes.

Give the players Player's Handout 5.

The manticore does explain. This is all the PCs need to know; if they don't understand that is not his problem. If anything he enjoys saddling others with riddles of their own. Ispalian however (from the safety of a tree) suggests the PCs ask the dryad Ethaliriye; that's what he usually does. She is quite old and very wise.

Astenin killed

If Astenin gets killed the party does not receive his prophecy. This means they miss a rather important plot element and have nothing to go on. In this case Ispalian still takes them to the dryad, as she is the most knowledgeable Fey he knows and might be able to help them with their quest. In this case Encounters 3 to 8 happen more or less as written (since Ethaliriye won't help the party before) but with one addition: at the Fair the party meets the giant Selbanet (The Drinking Giant), who pines for his lost friend, the Water Weird Vanora. Selbanet can tell the party Vanora knows how to reach Menarden but she vanished when her fountain was destroyed. He can't help the party further; all he could ever find out was some sort of funky bit of prose, some mumbo-jumbo nobody understands. This, indeed, is Astenin's prophecy. See the description of the Faire for more information on Selbanet.

From here on, proceed with Encounter 9 and onwards.

Encounter 3: The Dryad

The dryad Ethaliriye is in a bad mood. Somehow a wild boar found his way into her garden where she raises the best acorns of her tree into young oaks. The boar did considerable damage to the young plants. Ethaliriye is convinced somebody made the boar come this way and refuses to help the party until the culprit has been found and punished.

Read or paraphrase the following:

A much-subdued Ispalian leads you away from the marshes and the Riddle Master. By now it is mid-morning and even here under the trees you are soon sweating as you make your way up through the forest. As you near the top of the wooded rise, Ispalian slowly regains his former sparkle and as you crest the hill, some two hours after you left the swamp, the little pixie is quite his old self again, singing and cavorting among the branches.

Just across the top of the hill is an open spot in the canopy, where some time ago a great tree was uprooted by the wind and here Ispalian flies up, pointing westwards.

"There! Do you see the great oak across the valley? Halfway up the next hill! That is Ethaliriye's tree!"

If the PCs climb the branches of the fallen tree (or otherwise move upwards) they can indeed see a large tree some three hours' walk away. If the party wants to employ magic to hasten the trip that's fine; simply adjust the boxed text slightly to accommodate the different way (and time of day) of arrival.

Read or paraphrase:

Three hours later, after the long trek down one hill and up the other, crossing a stream in the middle, you finally arrive at the foot of what must be the oldest oak you ever saw, including the one under whose crown you spent the night. While you climb the last stretch of ground Ispalian flies ahead, calling,

"Ethaliriye! Where are you! I bring guests and a prophecy! A new one! Ethaliriye?"

There is however no reaction and as you stand at the foot of the tree catching your breath, you look around wearily and wary, unsure of what will happen next. Then a voice like moaning wood, tinged with grief and anger, comes from somewhere behind the tree.

"Go away. My children lie dead and broken. I am in no mood for your foolish games."

If the party moves towards the voice, continue:

As you move around the tree you come upon a sorry sight: a beautiful sky-clad olven lady with brown skin and green hair sits upon the ground, weeping amidst a score of uprooted and trampled saplings. Only at second glance do you realize her hair isn't just green, it's made of actual leaves and her brown skin is definitely barky. But her grief is universal and her whispered "Why?!" pierces the heart.

☛ **Ethaliriye:** Female dryad Exp14; hp110; see Appendix 7.

This is Ethaliriye, grieving for her loss. She has absolutely no interest in the party or their quest, having attention only for the damaged trees. If asked (and if the party doesn't ask, Ispalian certainly does so) she explains through her tears that these were the best and strongest saplings of her tree, trampled by a wild boar this very morning. She drove it off, but not before it had crushed half the trees in her garden.

As she speaks Ethaliriye becomes increasingly angry and she even turns on the party, demanding proof they did not send the boar. Since the party has been with Ispalian the whole time (and he vouches for them) this should not be difficult, but feel free to roleplay it out.

Eventually Ethaliriye accepts that the party is innocent but she still is in no mood to help. She wants the perpetrator caught and punished! If the party does this for her then she will try and explain the prophecy. Note that Diplomacy can sway her to help now, but in this case she still asks the party to capture the villain, to return the favor. She herself is unable to do so as she cannot leave her tree –and she doesn't want to leave her children either!

Note also that Ethaliriye has no compunction about *charming* some PCs into helping her, should they be reluctant.

Development: The tracks of the boar are easy to follow should the party be interested. If the party does not have the Tracking feat, a DC 9 Survival check reveals the tracks of a large creature blundering about and eventually leaving. There are 2 trails, one from where the creature came from and the other from where it went to. Ethaliriye saw the boar leave and so can point the party in the right direction. These tracks are easy to follow (especially since the party can take 10).

If the party does have the track feat check the list below:

- DC9: A large creature blundered around and left.

- DC15: A large dire boar entered the area from the north, wandered around and left eastward.
- DC20: The boar was apparently looking for something.
- DC25: The boar was hunting truffles.

Encounter 4: The Boar

After following the tracks for about half an hour PCs with the track feat can make a new Survival check. Check the table below for results.

- DC15: The boar has stopped here for a moment.
- DC20: The boar remained more or less stationary for a minute or so, as if his attention was otherwise occupied.
- DC25: When the boar moves on there's something funny with his tracks.
- DC30: The tracks look like the boar has company but there's no second set of tracks or anything else.

The Dire Boar is actually Firze, the animal companion of a were-boar druid, Shidan, and they met up here. Being a powerful druid, Shidan has the Trackless Step ability and leaves no trail.

Shidan did not send Firze on purpose. He saw no reason to prevent his friend from giving in to natural instinct and to wander off in search for the truffles growing in that area and simply waited for his friend to return. When the PCs arrive at the clearing where this encounter takes place it is sometime late afternoon hours.

Read or paraphrase:

After about an hour's walk you come upon a clearing in the forest and see a peculiar sight: a very large boar with enormous tusks lies contentedly in the sun, warming his great belly. Not far off, in the shade of a tree, a human male with coarse brown hair is likewise fast asleep.

In fact, unless the party took precautions to remain undetected (Hide, Move Silently, and moving upwind to avoid being detected by scent), Shidan and his boar are both wide-awake. The boar is waiting for directions from his friend and Shidan is observing the party through slitted eyes. A DC 21 Spot check (taking the distance into

account) reveals the glint of Shidan's eyes as he watches the party.

☛ **Shidan**, Male wereboar Drd10; hp94; see Appendix 7.

Development: If the party initiates combat, Shidan fights to the best of his abilities and tries to escape if things go bad. If the party captures Shidan alive, he is quite angry and uncooperative. It is up to the party how they deal with this and it may well be that this is the end of the scenario for them as they fail to get Ethaliriye and Shidan to make peace. In that case the party might still find a way to satisfy Ethaliriye if they kill Shidan, in which case they only miss out on Encounters 6 and 7 (and not receive the Invitation to the Summer Fair on the AR). Go directly to Encounter 8. Use Encounter 5 as the intro to Encounter 9. In all cases, if the party opens combat unprovoked, note it down as an evil act on their AR.

If the party does not attack but approaches peacefully, Shidan is willing to talk, but quite unrepentant of the damage done by his friend. In fact, when told about the dryad, Shidan considers her hobby to be meddling with nature's course, albeit in a very minor way. However, he is willing to apologize to the dryad if the party goes to the Summer Fair and obtain certain items for him.

The Summer Fair is a large fairy market for which one needs a magical invitation. These can be obtained from the pixies, if one can pay their price. What the price is, Shidan doesn't know; it is never the same and the pixies refused to name him a price anyway as they considered him, being part boar, to be far too uncouth to be admitted to the Fair. Invitations are personal and cannot be traded or given away so the party cannot obtain an Invitation for Shidan, but at least they can buy the goods for him. If the party agrees to buy the items Shidan gives them directions to the pixies and to his own home, where they can have the goods delivered.

Shidan wants the party to obtain the following items (from *Arms and Equipment*):

- 100 ft. of Olven Rope
- 6 packages of 10 Insect Bane candles
- A heat mat (so he can build a fire without damaging the moss underneath)
- A keg of Dwurhead Stout

Most importantly though he wants the party to either buy for him a magical *belt of hidden pouches* (from *Races of the Wild*) or arrange a meeting with the merchant so he can buy it directly. Shidan, of course, refunds the party their costs when they come back. If the party does not have the money to buy the mundane items

Shidan is willing to lend them the money if they give him one or more items with roughly the same value (300gp) to guarantee they do not just leave with his money.

During the conversation, Shidan tries to figure out why the party is here. If he finds out the party is looking for Menarden he becomes concerned. Menarden is far too sacred to be pestered like that by all and sundry! Shidan tries to hide his feelings however and question the PCs further. If asked, he denies any knowledge of Menarden. When Shidan learns about the bullywugs and the PC's hope Menarden has a solution to the problem, he calms down somewhat. The bullywugs are a threat to all and if their actions have an unnatural cause, all the more reason to intervene. Still Menarden is not to be disturbed needlessly. If there are druids in the party, Shidan tries to discover if they are members of the Emerald Oak, which is a secret druidic organization is Sunndi with members recognizing one another by wearing a particular earring. If this turns out to be the case, Shidan reacts more favorably to that PC – assuming of course the PC doesn't blab. It is still a secret society.

Encounter 5: The Crystal Forest

The pixies live about 4 days away from where the party meets Shidan, but he can give them reasonable clear directions.

Read or paraphrase:

Shidan points downhill, to the south.

"If you travel for southward for a day and a half you will reach Crystalmere, a great lake. If you go around to the western shore you will find where the Glitterbrook enters Crystalmere and this is the road you must follow. Follow the Glitterbrook to the well from which it springs and there you will meet the pixies of Starmoss. They are the ones that can award you an Invitation to the Summer Fair, if you fulfill their request. If, on the other hand, you go south from Crystalmere, you will reach my home two days later. I wish you good luck!"

Shidan makes as if to leave, then turns and adds, "One thing: trust not in magic or maps to aid your journey. Although Menowood is somewhat more resilient to change than Faerie, nevertheless time differs here from the normal world and where today is a mountain, tomorrow there may be a lake. Crystalmere and Glitterbrook have been around for a long time, long enough that I dare trust they will be there for a while yet, but many other things have come and gone betwixt one moment and the next. Ware your step!"

With that he shimmers and a boar snorts at you and trots into the forest, where the dire boar awaits him.

Allow the party to prepare for their journey. If they try to use *scrying* or other magic to discern their destination they get a hazy, flickering image at best and it should be obvious that basing any teleportation or similar spells on these images is foolish in the extreme.

Should the party want to return to Ethaliriye and Ispalian they find both gone. Ispalian, true to his whimsical nature, has gone home and Ethaliriye has withdrawn into her tree to grieve, having done all she can for the surviving saplings. She does not come out.

When the party is ready to leave, read or paraphrase:

With all preparations taken you set out to Crystalmere, the lake Shidan spoke of. It has been a busy day so far, after an even busier night, and it is quite relaxing to just walk peacefully through the forest with nothing more terrible than exotic looking birds singing in the trees. Slowly the sun sinks towards the horizon and it seems like a good idea to start looking for a place to camp.

Let the party find a place to camp, set watches and so on, and then ask the various watches for a DC 10 Spot check. Those that make it notice that something weird is going on with the landscape: a tree suddenly grows where a large rock was, a bush has replaced a patch of grass, another bush seems to have wandered off and is now standing several yards to the right, and so on. *Detect magic* reveals a hint of magic that permeates the land but nothing can be pinpointed and no other traces are found. It seems Shidan spoke the truth...

Eventually day breaks without anything unpleasant happening to the party and it is time for breakfast. Once the party is ready to go on, read or paraphrase:

Despite the night's strange occurrences, those of you that managed to sleep slept well indeed and feel much rested. Once you are ready to go you set out again, hoping Crystalmere will still be there when you reach it and not be replaced by something else.

During the day you pass several strange sights: a tree decorated with tiny dolls, feathers, bones and shiny rocks, the remains of an ancient barge on a sandy patch that might once have been a river, and the ruins of a small tower that looks not as if it crumbled from age and neglect but rather like it crashed into the hillside at considerable speed. Nothing you try however yields any answers and each time you move on eventually.

Towards the evening you finally reach what must be your destination: a beautiful, crystal-clear lake several

miles across. With the sun setting quickly, again it seems a good plan to find a campsite.

Again, let the party set camp, then read or paraphrase to those awake:

The night seems perfectly still and Crystalmere lies like a giant, perfect mirror, reflecting the myriad of stars sparkling in the firmament. Towards the east the sky is lightening, announcing the appearance of Luna. Soon after, the bright silver disk of the moon, just a few days past full, rises into view, casting the land in silver. For a few moments Crystalmere seems to be made of liquid silver. Then, rhyme seems to form on the lake, soon turning into ice. Or is it ice? It seems dry, like crystal...

Allow the party to react, though there is little they can do save waking up the sleepers. Read or paraphrase:

Soon the entire area is covered in what looks to be crystal soil, from which crystal plants begin to grow: First plants, then bushes, and soon trees spring up, growing into a forest before your very eyes. Over the course of perhaps ten minutes, the crystal forest grows and takes shape, until it matches perfectly with the rest of the forest - save for its material...

The strange crystal forest might well be one of the most beautiful things in the world. A faint breeze causes the leaves to chime an unearthly melody and the refracting moonlight is a marvel to behold. Not far off there seems to be another rare thing, as rare in this place as crystal trees are in the normal world: a sandy footpath leading into the woods.

Assuming the party goes to investigate they find the crystal trees to be quite real while moonlight touches them. Occasionally a cloud passes before the moon and the shaded part of the forest shimmer and become insubstantial. Anyone over the surface of the lake at that time falls in and risks drowning or becoming stuck as the moon reappears and the crystal forest floor solidifies again. A DC 15 Spot check reveals the thinning of the crystal in time to avoid falling through. If the Spot check is failed, a DC 15 Reflex save allows the PC to jump to safety. If a PC becomes trapped under the crystal floor it must be broken to allow rescue.

◆ **Crystal Floor:** 5 in. thick; hardness 5; hp 5; AC 5

After about an hour the sky clears of clouds, and the party may enter the forest without risk. If the party enters, read or paraphrase:

Under a cloudless sky filled with glittering stars and pearly moonlight you enter the mysterious forest. Over your head the leaves tinkle while tiny crystals crunch underfoot as you follow the path.

Soon you come to a clearing in what must be the centre of this strange place. And in the middle a crystal fountain stands. Once it must have been a glorious thing to behold, fitting perfectly in the beauty of the crystal trees, but now it stands broken and dry, the central rock-crystal shattered as it fell.

A Search check shows the following details:

- DC 10: Parts of the fountain are missing.
- DC 15: The original fountain was not made up of only rock-crystal but of other crystals as well, such as amethyst, and possibly more valuable stones.
- DC 20: The fountain was destroyed on purpose, probably to strip the more valuable parts.

If the PC has 5 ranks in Knowledge (architecture & engineering) add a +2 synergy bonus to the roll. Stonecunning applies to this check as well. For now that is all. With luck the party will later learn what to do here.

If the party doesn't take care to be out of the forest and back in their camp before moonset, they drop into the lake as the crystal forest becomes insubstantial and vanishes. If they like, PCs can pick up and take along parts of the fountain or leaves from the forest. These will vanish at dawn but re-appear come nightfall.

Read or paraphrase:

When Luna sets not long before dawn, the enchanted forest fades into a light fog that soon vanishes under Pelor's first rays. Soon nothing remains of your nightly foray and the crystal forest no longer exists. Did it ever? Or was it all just a dream?

Encounter 6: The Pixies

Several day's travel the party reaches the glade where the pixies live. Read or paraphrase:

Having finally reached the point where the Glitterbrook enters Crystalmere you make your way westwards along its banks. Birds sing in the trees, butterflies dance among the flowers and it is truly a beautiful morning. Only the occasional rock or tree shimmering and fading (one time along with what must have been a swarm of the tiny glowing Fey you met before) gives silent testimony that this is not just a stroll in the park. During the night,

strange sounds echo through the woods, calls of creatures not native to the Oerth. Sometimes even the stars are different...

Finally, four days after you left Ethalirye's tree, you reach the source of the Glitterbrook. The stream issues forth from a large cliff at least a 100 yards high, cascading in a dozen larger and countless small waterfalls into a small lake. Two streams flow from the southern edge of the lake, running around a group of blooming chestnuts before joining to form the Glitterbrook. Even from here, several hundred yards away, you can see a score of pixies flying hither and yon and tiny dots of colorful light float everywhere: shimmerling swarms. And what first seem to be petals drifting on the wind turn out to be another type of Fey, some sort of flower fairy.

The flower fairies are Petals (detailed in *Monster Manual III*, but since the PCs do not fight them, they are not included in the scenario to save space). As soon as the Fey become aware of the party a great hue and cry goes up: mortals! Some Fey will hide and seek shelter, or arm themselves, but most simply and eagerly speed towards the party to examine this strange thing for themselves.

One of the first to arrive is Ispalian, who is very happy to see his friends again.

If any of the PCs is recognizable as a bard or musician, he gets the Fey version of the VIP treatment: the Fey vie for his attention, sing and dance for him and shower him in gifts (lots of pixey-sized golden jewelry; very beautiful, and priceless in more than one way: it's all fairy gold that vanishes next dawn) and a feast is prepared for them in the meadow under the chestnut trees. The bard, of course, is expected to perform in return.

Note that mortals who eat fairy food are affected by time in strange ways and PCs aware of this (previous experience or DC 20 Knowledge (Nature) or Bardic Lore) may feel uncomfortable about it; however the Fey, when they notice this, laugh and assure the PCs that this time it is quite safe. Any Fey-touched PCs is asked all about their previous experiences with the Fey and is surrounded by awe-struck fairies.

If the PCs do not broach the subject themselves, eventually the pixies want to know what the PCs want. Why are they here? If the party mentions their quest or Menarden, the pixies deny knowledge of the treant and cannot help. If the PCs ask for an Invitation to the Summer Fair, the pixies become excited. Giving an invitation to a non-Fey is not lightly done. The pixies buzz and chatter and talk amongst themselves and eventually settle upon a price: the party must teach the pixies something truly new, one new thing for each Invitation. This may be a song, a poem, a joke, a riddle, a

recipe for cake, a creative way to use a spell, a trick to befuddle the enemy, or anything else as long as it is something original. Note that it does not have to have any great quality; by nature Fey lack true creativeness and so anything new is a marvel to be treasured.

Of course a good performance *is* appreciated, and any such will be cheered loudly and the PC rewarded with a shower of fairy gold trinkets. Once the pixies are satisfied (and this is up to you as DM), read or paraphrase:

An elder pixie dressed mostly blue and silver hovers before you and makes a sweeping bow.

"Greetings! I am Arnun of the Silver Light and Master of the Fair! For your cleverness and wit, I hereby invite you to our sweet Summer Fair. I bid you, please partake in our small entertainment here in our dún and feast the night away, while I sweat and toil and craft for you the tokens of our thanks. When Luna has blessed them with her light and Pelor caressed them with his rays, I shall present them to each of you personally, that you may place them upon our very own Toadstool! How say ye? Shall ye accept our hospitality?"

To refuse would be the gravest of insults and any PC that stupid is grabbed by a whirlwind and tossed right out of Menowood; but presumably the party accepts and a grand feast is soon ready. Note that if at all possible, the Fey include the new things into the feast; songs are sung, poems recited, recipes made and jokes told.

The feast lasts until well after midnight or for as long as the PCs care to stay awake, which is not going to be very long. Around 2 hours after midnight the resident Petals deem it necessary for the heroes to rest and sing them to sleep. Read or paraphrase:

Deep in the night the feast gently comes to an end and sleep seems like a good idea. All around you, you see the tiny flower fairies sing gently to drowsy pixies who wave and wish you good night before going to sleep. The lovely song is very relaxing and the little creatures gesture to you, pointing to the soft beds they made in beautiful bowers for you to rest in. Even looking at it makes you feel just how very tired you are.

If a PC wants to stay awake tell them they feel very tired indeed, it's almost impossible to keep awake. If they insist, explain the mechanics: they must make a Will Save to resist the Petal's song but since there are hundreds of Petals around the Save DC for their magical singing is easily high enough that only a natural 20 succeeds in resisting. If this happens, other petals come and try to

sing the recalcitrant PC asleep, thus forcing a new Will save.

Olve and half-olve are immune to this effect and should such a character choose not to sleep they can. However, the petals are very disappointed.

Once the whole party is asleep (or the petals have given up on any stubborn (half-)olves), the petals remove the PCs heavy gear, clean it thoroughly and neatly pile it nearby, then garb the PCs (and the pixies for that matter) in garments made of plants and flowers, so the PCs may sleep well and awake well rested in the morning surrounded by beauty.

Development: In the morning the PCs awake, well-rested and refreshed, to a truly glorious morning. They may feel upset about the Petal's behavior but none of the Fey are in any way impressed. If anything, they consider the PC's reaction marvelously funny.

Again, any PC foolish enough to actually retaliate is immediately thrown out of the forest by a whirlwind. Eventually, when things have calmed down again, the PCs are again approached by the pixie Arnun, followed by 6 other pixies who each carry a silver disc. Read or paraphrase:

In the clear bright morning light, it seems strange that you could have missed the approach of Arnun and several other pixies, but here they are, hovering in front of you and holding six silver discs. With a florid bow and a sweep of his feathered hat, Arnun greets you:

"A fair morning to thee my sleeping beauties! While ye slumbered in luxurious dreams I wrought under moon and created in fire and formed by sun these; your Invitations. Behold! Each disc I have transcribed with pen of phoenix feather to bear a Name: thy Name, the name of you its owner, for no other can ever use it and call forth its power.

"Accept these tokens and learn now from me: whensoever ye wish to visit our sweet Summer Fair, do but place this disc upon a toadstool in the light of dawn and speak thy plan: "I am off to the Market!" Safely as a babe in arms shall my favor whisk ye to the fair! And be thou done with shopping and purchase, find ye another toadstool and note it is "Time to go home". My best wishes shall speed ye onwards."

Arnun gestures and each of the pixies holds out a small silver disc to you, one for each of you.

When a PC accepts his or her disc, there is a small flash and the disc shimmers for a moment. That, Arnun explains, is part of the magic.

The silver discs radiate faint Conjunction and Illusion and are inscribed with the PC's name on one side and the

Rune of Travel on the other. They have a strange, unearthly look, giving the impression they are not truly there. Which indeed they are not; to any but their owner they are intangible and unnoticeable. Essentially the discs are the pixie's favor given form and they cannot be sold, taken, stolen, lost, or given away. The only reason they have even this much physical form is because the Fey deem it needful for mortals who in general are ill at ease with things they cannot see or touch. If asked Arnun gladly explains all this but he does not volunteer the information any more than he would feel it required to explain why it becomes light when the sun rises.

Note that the favor can only be activated at dawn and familiars, animal companions and Paladin mounts, thanks to the mystical bond with their master, are transported as well.

Once the party is done and ready to go to the Fair, read or paraphrase:

The cheerful Fey lead you to a ring of mushrooms where they bid you place the discs and say the magic words. As you do so the world around you shimmers briefly and you find yourself in a different place: a small glade with a mossy floor and surrounded by great trees and bushes. On one side it is open and a small path leads away, in the direction of a distant hubbub; the sound of many people talking.

If the party follows the path, they come to the Summer Fair; continue with Encounter 7.

Encounter 7: The Summer Fair

Here, the PCs must obtain the items Shidan wants.

The Summer Fair is exactly that: a huge Fair where olve, Fey, and other creatures of nature come to trade and have fun. Here the party meets with Veoliana, the sylph candle-maker; with Lord Wylenan, the haughty and snobby armor smith who will sell his wares only to people of breeding and fame, with the Fersaina, the tribe of careless tinkerer sprites, and many others.

Most of this encounter is entirely freeform, with lighthearted role-playing encounters that can be largely omitted if the players are pressed for time or not interested in (more) role-play, or can be expanded upon for pure fun. The party has a shopping list and needs to figure out where to buy these items. When pressed for time, feel free to skip most of the encounters at the Fair. However, one encounter cannot be skipped: The Redcaps.

It is quite possible they wish to visit other shops and do some shopping of their own; if there is time, by all means let them. Appendix 9 contains lists of the available items and their prices. The appropriate merchant sells all items: Aldis sells anything beer-related, Torrenaledyr deals in archery, and so on. If you can't think who would sell a certain item, Carling has it. Apart from the items listed in Appendix 9, standard-access items (magic and mundane) are of course also readily for sale.

As the party wanders the Fair, at some point a group of Redcaps spot them and prepare to ambush them on their way back to the mushroom glade. While the party is at the Fair, the Redcaps spy on them to learn more about their quarry. Read the Redcap entry below carefully for more details on the ambush.

Fast Play note: If you are pressed for time, only the NPCs with underlined names (like so) are important for the scenario. The rest can be ignored. The various merchants at the fair are well known and any Fey can give the party proper directions.

The Fair

When the PCs arrive at the Fair, read or paraphrase:

After a few minutes' walk you step out of the forest and behold a dazzling sight: In a glade easily 500 yards across are scores and scores of the most fantastic creatures you ever saw. Amidst colorful tents, all with pennants, flags, and banners streaming in the wind, you see a creature far too dog-like to be a bear bargaining over a delicious-smelling pie with something part pixie, part enormous bee. To the left a wild-looking olve with black wings sells meat –it takes you a moment to realize he is not accompanied by a dire wolf, but is himself part wolf. To the right a slender olven maiden no taller than a hobniz and with gossamer wings darts in and out of a candle shop, in animated conversation with a hideous centaur-like creature with dark moth-wings that might well be big enough to carry him. Next to her a satyr is showing some of his musical instruments to a group of grigs; and beyond that a giant olve is drinking mead from a tankard large enough for you to swim in.

For the curious, the creatures named are a bearhound, various tauric creatures (also known as sidhe – the nobility of the Fey), a sylph, several half-Fey and the forest giant Selbanet.

The PCs can wander the fair freely and have to locate the candle-maker, the rope-maker, the alchemist, the brewer and the leatherworker for their various purchases. The list below is not exhaustive but does list the most

prominent traders at the fair. A DC 10 Gather Information check points the way to any one of the traders the party needs to see, with another trader for each 3 points over that.

People at the Fair

Note that while that many of the people mentioned below are described as being 'Fey-touched' (from *Fiend Folio*), 'half-Fey' (from *Fiend Folio*) or 'tauric' (from *Savage Species*), most of them are pure-blood Fey (and you have Fey in all kinds of sizes and appearances). These templates just are a convenient way to describe their appearance and powers.

☛ **Aldis:** Male Fey-Touched; Exp11 (Brewer).

Aldis looks like a very tall for noniz or a very small elf, and his nose is not so much prominent as (he claims) excellent. It is his nose, Aldis claims, that makes him such an excellent brewer, allowing him to sniff out the very best ingredients and the most interesting combinations. Whether true or not, fact is that Aldis can produce and does sell almost any beer known to the world. Almost because there might be a beer he doesn't know of and therefore hasn't made yet. His most recent addition is a beverage known as Althea's Brew, named after the human woman that first made it, a beer with healing properties (See Appendix 9 for more details).

Aldis can certainly sell the PCs the keg of Dwurhead Stout they are supposed to buy for Shidan (cost: 30gp).

☛ **Camdenn:** Male Tauric Half-Fey; Exp 4 (Rope seller).

Camdenn is a sight to behold for certain: half tiger, half nymph, and completely white, he would make people stare open-mouthed anywhere but here.

Camdenn has the lower part of a tiger, the upper part of a male nymph (in itself unheard of), and enormous, snow-white butterfly wings. He is completely vain and utterly convinced of his own irresistible attractiveness (justified by his Cha 28). He does not make rope himself, but collects it and is less than eager to part with any of it, asking outrageous prices. However, being vain, flattery goes a long way indeed with him, making it not at all difficult to bargain down to more regular prices (time permitting, start with triple or quadruple prices, and let the party bargain down to the standard price)

Camdenn can sell the party the olven rope Shidan ordered (50 gp per 20'). And for the enterprising PC, yes Camdenn would buy rope at more than half-price, too. However, the extra money earned thus cannot exceed the gold cap for the scenario.

If he likes a PC, Camdenn can also be persuaded to sell some *rope of climbing*.

☛ **Caoimhe:** Female Pixie; Exp6 (Jeweler).

This lively sprite has a personality as sparkling as her jewelry, but far gentler and warmer. Still she is a shrewd trader not easily cheated. Seemingly clear as crystal she can nevertheless blind her customers with her flashing wit and brilliant spirit.

Apart from truly fantastic jewelry, Caoimhe sells magical items, particularly *circlets of persuasion* and *elemental gems* (all types), and *goggles of minute seeing*, as she herself uses in her craft.

☛ **Carling:** Female Tauric Half Fey; Exp7 (Alchemist).

Carling is a strange creature indeed, with the lower body of dragonne and the upper body of one of the lizardfolk. Slender, sinuous, graceful, and inquisitive as any snake, she is always looking for something new and mysterious, traveling far and wide in her search of the unknown. If the PCs mention it she most certainly wants to know all about the yellow flower and its strange pollen, eagerly bending her agile mind to this mystery but unable to solve it – for now.

For a livelihood, Carling sells all manner of elixirs, salves, dusts and ointments, *feather tokens* and other trinkets and gear, mostly of an alchemical nature, but many other strange items and liquids as well, including a variety of liquors and spirits that she distills herself.

Carling can sell the party the heatmat Shidan requested (cost: 45gp). She also sells all 1-use items of the *Dungeon Master's Guide* table 7-27 of no more than 2500 gp.

☛ **Ciannait:** Female olve Half Fey; Exp8 (Winemaker).

Tall and slender as a willow, green-skinned Ciannat lounges on a soft couch in what appears to be an empty tent. Empty that is, of anything so crass as merchandise, for the floor is covered with lush carpets, beautiful draperies hang on the walls and several exquisite pieces of art grace this opulent boudoir. In a corner a waterfall tinkles into delicate glass bows, producing a fine-tuned music.

Ciannat greets her visitors and invites them to sit and be comfortable. She avoids answering any direct question as to her trade, subtly hinting such matters are not discussed among strangers. Only after the party has offered her a guest-gift does she open up somewhat and admit to being a connoisseur who occasionally finds herself having a surplus of wine of one sort or another, or being asked to act as an intermediary for another wishing to exchange goods. The beautifully carved and inlaid

cabinet to the east of the tent contains over a score of bottles that esteemed guests might wish to experience.

In simple terms, Ciannat, looking like a half elf, half Nixie, is a wine merchant but she never describe herself as such, dancing around the subject like a moth around a flame, her tiny wings fluttering.

☛ **Eartha:** Female Fey Touched; Exp5 (Tentmaker).

Eartha is the daughter of a Swirfneblin and a noniz half sprite. Easily as diligent as her father she prefers the openness of the woods and the high sky above. Friendly but reclusive she focuses on what she does best: making tents of honey-leather in all sizes. With her gossamer wings she flits in and out of her creations, happily pointing out the tiniest detail.

☛ **Aewing:** Male Satyr; Exp6 (Music-merchant).

Ewing's prize instruments are of course pan flutes, but he does sell many other instruments as well. Often olven-made and always of masterwork quality they are a pleasure to play and listen to. Of course Ewing loves to play music and although Fairy law forbids him to use his pipes on customers he will insist on playing at least three different instruments for the party unless they are really rude and insulting. Ewing even has a few magical instruments on sale; for the collector of strange items, he sells *pipes of the sewers*, *pipes of sounding*, and *horns of fog*.

☛ **Finlay:** Male gnome Half Fey; Sor4/Exp3 (Marble maker).

Finlay looks like an elderly gnome with fiery orange wings and long, plumed feelers (like a moth). His shop is filled with marbles of all sizes and colors, some with tiny, detailed pictures inside, others decorated on the outside with engraved images or texts, and many simply a swirling riot of colors. And all over the shop hang tiny nets with a single large marble inside, glowing like a miniature sun and spreading light everywhere (these marbles are under the effect of a Continual Flame; treat them as such for all purposes including price).

Finlay himself is kind and helpful and gladly answers any questions the party may have.

☛ **Galvin:** Male Spriggan; Exp3 (Grocer).

Galvin is in an evil mood, quick to anger and insult. This is somewhat understandable, for Galvin *hates* being a grocer. He is however under a *geas* and that requires him to sell his wares and be a grocer for 101 years (he still has 48 years to go). Galvin himself flatly refuses to explain this but of course there are plenty of Fey who gladly do this for him. They tell any who shows

curiosity that Galvin insulted Lady Lehana, a Shide sorceress, and was saddled with the *geas* as a result. Nobody knows why Lady Lehana specified the life of a grocer but Galvin definitely sees it as punishment.

☛ **Gleda:** Female Halfling Half Fey; Exp3 (Pie-baker).

Gleda may be part Fey, as testified by her soft blue butterfly wings, but she has all the instincts of her halfling relatives and nobody bakes a pie like she does. Apart from all pies, tarts, rolls, cookies and cakes imaginable Gleda also sells the ingredients (nuts, spices and so on) and of course recipes. She loves nothing so much as to exchange recipes, even more than she likes to exchange gossip.

☛ **Isolf:** Male Tauric Half Fey; Rng4/Exp1 (butcher).

Isolf is a wild one, a proud loner who likes nothing so much as the thrill of the hunt. Mostly self-reliant, he still at times finds himself in need of things he can not produce himself. When this happens he hunts down a particularly large prey and sells the meat and other parts at the Fair. He is currently selling parts of a dire elk, as well as selected parts of various dinosaurs.

Isolf is part dire wolf, part wild elf with two large, raven black moth wings at his shoulders.

☛ **Kyla:** Female Fey-Touched, Exp 5 (Hatter).

Curiosity may at times have killed a cat, in this case it birthed one. Kyla looks like a medium sized cat with humanoid traits. It is from her father that she learned her trade: the making of hats, caps, coifs, scarves, hairnets and bonnets in all shapes and sizes. Simply, gaudy, plain or extravagant, you can find it all here. Eartha claims a hat makes the wearer even if it is not magical, though she does sell *hats of disguise* for those special occasions.

Eartha loves stories from far-off places, and is as eager to hear them as she is to sell her wares.

☛ **Liadan:** Female Tauric olve; Exp7 (Leather worker).

Liadan might at first be mistaken for simply a beautiful centaur, with a coat almost luminescent white, and hair and a tail that might be spun gold, but closer observation quickly reveals several more telling differences: olven features and cloven hooves –and a small horn rising from her forehead. Liadan is not part human part horse but in fact part olve, part unicorn.

Liadan sells all sorts of items made of various types of leather and is a master leather worker. She is in fact so good that the very best of her belts qualify for enchantment, turning them into *belts of hidden pouches* (see Appendix 9 for details). Liadan will happily sell the party the belt they need for Shidan, or if the party lacks

the funds, will agree to meet the druid so he can purchase the belt directly.

☛ **Lord Wylenan:** male olve; Exp9 (Armorer).

This haughty, snobby olven armor smith is the paragon of olven superiority; a non-olve is barely admitted into his extensive shop much less accepted as a customer unless he or she is very skilled with words. Lord Wylenan can however be influenced by fame and as such, a special type of Diplomacy check can be made, in that the PC can add a number equal to twice his level as a circumstance bonus to the roll (this to reflect that higher level PCs are more famous; see the table below). Olve get a +4 circumstance bonus to the roll. Half-olve and half-orcs roll normally; Lord Wylenan considers both to be no better or worse than any other human. Lord Wylenan sells all armor and shields in the *Player's Handbook*, in the regular (but masterwork) version, and also in mithral and darkwood versions. This includes such things as the studs on studded leather, armour spikes, and the quick release catch. Of course he sells them in various sizes, including Small, Medium and Large.

DC (roll+ Diplomacy+ 2 x level) The PC can buy...

- 10 nothing; the PC is thrown out by the bouncers.
- 15 regular *Players Handbook* masterwork items.
- 20 items with a maximum AC bonus of +1
- 24 items with a maximum AC bonus of +2
- 28 items with a maximum AC bonus of +3
- 32 items with a maximum AC bonus of +4
- 36 items with a maximum AC bonus of +5
- 40 items with a maximum AC bonus of +6
- 40+ any item he pleases.

It is possible to negotiate on behalf of another PC at the Fair but this increases the DC by 10.

The result must be over 25 if the item is of mithral and if the result is 30 or higher Lord Wylenan himself helps the PC.

Finally, an aspiring student of Lord Wylenan is able to enhance any armour of sufficient quality with the *glamered* enchantment.

☛ **Maisie:** Female orc Half Fey; Exp5 (Goldsmith).

Coupling her mother's love for gold and her father's eye for the extraordinary, Maisie makes intricate gold jewelry with very unusual designs, especially where it concerns the many piercings that adorn her emerald wings. Raised by her father she knows little of orcish culture but everything about gold- and silver smithing and how to make truly astonishing jewelry. See Appendix 9 for suggestions on jewelry. Living in the forest as she

does, Maisie also sells rings that help the wearer survive in a wilderness setting; she has *rings of climbing*, *rings of jumping*, and *rings of swimming* for sale.

☛ **Nairne:** Male Leprechaun; Exp7 (cobbler).

DM's note: Leprechauns have not yet been converted to 3E. Treat Nairne as a wingless pixy.

Nairne's shop can't really be missed as it seems to be at the foot of a rainbow rising from a large unadorned copper pot next to the entrance. The pot is filled to the brim with gold and appears unguarded but anyone stupid enough to try and steal even a single coin from it is cursed and instantly turns into a magpie, no save. Note that actual theft must be intended; simple examination does not trigger the curse. If the curse is triggered, a loud ringing noise emits from the pot and Nairne will scream and roll on the floor with laughter. He knows the effects of his pot and has absolutely no mercy with the thief – though he may relent enough to mention that the magpie will return to his own self again at dawn – and his ill-gotten gains will turn to dust.

If asked for details about his pot, Nairne simply shrugs and explains it has been in his family for ages and presumably was made by an ancestor who had a problem with thieves.

As long as people don't try to rob him Nairne is a perfectly amiable fellow who sells all sorts of excellent footwear, including silent shoes (see appendix 9 for details) and *boots of elvenkind*.

☛ **Ogilvy:** Male Grigg; Exp4 (Herbalist).

Ogilvy knows every plant within Menowood (or so he claims) and sells herbs, spices, and seasonings of finest quality. Sage and rosemary, oregano and sweet cicely, he has it all. Hopping effortlessly around his shop on long powerful grasshopper legs he keeps up a constant stream of chatter on the weather, everyone else on the market, and the interesting properties of various plants. Ogilvy can answer almost any question the party may have concerning the market and the people found here. If asked about the yellow flowers he becomes very excited; he immediately suspects they are related to the Sun Children that are supposed to grow on the Tilvanot Peninsula and suggests their pollen somehow causes the bullywug aggression. He can also point out that in the Vast Swamp, bugs and diseases will after a few years at most destroy the flowers.

☛ **Selbanet, The Drinking Giant:** Male forest giant.

Note: If the party did not get the prophecy from Astenin, this is where they get some clues.

Not far from Aldis's shop, under a tall linden tree, a giant olve is drinking heavily. This is Selbanet, not an olve in fact, but a forest giant. Like most forest giants Selbanet doesn't care much for civilization but he visits the Summer Fair every year to drink to the loss of his good friend Vanora. The water weird Vanora used to live in a crystal fountain but one day when Selbanet came to visit, all he found was a shattered ruin. He has never managed to find out what happened to Vanora. All he could get was some dumb bit of prose from a manticore seer (indeed, Astenin) he could make heads nor tails from.

If asked about Vanora Selbanet explains she was a very good friend of him who knew many strange things. Vanora even knew how to call down a Rainbow which can be used to reach places otherwise unreachable. If asked Selbanet will confirm the Rainbow can take the party to Menarden – but only Vanora can call it.

If asked about the dumb bit of prose Selbanet at first refuses to give it: it's a private thing, nobody can understand it anyway, and his throat is getting raw from all the talking. Assuming the party takes the hint and buys Selbanet a new vat of Olven Mead (60 gp) he can be convinced to first vainly try to remember the text, then finally give up, get up (with lots of grunting and grumbling), and dig up a dirty scrap of parchment with the prophecy for the party to copy. Give the party Player's Handout 5. Selbanet has absolutely no idea what to do with it but wishes the party good luck in working it out.

☛ **Shirannon:** Male halfling half-Fey; Exp5 (Tailor).

Shirannon looks like a cross between a halfling and a leprechaun (wingless sprite) and his ultimate consuming passion is clothes. Anyone entering his booth who is less than perfectly dressed is immediately given a complete breakdown of what is wrong with his/her outfit and how to improve it. Shirannon does this in the most polite and inoffensive way (Cha 18) but is quite persistent the PC *really* should invest in some proper clothes. Naturally Shirannon has exactly what the PC needs and is happy to sell it. See Appendix 9 for some ideas on clothing and prices. For travelers, Shirannon sells good *cloaks of elvenkind*.

☛ **Torrenaledyr:** Male Olve; Exp6 (Fletcher/bowyer).

The olve Torrenaledyr is the strong, silent type, with apparently love only for his craft. His booth is at the north end of the fair next to a shooting range where customers can test his wares. Torrenaledyr trades in everything to do with bows, and all of masterwork quality. For those that can afford it, he even sells *quivers of Ehlonna* and *eyes of the eagle*.

Torrenaledyr is a relative to Felan, a cousin in the third degree. Should the PCs mention Felan Torrenaledyr will be pleased and concerned about his relative. He wants to know all that happened to Felan and resolves to seek him out and offer help later on.

☛ **Veoliana:** female sylph; Exp4 (Candlemaker).

Veoliana has her stall not far from where the party enters the fair and thus is easy to find. She is merry and helpful to all – provided they smell good. Any PC described as smelly or unwashed is immediately sent away and the sylph refuses to do business until the offending character is at least a hundred yards away or something has been done about the stench (with the cantrip *prestidigitation* for instance).

Among her other wares Veoliana sells candles of Insect bane (cost: 1 gp per package of 10), which the PCs need for Shidan.

Note: Once this encounter is over and they move onto Encounter 8, the PCs **cannot** purchase any of the items for sale at the Fair. The items are not therefore listed in the item access section on the AR.

The Redcaps

Although most Fey at the fair are there simply to conduct business and enjoy the day some are bent on more unpleasant pursuits. Among these are five redcaps; evil, sadistic, and downright murderous unselie Fey. They are free to walk the Fair grounds on condition that they do not harm the merchants or other Fey. Bound by Fairy Law, they keep to this agreement but are always bending the rules and seeking the outermost limits of what is still permissible. In short, they are a pain and they love it. But they would love far better to do worse and in the PCs, to their immediate delight, they find legitimate prey. Neither Fey nor Merchant, the party is in no way protected by any rules against harm and the redcaps need little time to make up their minds: they will set a trap and paint their dry, rust-colored caps dripping bright red again before sunset.

While the PCs are busy at the market the redcaps spy on them and study them, so as to set their trap to the greatest effect. At 5 different times (once for each redcap), let the party roll Spot checks vs. that redcap's hide check. Note that here on the market the forester cloaks the redcaps wear offer no useful camouflage so lower their score by 1. When a PC spots a redcap, read or paraphrase:

You notice a small, nasty-looking old hobniz, dressed in brownish homespun clothing with a rusty-redbrown cap peering at you and your party from behind a store of

merchandise. When he sees you noticed him he grins evilly, showing a row of wickedly sharp teeth the like of which no hobniz ever had. Then he makes a lewd gesture at you and vanishes behind the heap of goods.

Note that Redcaps are asexual and care nothing for the gender of the PC they gesture at. They simply wish to befuddle and upset them. If the party tries to follow they quickly lose their trail among the multitude of tracks that covers the market (this is a busy place after all).

When the party is done at the market and on their way back to the mushroom that returns them to the pixie dun they hit upon the redcap's ambush. Let the party roll spot checks to determine surprise (the Redcaps 'take 10' on their Hide check) and conduct combat normally.

Note: the wind is coming from the direction of the Fair, preventing animals with Scent from smelling them.

APL 4 (EL 7)

☛ **Redcap Ravagers (4):** Redcap HD4; hp 22; see Appendix 1.

☛ **Redcap Slayer (1):** Redcap HD6/elite array; hp 51; see Appendix 1.

APL 6 (EL 9)

☛ **Redcap Ravagers (4):** Redcap HD8; hp 59; see Appendix 2.

☛ **Redcap Slayer (1):** Redcap HD8/Occult Slayer2; hp 97; see Appendix 2.

APL 8 (EL 11)

☛ **Redcap Ravagers (4):** Redcap HD10; hp 85; see Appendix 3.

☛ **Redcap Slayer (1):** Redcap HD10/Occult Slayer2; hp 129; see Appendix 3.

APL 10 (EL 13)

☛ **Redcap Ravagers (4):** Redcap HD10/Ravager2; hp 151; see Appendix 4.

☛ **Redcap Slayer (1):** Redcap HD12/Occult Slayer3; hp 185; see Appendix 4.

APL 12 (EL 15)

☛ **Redcap Ravagers (4):** Redcap HD12/Ravager3; hp 198; see Appendix 5.

☛ **Redcap Slayer (1):** Redcap HD14/Occult Slayer4; hp 232; see Appendix 5.

APL 14 (EL 17)

☛ **Redcap Ravagers (4):** Redcap HD14/Ravager4; hp 253; see Appendix 6.

👉 **Redcap Slayer (1):** Redcap HD16/Occult Slayer4; hp 276; see Appendix 6.

Tactics: The redcaps focus on what they deem to be the biggest threat; probably a spellcaster, though a dangerous looking tank might also warrant attention, especially if he has a weapon to be sundered. Alternatively, if one PC seems easy prey they may focus on that character instead. Keep in mind that the redcaps do not particularly want to exterminate the whole party (though that would be an added bonus) but certainly want to kill at least a few of them so they can dip their caps in fresh blood.

Treasure:

Looting the redcaps

APL4: Loot (20 gp); Coin (0 gp); Magic 5x *redcap tooth* (83 gp each).

APL6: Loot (20 gp); Coin (0 gp); Magic 5x *redcap tooth* (83 gp each).

APL8: Loot (13 gp); Coin (0 gp); Magic 5x +1 *scythes* (193 gp each), 5x *redcap tooth* (83 gp each).

APL10: Loot (13 gp); Coin (0 gp); Magic 5x +1 *keen scythes* (693 gp each), 5x *pairs of gauntlets of ogre power* (333 gp each), 5x *redcap tooth* (83 gp each).

APL12: Loot (13 gp); Coin (0 gp); Magic 5x +1 *keen scythes* (693 gp each), 5x *belts of giant strength +4* (1333 gp each), 5x *redcap tooth* (83 gp each).

APL14: Loot (13 gp); Coin (0 gp); Magic 5x +1 *keen scythes* (693 gp each), 5x *belts of giant strength +6* (3000 gp each), 5x *redcap tooth* (83 gp each).

Detect Magic results: *Belt of giant strength +4* (Moderate Transmutation), *belt of giant strength +6* (Moderate Transmutation), *gauntlets of ogre power* (Faint Transmutation), +1 *keen scythe* (Moderate Evocation), +1 *scythe* (Faint Evocation).

Development: If things go badly for the party (a distinct possibility) they can flee back to the Fair. The redcaps do not fight there for fear of involving the other Fey and getting banned from the Fair. Instead they wait for the party, knowing they must come back. The Fey at the Fair on the other hand do not help the party with their fight (this would violate the rules of the Fair) but if asked may offer advice, such as buying equipment (remember that all standard-access items are for sale at the Fair, including potions and scrolls). If need be, the party can also sell items here to finance a *raise dead* (assuming they have a cleric that can cast it).

If the party stays at the Fair until sunset, the redcaps find some other victims and leave; the party can pass unhindered but of course do not get any experience points or items.

If the PCs defeat the red caps, they are free to return to Menowood. Proceed with Encounter 8.

Encounter 8: Shidan and Ethaliriye

When the PCs bring him what he wanted Shidan agrees to make up with Ethaliriye.

When you once more place the silver discs the pixies gave you each upon a toadstool and say the magic words, the world again shimmers briefly and you are back at the pixie dún. The Fey pay little attention to your arrival; it seems you have become old news. However they do not begrudge you a good night's rest (if nothing else the petals would see to that) nor hinder you once you are ready to move on.

The PCs can spend the night here in peace. The petals of course act after their nature and sing the PCs to sleep, but nothing worse happens than the party again being dressed in flowers.

When the party is ready, read or paraphrase:

From the pixie dún to the house of Shidan is a trip of five days on foot and you do your best to make good speed. Relieved that nothing unpleasant happened along the way, you arrive safely at your destination and find Shidan waiting for you.

If one or more of the PCs died during the encounter with the redcaps, Shidan feels somewhat responsible, and offers to *reincarnate* the victims at dawn next day (as he currently does not have the spell memorized; this is still within the 1-week limit of the spell). Note that Shidan has all of the materials available (even for multiple castings) at his house, but does expect compensation – of course some of the redcap's equipment do nicely here.

If the party bought the *belt of hidden pouches* for Shidan they can now hand it over along with the rest of the goods. If they negotiated a deal on his behalf, Liadan has already visited Shidan and sold the belt to him directly; Shidan now only wants the rest of his goods. In both cases, Shidan is happy and pleased and readily agrees to accompany the party to Ethaliriye, offer his apology and go home again. However, Ethaliriye has other plans.

In the last few days several of Ethaliriye's beloved saplings died and she is beside herself with grief and bent on revenge. Read or paraphrase:

It is dark and gloomy when you arrive at the great oak that houses the dryad Ethaliriye, a drizzling rain soaking

everything to the core. At first there is no reaction to your calls, but eventually a black shape forms on the glistening trunk of the great oak and steps forward, a strange luminescence in her eyes.

"Is this him? Is this the tree-killer?" she demands, barely suppressed rage making her voice croak as black tears streak her face.

Ethaliriye is in a black mood indeed: she wants blood. Her saplings dead, she demands in a shrieking voice the immediate death of the villain and at first will take nothing less. Naturally Shidan denies any responsibility; his friend was looking for truffles as is his nature and cannot possibly be blamed. Neither, of course, can Shidan himself. Although he can sympathize somewhat with her loss it's a simple case of nature taking its course.

Ethaliriye is currently Unfriendly towards the party and Hostile towards Shidan (though Murderous is a better term here), but with good role-playing (or Diplomacy checks) the party can calm her down enough that she will listen to reason – somewhat. Don't forget to take the +2 circumstance bonus into account that the redcap teeth give the party.

Eventually Ethaliriye agrees to forego the killing of Shidan but she demands he pays the same price she did: the loss of a friend. She means his animal companion, the wild boar. Its blood would fertilize the soil her saplings grow in, thus restoring the balance. Read or paraphrase:

Somewhat calmed by your words, Ethaliriye leans against her tree for comfort, an image of heart-wrenching, broken grief.

That image abruptly changes though when she suddenly spins around and hisses:

"Let him live then! I will agree to that! IF! If he suffers loss like unto mine! I suffered the death of what was dear to me as the sun, let him lose likewise! That the life's blood of his beast fertilize the soil for my tree and what remains of my children! When the soil runs red shall I forgive him!"

Of course Shidan isn't about to sacrifice his friend and the PCs must find a different solution. Ethaliriye, half mad with grief and anger, flatly refuses to settle for anything less than actual blood.

Since Shidan just as flatly refuses to shed either his own blood or that of his friend, this leaves the party in a bind.

If the players do not hit on the idea themselves, they can make the following checks:

Bardic Knowledge: DC20

Knowledge (arcana): DC20

Knowledge (religion): DC25

Knowledge (nature): DC30

Any of these checks reveals that Ethaliriye most likely wants blood not simply for its fertilizing effects, but because such an act carries a magic of its own and would indeed help her surviving saplings to grow well indeed. The check also reveals that while such an act of vengeance holds some magic, it is nothing compared to the magic of self-sacrifice.

If a PC offers his own blood both Shidan and Ethaliriye abruptly calm down and look at the PC in wonder. When offered freely, such blood magic would grant life and health to the young trees for years to come and Ethaliriye readily accepts and in fact is impressed by the PC's generosity.

For the rest of this scenario the donating PC (and more than one PC can donate) loses 1 point of Constitution. Ethaliriye offers the PC a silver dagger and take him to where he should spill his blood on the ground. When this is done, she curtly tells Shidan to be forever grateful to this generous mortal and go away at once. Shidan does so, thanking the party for their help and generosity and inviting them to visit him whenever they desire.

Development: Once Shidan is gone, Ethaliriye requests the party to recite the prophecy and listen closely. Then she asks that the party sets camp and wait for dawn, while she communes with her tree and calls upon the powers available to her to translate the text.

Assuming the party agrees, read or paraphrase:

The night under Ethaliriye's tree passes peacefully. This part of Menowood seems much more stable than other areas and no trees suddenly transform into rocks, or mushrooms, or tiny unicorns. But high overhead, unknown stars glitter, and a rain of shooting stars causes a brilliant shower.

When dawn finally comes, the majestic oak rustles and Ethaliriye slowly separates herself from its solid trunk. Her skin once again light brown and her branches rustling gently with soft green leaves she settles among you without a word.

Something tells you not to make a sound and after a while, she begins to speak with a voice like wind over old leaves.

"Once, a long time ago, a nymph came to the Fountain of Life, home to Vanora, a water weird. The nymph came for guidance, but Vanora knew her dark heart and withheld her aid. Furious, the nymph swore revenge and left. Then there came a night without moon

and an evil in the night. Vanora's scream was heard far and wide and when light returned with the dawn the Fountain of Life was ruined, Vanora never to be seen again. It is her that you must return to the world, her Fountain that you must restore."

Ethaliriye is silent for a moment, then continues: "In Faerie there is a cliff you must climb. In the cliff is a cave and in the cave, a pit, and at the bottom of the pit lives the one with no legs. Vile and destructive, none know what he guards there, for none yet survived his attention. There you must go and take what was stolen."

"Next you must turn your mind skywards to where a great castle flies on the wind. In a meadow near the castle you must gather 101 four-leaved clovers without running afoul of those that live there. Then gather one more. When you have returned to the earth you must use the one extra clover to return to Menowood. Place it in the middle of the circle and sleep. But beware! Your sky-magic offends the earth and it will seek to strike you down. And where the sky must not be killed, the earth cannot be, and fearsome is its might. But overcome it you must or be lost to Oerth in Faerie."

"When you have returned to Menowood the Fountain of Life yearns to be healed and sparkle anew in the sun. Restore it and call back Vanora to her home and she will guide you to your goal."

Ethaliriye looks at you and adds, "A final warning: Those that enter Faerie through the Crystal Forest arrive at dawn – but must be gone before sunset, lest they drown in Crystalmere without ever waking."

The party must enter Faerie through the Crystal Forest. They must go there and go to sleep inside a circle of crystal mushrooms, concentrating on their destination. They then wake up in Fairy in another mushroom circle, at the foot of the cliff. Ethaliriye does not know what sort of monster lives in the pit, only that the party must defeat them in order to get what they need. When they are done the party must climb the remainder of the cliff and from there they must climb a stairway into a cloudy meadow. Ethaliriye is not entirely sure on this part; it is beyond her knowledge. She is however positive the way to their goal can be found at the top of the cliff.

In the cloudy meadow the party must gather the clovers, then return to the mushroom circle and activate it again. This however also activates a strange creature that to the best of Ethaliriye's knowledge cannot be killed by any means. The party must find a way to keep it down long enough for them to escape – and escape they do by falling asleep.

Back in the Crystal Forest the party must clean out and repair the fountain, and make it sparkle again. To

repair it they must mash the 4-leaved clovers and use the pulp as glue. The lucky magic instilled in these plants actually make this happen. The water return on its own, but the party must find a way to make it show rainbows. The Rainbow is a thing of great magic (though none the party can use) and it recalls Vanora from wherever she went when the fountain was destroyed. Vanora is then able to send the party onwards.

Note: unless the party can fly, in Encounter 9, they need plenty of rope and grappling hooks, and other climbing tools may also come in handy. Ethaliriye point this out if necessary but does not have these things herself. If the party does not have climbing tools they can borrow it from Shidan at his house. He is very grateful for their help and gladly helps them in any way he can (short of actually coming along; he lacks the time for that). Note that it is a day and a half from Ethaliriye' tree to Crystalmere if the party travels on foot; plenty of time to rest and select new spells.

Encounter 9: The One with No Legs

The party must enter Faerie through the Crystal Forest. They must go there and go to sleep inside a circle of crystal mushrooms, concentrating on their destination. They then wake up in Fairy, in another mushroom circle at the foot of the cliff. Read or paraphrase:

Again you stand at the shore of Crystalmere, watching the waning orb of Luna rise over the horizon, its pale light turning the lake to glittering crystal. Before your eyes the unearthly forest forms and takes shape until once again it stands motionless before you, silent but for the tinkling of its leaves in the wind. No creature stirs as you enter and an unnatural stillness permeates the air. Not far from the fountain is the mushroom circle Ethaliriye mentioned and you gaze at it in wonder, perhaps even with a touch of discomfort as you consider going asleep here, in a place that exists only while moonlight touches it...

Allow the party to take whatever preparations they like, then continue:

One by one you nod off while contemplating Faerie and the cliff Ethaliriye described to you. Nothing seems to threaten, yet...

You awake with a start as a cuckoo calls and find yourself in a normal-looking wood, inside a circle of light-yellow mushrooms. Looking around at your companions you can only conclude the magic worked, as

silently testified by the great cliff less than a mile north of you towering over the trees.

After a short trip through the woods, you stand at the foot of an immense cliff. Easily 100 yards high, this one does not look easy to climb. As Ethaliriye said at about 2/3rds of the way to the top there is a hole; a black cave some 15' wide and 10' high lies hidden under a wide ledge.

Climbing the rough, natural rock of the cliff requires many DC 15 Climb checks a hard task indeed. If the party brought rope the DC drops to 5, but securing the rope with a grappling hook is a DC 10 Use Rope check, +2 for every 10 feet the hook is thrown.

Note: silk rope gives a +2 circumstance bonus on Use Rope checks and olven rope gives a +3 bonus.

A well-prepared party can easily afford to 'take 10' on all required skills and scale the cliff without any real trouble. At the higher APLs the party may of course simply fly or otherwise move themselves to the cave. If there is a centaur in the party it is possible (given sufficient rope) to make a makeshift pulley on top of the ledge and hoist him up if need be.

Once the party has reached the cave, read or paraphrase:

The cave is deep and the early morning sun illuminates only the entrance itself; inside, darkness rules.

When the party can see, continue:

The floor of the cave slopes steeply away from the entrance, falling ever further down as it zigzags through the virgin rock. As you peer into the deep you are suddenly startled by a swarm of bats erupting out of the dark, screeching and squeaking as they hurtle past you out into the open air. Then, the cave is silent again.

The bats are harmless animals and only serve as stage dressing – and as a source of food for the ooze(s) further on (see below). When the party moves deeper into the cave, they soon find a pit, a chasm some 10 ft wide and 50 ft deep. For those that can see to the bottom it seems empty, but a tunnel leads off to the north.

Again, given enough rope a centaur can be taken along even without magic. Once the party is at the bottom, read or paraphrase:

At the bottom of the chasm, a tunnel slopes further down until it opens into a great, irregular cavern. Across the uneven floor someone scattered countless gems and precious stones like so many pebbles. These must be the

missing fragments of the Fountain of Life; the stones you came for. Off to the side of the cavern is another chasm, not so wide but apparently very deep, for a fiery glow comes from its mouth.

The chasm is in fact a shallow depression in which the Conflagration Ooze that lives here is resting. It woke up when the party reached the cave and is about to move in for the kill.

Since the party knows there is a monster down here they probably will want to prepare for combat. If not, that's fine too of course. Roll spot checks (DC 10 + Hide skill of the ooze) and Initiative as normal.

APL 4 (EL 7)

☛ **Conflagration Ooze:** hp 66; see Appendix 1.

APL 6 (EL 9)

☛ **Conflagration Ooze (2):** hp 66; see Appendix 2.

APL 8 (EL 11)

☛ **Conflagration Ooze, Advanced 12 HD (2):** hp 138; see Appendix 3.

APL 10 (EL 13)

☛ **Conflagration Ooze, Advanced 12 HD (4):** hp 138; see Appendix 4.

APL 12 (EL 15)

☛ **Infernal Conflagration Ooze, Advanced 15 HD (2):** hp 172; see Appendix 5.

APL 14 (EL 17)

☛ **Infernal Conflagration Ooze, Advanced 15 HD (4):** hp 172; see Appendix 6.

Tactics: In the Surprise round the ooze opens with a Hold Monster spell unless another spell seems more appropriate; after that it attacks to the best of its abilities.

At APL 10 and up, one of the oozes was lazing around in one of several holes over the tunnel the party comes through, and will (at what seems a good moment) use a move action to drop to the floor behind the party, blocking off their escape. Noticing the holes is easy (DC 5 Spot check), but seeing the faint reddish glow is much harder (DC 10 + Hide skill of the ooze).

Treasure: None. These creatures collect no treasure. The scattered gems are easily worth 100,000 gp in total, but are all needed to repair the fountain. The party can not keep, much less sell them.

Development: When the oozes are dead the party can collect the gems scattered throughout the cave. They must then scale the cliff, to the top. It is time to move to Encounter 10.

Encounter 10: The One with No Brains

Read or paraphrase once the PCs reach the top of the cliff:

At the top of the cliff you find a wasteland of volcanic rock filled with geysers, sulfuric rocks, and bubbling mud pools. The burning activity seems quite out of place but appears to be real all the same – if one can speak of reality in the realm of Faerie. But however this place came to be, it seems utterly devoid of the four-leafed clover you came to find...

Even in this strange environment it does not take long to realize an even stranger feature: a few hundred yards ahead is a hole in the ground from which rise small, white clouds, forming a long, fluffy string of vaporous puffs reaching all the way to the cloud banks high overhead. One of the clouds not far from where the puffs rise might be mistaken for a castle...

If the party examines the cloud puffs they look remarkably solid and emit strong Transmutation magic (not an actual spell effect, just the type of magic). The clouds are in fact solid; though somewhat spongy to the touch, one can climb aboard and sit on them and the clouds take the party up to the wind-borne lands of the Cloud Giants high above.

Once the party has figured this out and rises upwards on their cloud puffs, read or paraphrase:

How strange! As a child you sometimes dreamed of walking or flying among the clouds, but never did you expect to actually do so! Yet here you are, rising through the air upon a soft fluffy cloud. Far below the lands of Faerie spread like a map to the horizon and above you the great cloud-banks come ever closer. Will there really be land up there?

As you near the clouds you find that the answer to that question is 'Yes'; for the prevailing winds blow your cloud puff into them and it stops with a barely noticeable bump. Looking around you, you find yourself in a meadow filled with flowers and butterflies –giant flowers, and giant butterflies.

Everything here is 4 to 5 times larger than on Oerth: foot-long daisies, yard-long dandelions, butterflies with a wingspan of 3 feet and more, and of course giant clovers

as well. The party must find and gather 101 giant 4-leaved clovers. This is not in itself very hard, but it is rather time consuming and when the party has gathered about 50 of the plants (the search can be summarized) a distraction shows up. Read or paraphrase:

You have gathered 53 of the giant four-leaved clovers when suddenly two large heads pop out from the gigantic bushes some hundred yards to the east. Despite their light-blue skin and silver hair they look definitely attractive, in a childish sort of way. The two girls, for they seem to be that, look around the meadow and giggle and then suddenly squeal in delight as they see you! Shouting at each other they almost fall over themselves as they hurry towards you with arms outstretched and skirts flying.

"Henta! Arti henta!" they scream.

These are Aeofe and Ygrawn, two 6-year old Cloud Giant girls, and the meadow is their favorite playground. And like any little child the two are instantly in love with the wonderful moving "toys" they just found! "Arti henta": little puppets.

☞ **Aeofe:** Female Cloud Giant, 6HD infant; 33hp.

☞ **Ygrawn:** Female Cloud Giant, 6HD infant; 33hp.

Strictly speaking the girls are not allowed to come here on their own but they slipped away unnoticed and will not be missed for a while yet as everyone thinks they are somewhere else.

Development: The party has to find a way to distract the girls (without harming them of course) while they gather the clover, then get away without the girls following.

If the party thinks to return the girls home, make it clear that the girls have no intention of going (they'll be scolded for their behavior) and that time is pressing. By now it is late afternoon and they still have to find 49 clovers (101 and one extra). At the high APLs it may be possible to *teleport* or otherwise transport the (unwilling) girls home but there really is no time for a visit to the castle. (Note: Neither *teleport* nor *dimension door* works on unwilling targets.)

When the PCs have gathered their clover (and stored it somehow) they must find a way down. Other than magic, and assuming the party doesn't have several miles worth of rope (or a way to get it) the best way is to take a big leaf and float down on it. There are plenty of trees, bushes and plants with leaves large enough to accommodate a PC; make sure to describe how they float

down gently from the trees if the PCs are stumped for ideas. The heat rising from the volcanic top of the cliff ensures that the party drifts over the edge and lands in the forest.

Encounter 11: The One That Cannot Die

When the party returns to their mushroom circle, they must place 1 four-leafed clover on the ground in the middle of the circle and go to sleep. However, the moment the clover touches the ground a big Earth Elemental begins to form, causing the ground to rumble and shake. Read or paraphrase:

As soon as you drop the giant clover, the ground begins to shake and rumble. As you strive to maintain your balance you see a pile of earth rising, rising, then towering over you as a huge being forms from the very soil under your feet. It utters a single, deafening rrrrrummmble, and then pounds at you with enormous rock-fists.

Roll initiative. There is no surprise round. Also, during the first round the Earth Elemental is still forming and automatically miss. This serves somewhat to counter the fact that the Earth Elemental cannot be killed, literally.

If somebody in the party can read Terran, the Earth Elemental has the word "IMMORTAL" written plainly in Terran across his chest. This Earth Elemental has a special bond to Faerie, and cannot be killed permanently. Even *disintegrate* does not stop this monster from reforming 2 rounds after being "killed" and attack the party again at full strength. In order to defeat this thing, the party must deal it enough nonlethal damage to knock it out cold for several hours; long enough for them go activate the mushroom circle and go to sleep there.

The party does not need to do *only* nonlethal damage but they must avoid killing the creature outright else it reforms and they must fight it all over again, as Ethaliriye warned them.

This "unkillable" property has raised the EL by 2.

APL 4 (EL 7)

☛ **Large Earth Elemental:** hp 68; see *Monster Manual* page 97.

APL 6 (EL 9)

☛ **Huge Earth Elemental:** hp 152; see *Monster Manual* page 97.

APL 8 (EL 11)

☛ **Greater Earth Elemental:** hp 199; see *Monster Manual* page 97.

APL 10 (EL 13)

☛ **Elder Earth Elemental:** hp 228; see *Monster Manual* page 97.

APL 12 (EL 15)

☛ **Earth Elemental, Elder Advanced 32 HD:** hp 336; see Appendix 5.

APL 14 (EL 17)

☛ **Earth Elemental, Elder Advanced 40 HD:** hp 420; see Appendix 6.

Treasure: None. The Earth Elemental has no possessions.

Development: When the Earth Elemental is knocked out the party is free to return to the Crystal Forest. As morning is drawing near the party does well to leave the forest for now, rest during the day and continue next evening.

Troubleshooting: If it becomes clear the party has forgotten or failed to understand that they should do subdual damage to take the earth elemental out, a DC 15 Intelligence check can be used to remind them.

Should the party fail to return to Crystallmere before sunset, they are lost, unable to leave Faerie through the mushroom ring. If this happens, it requires a Special Mission for the party to return from Faerie to the normal world.

Encounter 12: The One That Isn't Thirsty

The dry fountain on the island must be made to work again. The party must repair it, clean it out, and contact the water weird. They can do this by making the fountain throw rainbows – tricky, in a forest that exists only at night. Read or paraphrase:

Again you stand around the ruined, fractured remains of the natural, crystal fountain. Now you are armed with knowledge, can understand what you see and act to undo the evil once wrought here.

By means magic or mundane the party must clear away the debris, gather the pieces of the fountain still here, and fit them together along with the pieces they took from the cave in Faerie. If they mash the giant clovers and use these as glue the pieces meld together again and the

fountain reforms unbroken and unblemished. This is of course quite a puzzle and takes all night.

During the night let the PCs make a DC 16 Will save (the *scrying* is done with a crystal ball) to see if they resist the *scrying*. If one character resist, it is not done again out of fear of alerting the PCs. The goal of the *scry* attempt is to learn what the tauric drow are up against. If it fails, they know less about the PCs. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell. Two hours after the *scrying* attempt (shortly after midnight), a group of tauric drow displacer beasts sneaks up on the party and attacks. These monsters are sent by the evil Nymph Aurelia who caught wind of the party's plans and wants them to fail, both in their mission and in restoring Vanora, who she hates with a passion.

APL 4 (EL 7)

- ☛ **Byres'Iryl:** Female drow tauric displacer beast Clr1; hp 76; see Appendix 1.
- ☛ **Bizadûr:** Male drow tauric displacer beast Wiz1; hp 74; see Appendix 1.

APL 6 (EL 9)

- ☛ **Kazilgam:** Male drow tauric displacer beast Ftr1; hp 77; see Appendix 2.
- ☛ **Byres'Iryl:** Female drow tauric displacer beast Clr3; hp 96; see Appendix 2.
- ☛ **Bizadûr:** Male drow tauric displacer beast Wiz3; hp 90; see Appendix 2.

APL 8 (EL 11)

- ☛ **Kazilgam:** Male drow tauric displacer beast Ftr3; hp 99; see Appendix 3.
- ☛ **Byres'Iryl:** Female drow tauric displacer beast Clr7; hp 136; see Appendix 3.
- ☛ **Bizadûr:** Male drow tauric displacer beast Wiz7; hp 138; see Appendix 3.

APL 10 (EL 13)

- ☛ **Kazilgam:** Male drow tauric displacer beast Ftr5; hp 121; see Appendix 4.
- ☛ **Byres'Iryl:** Female drow tauric displacer beast Clr9; hp 156; see Appendix 4.
- ☛ **Bizadûr:** Male drow tauric displacer beast Wiz9; hp 154; see Appendix 4.

APL 12 (EL 15)

- ☛ **Kazilgam:** Male drow tauric displacer beast Ftr7; hp 153; see Appendix 5.

- ☛ **Byres'Iryl:** Female drow tauric displacer beast Clr11; hp 186; see Appendix 5.
- ☛ **Bizadûr:** Male drow tauric displacer beast Wiz11; hp 184; see Appendix 5.

APL 14 (EL 17)

- ☛ **Kazilgam:** Male drow tauric displacer beast Ftr9; hp 175; see Appendix 6.
- ☛ **Byres'Iryl:** Female drow tauric displacer beast Clr13; hp 206; see Appendix 6.
- ☛ **Bizadûr:** Male drow tauric displacer beast Wiz13; hp 210; see Appendix 6.

Tactics: The three agents know they'll have a fight soon so any buff spells which at the given APL last 10 minutes or more has been cast before the group teleports in. These spells are scored through (like ~~this~~) and their effects included in the stat blocks, either spelled out or between brackets ((like this)). Note that the casters also use their *pearls of power* to recast buff spells on their companions as appropriate.

Note also that all three agents worship Nerull and so will get any faith-related bonuses such as granted by *prayer*.

The agents are teleported to the edge of the lake, 300 feet away from the party. Depending on APL they move in immediately, or move 160 feet, 80 feet or not at all before spending a few rounds casting buff spells. Whether this happens and how long it takes depends mostly on how long the round-per-level spells last. Don't forget to apply the +4 caster level from Practiced Spellcaster feat. In the latter case the party can make a DC is 1 per 10 feet distance Listen check. When they are ready the three agents attempt to sneak up on the party (even if the party heard them hiding may help to get surprise on them) Since Byres'Iryl is the worst of the 3 with sneaking she'll stay behind the most unless good tactics suggest otherwise.

Note that the three are paid handsomely to (a) prevent Vanora from being recalled and (b) to kill the PCs. Since (b) automatically results in (a) they do not hesitate to kill as many PCs as possible.

Note also that the two male drow take orders *only* from Byres'Iryl and they do not flee unless she orders them to – which she won't as she uses them to cover her own escape should the need arise.

Treasure: Looting the agents. All APLs: Black Spellbook. This is the spellbook of the tauric drow wizard, Bizadûr. See Special Rewards, p46, for contents.

APLA: Loot: 101 gp; Coin: 0 gp; Magic: 667 gp - 2x *vest of resistance +2* (333 gp each)

APL6: Loot: 159 gp; Coin: 0 gp; Magic: 946 gp - +1 breastplate (113 gp), vest of resistance +1 (83 gp, 2x vest of resistance +2 (333 gp each), pearl of power 1 (83 gp)

APL8: Loot: 143 gp; Coin: 0 gp; Magic: 2001 gp - 2x +1 breastplate (113 gp each), vest of resistance +1 (84 gp), vest of resistance +2 (333 gp), vest of resistance +3 (750 gp), headband of intellect +2 (333 gp), 3x pearl of power 1 (84 gp each)

APL10: Loot: 143 gp; Coin: 0 gp; Magic: 4392 gp - 2x +1 breastplate (113 gp each), vest of resistance +1 (84 gp), vest of resistance +2 (333 gp), vest of resistance +3 (750 gp), amulet of natural armor +1 (167 gp), headband of intellect +4 (1333 gp), Periapt of Wisdom +4 (1333 gp), 2x pearl of power 1 (84 gp each)

APL12: Loot: 209 gp; Coin: 0 gp; Magic: 7558 gp - 2x +1 breastplate (113 gp each), vest of resistance +2 (333 gp), 2x vest of resistance +4 (1333 gp each), amulet of natural armor +1 (167 gp), amulet of health +2 (333 gp), headband of intellect +4 (1333 gp), Periapt of Wisdom +4 (1333 gp), pearl of power 1 (84 gp), pearl of power 2 (333 gp), pearl of power 3 (750 gp)

APL14: Loot: 209 gp; Coin: 0 gp; Magic: 12725 gp - 2x +1 breastplate (113 gp each), vest of resistance +2 (333 gp), 2x vest of resistance +5 (2083 gp each), amulet of natural armor +1 (167 gp), amulet of health +2 (333 gp), gauntlets of ogre power (333 gp), headband of intellect +6 (3000 gp), Periapt of Wisdom +6 (3000 gp), pearl of power 1 (84 gp), pearl of power 2 (333 gp), pearl of power 3 (750 gp)

Detect Magic Result: Amulet of health +2 (Moderate Transmutation), amulet of natural armor +1 (Faint Transmutation), +1 breastplates (Faint Abjuration), gauntlets of ogre power (Moderate Transmutation), headband of intellect +2 (Moderate Transmutation), headband of intellect +4 (Moderate Transmutation), headband of intellect +6 (Moderate Transmutation), periapt of wisdom +4 (Moderate Transmutation), periapt of wisdom +6 (Moderate Transmutation), pearl of power 1st level (Strong Transmutation), pearl of power 2nd level (Strong Transmutation), pearl of power 3rd level (Strong Transmutation), vest of resistance +1 (Faint Abjuration), vest of resistance +2 (Faint Abjuration), vest of resistance +3 (Faint Abjuration), vests of resistance +4 (Faint Abjuration), vests of resistance +5 (Faint Abjuration).

Development: Once the three foes are defeated, the party can continue to rebuild the fountain in peace.

When they are done, read or paraphrase:

After replacing the last fragment of the fountain you step back to behold the result. Out of a natural, gold-flecked marble rock studded with amethysts sprout dozens of crystal needles, glittering in the moonlight like ice. In

many places uncut rubies, emeralds, topazes and diamonds lend priceless color to it all. As you watch a faraway rumble can be heard for a few moments; then all is silent again. Another, louder rumble dies away and another, louder still. Then suddenly a 20' high stream of water spouts into the night sky, foaming, gushing and bubbling. In moments you are soaked and soon the sand around the fountain begins to wash away, revealing the crystal forest floor –and the deep waters of the lake underneath.

Now that the fountain is repaired the party must cause it to throw a rainbow. This can be done by refracting the light of a torch or illuminating spell in the clear crystals of the fountain. When this happens, read or paraphrase:

At first, the rainbow you make is hardly worth the name and barely visible. But then it grows clearer and brighter. Not, as it seems at first, because you happen to strike a more appropriate spot on the fountain with your light, but by some inner force, as soon becomes clear when the light grows brighter still. Then, steadily, soundlessly, unstoppable, a true rainbow grows from the fountain, rising ever upwards and spreading until it covers the entire clearing and fills the night with brilliant colors.

After an unknown amount of time the light slowly fades and you become aware of a strange creature regarding you wearily. Tall and regal and made entirely of water this can only be Vanora, the water weird.

Vanora remembers little of the attack on herself; only a flood of darkness and the sensation of being shattered. The time after that is fragmented and she only remembers fear and despair – until the rainbow came and she found herself here again.

Vanora is old and so is the idiom she uses. Try to use the oldest phrases and words you can think of when roleplaying her. See the boxed text below for an example. Due to Vanora's long absence her pool right now has none of the special properties listed in the monster entry. It is pure but otherwise normal water. Vanora herself currently has no spells and only a very limited amount of other powers. She can call down the Rainbow and she can return to her native plane but not much more.

At first Vanora is suspicious and distrusting of the party, but once they have convinced her that they are the ones that brought her back she become friendlier and listen to their story. If asked for she confirms that the nymph she refused to give counsel was Aurelia.

Vanora wants to know every detail of the party's quest and asks whatever questions she deems needful to this end. Once all is clear she wants to know exactly what

the party wants from her. Without her spells she can do little more than confirm what the party already knows or suspects (that the yellow flowers cause the bullywugs to rage and that it is not native to the Vast Swamp). If asked for she agrees to look into the matter once she has rested and restored herself.

When the party indicates they want to meet with Menarden, read or paraphrase:

Vanora ponders your story for a while, then shakes her head, sending droplets of water and light everywhere.

"I do apear me that I can fain not fulfill thy request. It is mine sorrow that I canst not send thee to Menarden." She says in a rushing voice. "Once, I could have done so, but these are darker times and now, none can reach the mighty oak without permit. But if thou doest so desire, I shall send thee to another in his stead, to those that may still converse with him. At thy word, I shall send thee to the Killoren."

If asked Vanora explains that the Killoren are Fey, and the "Warders of Nature". They protect all that is natural and could be considered the epitome of druidhood. For more information on the Killoren, see Appendix 10.

Vanora herself feels weak from her ordeal and intends to withdraw to the elemental plane of water for a while to recuperate. With her home restored however she comes back soon to live here again. Assuming the PCs accept her offer (and she has no other to make), read or paraphrase:

Vanora bows deeply as you give your consent then she raises her hands to the heavens and speaks a single word of power. Instantly a brilliant light fills the glade, casting rainbows wherever it is refracted by the countless crystals that make up the fountain. As Vanora turns so do the rainbows, growing ever brighter and brighter until all you can see are the dazzling colors dancing and shimmering and merging until there is nothing to be seen save for a blinding radiance.

Slowly, the light fades and for a short while all is darkness and dancing afterlights on your retina. As your vision slowly clears you find yourself in a dark place surrounded by trees ancient beyond belief. You seem to be alone.

Encounter 13: To Menarden

The party is in fact not alone, but the Killoren are well hidden and at the first, the PCs are too blinded to see

them. The Killoren will use this time to study the party and if possible form a first impression.

Note that in general, the Killoren are Indifferent towards the party, but are considered Hostile where it comes to the suggestion of letting the PCs actually meet Menarden. The Killoren are all druids of level 10 or higher. If a PC is a member of the Emerald Oak and was found out by Shidan (or conveys this information to the Killoren without alerting the rest of the party) the Killoren react slightly more favorable: the party gains a +2 circumstance modifier on Diplomacy checks with the Killoren in addition to the bonus already granted by being part of said meta-organization.

When the party is ready let them roll a DC 40 Spot Check to discover the hidden Killoren. Should none of the party spot the Killoren, the Fey eventually come out in the open on their own. Read or paraphrase:

Suddenly you realize you are not alone. In fact you are surrounded! Fading into the foreground are at least half a dozen of what appear to be young, green- or brown-skinned half-olve. Some of them have deep forest green hair and are barely visible even now while others, black of hair and eye are unnerving in the way they positively radiate danger and destruction. The one now stepping forward has white hair and eyes like a summer sky.

In a level voice he says "This place is forbidden to your kind. But the Rainbow transcends that restriction and thus you will be allowed to defend yourself. Why are you here?"

There are seven Killoren; three Hunters, three Destroyers, and one, the speaker, in his Aspect of Nature. They want to know what the party wants here. They have no intention of helping the party in any way and most certainly not by letting them come anywhere near Menarden. If Shidan informed the Killoren of the party's goal the Killoren will be especially wary but, for now, wish to form their own opinion of the party, for better or for worse.

The party must convince the Killoren to help them. The Killoren however are not much interested in the survival of Sunndi, being of the opinion that civilization is overgrowing already and if the bullywugs prune the population a bit (or a lot), then so much the better. Explaining the political situation to them does help. The Killoren do not know a lot about Ahlissa or Xavener but if the party explains it to them, they can understand what would happen to nature if Ahlissa decided to march on the bullywugs (and incidentally re-conquer Sunndi). There would be extensive destruction of the natural areas and the end result regarding settlements would be at best

the same as it is now (only with Ahlissan rather than Sunndian people). Such arguments convince the Killoren to send a representative to Menarden, who relays the party's information and questions and return with the answers.

If the party insists on speaking with Menarden they do have a chance, but only a small one: they need to make a DC 40 Diplomacy check (turning the Killoren from Hostile to Friendly). Note that having a Redcap tooth will grant a +2 bonus to the roll. In addition, since high-level adventurers are known for their deeds, the PC making the check may add his level to the check as the Killoren have a better inkling of what manner of person they are dealing with. Feel free to assign circumstance bonuses or penalties for good role-play, if the PC is known to favor or disfavor Nature, or other appropriate reasons

If the party succeeds the Killoren take them to Menarden himself and allow them to present their case directly. Note that this has no influence on the outcome of the adventure. It is simply a boon for role-play and skill-use.

If the party speaks with Menarden through the Killoren go to encounter 14A. If they speak directly with Menarden go to encounter 14B.

If the party fails to convince the Killoren at all the scenario ends here. If they go peacefully, the Killoren lead them through a long, dark tunnel to the edge of Menowood. The tunnel collapses as soon as the whole party has passed through.

If the PCs at any time attempt violence a whirlwind immediately descends and tosses the offending PC out of Menowood - after banging him into enough trees to knock him unconscious.

Encounter 14A: Answers

The party finally gets the info they are looking for -sort of. What they actually get is some history, some speculation, and a map to Taldagar's Tower on the Tilvanot Peninsula. Read or paraphrase:

The Killoren stare at each other for a while, as if communicating. Then the white-haired one looks at you and nods.

"Very well. It might be that this bullywug invasion requires our concern, and we will help you. I will speak with the Old One on your behalf and give you his answers. Wait here and rest until I return."

With that he lightly runs off into the trees and soon vanishes from sight. The other Killoren seem to relax slightly, but still eye you warily.

The party can talk with the Killoren and with each other while the messenger is away. The remaining Killoren are wary but not unfriendly although they do not answer questions about their race or private lives. When they are done, read or paraphrase:

For many long hours you wait in the cool darkness of the deep forest and slowly you begin to wonder if you should set up camp -and what the Killoren will think of that. Then, with a flash, the white-haired Killoren is back.

"The Old One has spoken and grants you the gift of his knowledge. The source of your problems are the yellow flowers know as the Children of Pelor. Their natural bond with amphibic creatures has been perverted and to restore the balance you must undo this. The Children of Pelor do not belong in the Vast Swamp but great winds sometimes spread their seeds all the way across the Spine Ridge. Their natural habitat is on the Tilvanot Peninsula and it is there that you must search for the source of the perversion."

"At the edge of the Spine Ridge, where the mountains encroach upon the Tilvanot Peninsula, a man once lived, and black was his heart. His knowledge of nature ran deep, but it was all bent on destruction and for this he was slain. Taldagar was his name and Yaromir the one that destroyed his greatest evil. But other evils may yet remain and his tower may still hide dark forces. Seek out his tower and uproot his evil and in doing so restore the Children of Pelor to their natural place. Without their influence, the bullywug army will scatter and never again reform."

It should not be difficult for the party to figure out that even when they know the exact location of the Tower the journey there is not one to undertake lightly or unprepared. Most PCs also quickly realize that going there at best prevents future invasions from happening (if those going there can destroy the mutated yellow flowers). It does little to stop the current war. Then again both Menarden and the Fey are now aware of the situation and they seem to think the bullywug invasion is a bad thing. Who knows what hidden powers may be unleashed from Menowood at their bidding?

If the party wants they can question the Killoren further but they can offer only limited help. They know nothing of Taldagar or his tower, nor do they go to Menarden a second time. When the party runs out of questions the Killoren can answer, read or paraphrase:

Although the information you received is far from a clear recipe for success against the bullywugs it seems to be all there is. When it becomes clear the Killoren can help you no further they look at each other again, before turning to you:

"You have received what you came for. Now it is time to leave. Follow us."

Without waiting for your reaction they all turn and leave.

Assuming the party follows (if they do not and can not magic themselves home they are stuck with no way out except starvation), the Killoren quickly guide the party to a small glade. Read or paraphrase:

The Killoren lead you to a small glade and there, the white-haired one gestures and speaks words of power. Within moments the air is filled with whinnying shrieks and a flock of hippogriffs land.

The white-haired Killoren gestures at them and says "These will bear you back home. Leave in peace."

The hippogriffs come without tack or saddle, being wild animals but they carry their passengers faithfully all the same. If a party member (say, a centaur) or his mount/companion/whatever cannot ride a hippogriff the Killoren provide carrier nets and kites. Not very dignified perhaps, but it works.

If the party prefers to use their own magic, that is fine as well. Read or paraphrase:

With their strong wings beating hard, the hippogriffs take off and soon you are flying high above the bowers of Menowood. Again you are reminded of a green, leafy sea hiding untold wonders in its depths. But some of the wonders and dangers you have seen now and they blaze in your memory like a bonfire.

Far ahead lays Sunndi, New Keep, and the end of your quest – for now.

Go to the Conclusion.

Encounter 14b: Menarden

The party is taken to the mighty treant and may state their case and questions. Menarden does his best to answer their questions. The party finally gets the info they are looking for - sort of.

What they actually get is some history, some speculation, and a map to Targandor's Tower on the Tilvanot Peninsula. Read or paraphrase:

The Killoren stare at each other for a while, as if communicating. Then the white-haired one looks at you and nods.

"Very well. It might be that this bullywug invasion requires our concern and even the attention of the Old One. Follow us."

With that he lightly runs off into the trees towards the east and soon vanishes from sight. The other Killoren follow and it seems best you do the same. Quickly.

If the party follows, read or paraphrase:

For how long the Killoren lead you on a trek through the dark forest you will never know. They glide among the black bowers like shadows and often all that is visible of them is the shock of white hair of their spokesman – and sometimes not even that.

Then, almost imperceptibly, a pearly twilight begins to color the air and you realize dawn must be approaching. Yet the Killoren tread as quickly and lightly as ever even though your path now goes uphill. The rocky hill is old and worn but still rises a fair end above the land and the slopes betimes are steeper than you would have liked. Onwards it goes through the lingering night until even the strongest in your party is gasping for breath.

Then abruptly, almost between one step and the next, you crest the hill and burst from the forest into a dawn bright enough to make your eyes water, while you realize that outside the heavy canopy and the shadow of the hill the sun has long risen. You blink to clear your vision – then blink again in disbelief as you gaze upon, not a further extension of the hill, but the biggest tree in living memory, a colossal entity rising to a dizzying height up into the air, its gigantic trunk supporting a majestic crown that seems to stretch to the horizon.

Whether from awe or simply exhaustion you may never know, but you feel your knees buckle at the sight.

This is Menarden, a truly colossal treant. In game terms his trunk is 20 feet wide, but the circumference of his crown barely fits the battle mat and he is some 150 feet tall. He is at least several thousand years old.

Give the party a chance to react, before you continue:

The Killoren never stopped and now wait for you in the shadow of the great tree. As you approach they do not speak a word, but simply gesture for you to sit and withdraw, with only the morning wind, gently rustling through the leaves, for company.

Menarden does not speak first. The party must address him. Once they do he answers their questions readily but slowly, pondering with great care over their words and his response. When he speaks his voice seems to be the rustling of leaves, or the creaking and groaning of wood, or even simply knowledge instilled into the party's minds. Menarden always remains calm and ponderous, regardless of how agitated the party may be. He tries to answer their questions as best he can but there are limits to even his knowledge.

Here are some questions the party may ask:

Q: Why do the bullywugs attack?

A: *"They are poisoned by the pollen of the yellow flowers. This whips them into a permanent rage from which they never tire and makes them attack anything that moves, even each other."*

Q: Where do the yellow flowers come from?

A: *"These flowers normally live in swamps and marshes in the place you know as the Tilvanot. There they have a symbiotic relation with the local amphibians, who are attracted to the plants' pollen. The amphibians eat the insects that threaten the plants and the pollen increases the frog's fertility. To sustain the relationship an adult Sun Child bears flowers all year round."*

"However, once ever 20-25 years a strong sea current shifts course, causing much upheaval in local weather patterns. Because of this a strong south wind blows from the Peninsula to the Vast Swamp and Sunndi, transporting Sun Child seeds to the Vast Swamp. The Sunndians know this phenomenon as the War Wind."

"In the Vast Swamp, the Sun Children cannot truly survive; certain insects see to that. In the first year the plant thrives but after that it goes downhill fast. The normal variety lasts maybe 5 years thanks to amphibian protection; the tainted variety that causes so much trouble lacks that protection and lasts maybe 3 years. Long enough unfortunately, for the bullywugs to wreak no end of havoc."

Q: Why do they affect the bullywugs so?

A: *"Mostly unknown. The most likely cause seems to be a source of magic gone awry in or near Taldagar's Tower."*

Q: Who was Taldagar?

A: *"An evil wizard who once sought to destroy Menarden and Menowood. The story 'The Leaf of Menarden' has it more or less correct."*

Q: Where is his tower?

A: *"Where the Spine Ridge meets the Tilvanot Peninsula. Yaromir described it as being at the edge of a great lake but after so many years, who knows what the land may look like?"*

Q: What can we do about the bullywugs now?

A: *"Fight them as hard as you can; hold out until all the flowers have again vanished from the swamp. But in the end the only permanent solution is an end to whatever causes the yellow flowers to have their devastating effect on amphibians."*

Q: What about the Wastrians?

A: *"They have their own agenda and merely use the bullywugs for their own ends. They seem to have limited control over them; find out how they do this and you may have a weapon against the invasion."*

Q: What other help can you give us?

A: *"For now very little. But a new dawn may bring more light. Plans do not grow in one mere night."*

When the PCs run out of questions to ask, read or paraphrase:

Although the information you received is far from a clear recipe for success against the bullywugs, it is at least a beginning of hope and even if nothing can be done to halt the marauding hordes of bullywugs this time, at least now there is a chance that future generations will not have to suffer the same horrors. Assuming there will be a future generation.

As you look at each other in grim acknowledgement of this bleak thought a few branches rustle high in Menarden's crown. Within moments the air is filled with whinnying shrieks; a flock of hippogriffs lands and you know that the time has come to part ways and go home. Back to Oerth and the normal world.

The hippogriffs come without tack or saddle, being wild animals, but they carry their passengers faithfully all the same. If a party member (say, a centaur) or his mount/companion/whatever can not ride a hippogriff the Killoren provide carrier nets and kites. Not very dignified perhaps, but it works.

If the party prefers to use their own magic, that is fine as well. Read or paraphrase:

With their strong wings beating hard, the hippogriffs take off and soon, you are flying high above the bowers of Menowood. Again you are reminded of a green, leafy sea hiding untold wonders in its depths. But some of the

wonders and dangers you have seen now and they blaze in your memory like a bonfire. Far ahead lies Sunndi, New Keep, and the end of your quest – for now.

Conclusion

After an uneventful trip the party reaches Newkeep, the hippogriffs landing just outside of town. Once the party has dismounted the hippogriffs take off again and return to Menowood.

At the Queens Halls the party is quickly granted an audience and presumably reports their findings. They get their rewards and the scenario ends.

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to mdkniese@blackstar.nl as soon as possible. General comments about the module are also welcomed at this address.

1. Did the party fight Astenin, and if so, did he survive?
2. Did Ispalian survive?
3. Did the party kill Shidan?
4. Did the party make peace between Shidan and Ethaliriye?
5. Did the party speak of their quest to any of the Fey on the Summer Fair, and if so, who?
6. Did the party harm the cloud giant children?
7. What happened to the drow displacer beasts?
8. Did the party restore Vanora to the fountain?
9. Did the party get their answers from the Killoren?
10. Did the party speak with Menarden directly?
11. Did they report all their findings to the Queen's Halls?

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: Entering Menowood

Gaining entrance into Menowood

APL4	80 XP
APL6	110 XP
APL8	140 XP
APL10	170 XP
APL12	200 XP
APL14	230 XP

Encounter 2: The Riddle Master

Receiving the Prophecy from Astenin

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 6: The pixies

Gaining an Invitation to the Summer Fair

APL4	20 XP
APL6	50 XP
APL8	50 XP
APL10	110 XP
APL12	140 XP
APL14	170 XP

Encounter 7: The Summer Fair

Defeating the Redcaps

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 8: Shidan and Ethaliriye

Making peace between Shidan and Ethaliriye

APL4	100 XP
APL6	130 XP
APL8	160 XP
APL10	190 XP
APL12	220 XP
APL14	250 XP

Encounter 9: The one with no legs

Retrieving the missing parts of the fountain

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 10: The one with no brains

Gathering the 101 clovers without resorting to violence

APL4	20 XP
APL6	50 XP
APL8	80 XP
APL10	110 XP
APL12	140 XP
APL14	170 XP

Encounter 11: The one that can not die

Getting past the Earth Elemental

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 12: The one that isn't thirsty

Returning Vanora to her fountain

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 13: To Menarden

Convincing the Killoren to help

APL4	80 XP
APL6	110 XP
APL8	140 XP
APL10	170 XP
APL12	200 XP
APL14	230 XP

Total Possible Experience:

APL4	1350 XP
APL6	1800 XP
APL8	2250 XP
APL10	2700 XP
APL12	3150 XP

Treasure Summary

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

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

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

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

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

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

Encounter 7: The Summer Fair

Looting the redcaps

APL4: Loot: 20 gp; Coin: 0 gp; Magic: 415 gp – 5x *redcap tooth* (84 gp each).

APL6: Loot: 20 gp; Coin: 0 gp; Magic: 415 gp – 5x *redcap tooth* (84 gp each).

APL8: Loot: 13 gp; Coin: 0 gp; Magic: 1381 gp – 5x *+1 scythes* (193 gp each), 5x *redcap tooth* (84 gp each).

APL10: Loot: 13 gp; Coin: 0 gp; Magic: 5545 gp – 5x *+1 keen scythes* (693 gp each), 5x *pairs of gauntlets of ogre power* (333 gp each), 5x *redcap tooth* (84 gp each).

APL12: Loot: 13 gp; Coin: 0 gp; Magic: 10545 gp – 5x *+1 keen scythes* (693 gp each), 5x *belts of giant strength +4* (1333 gp each), 5x *redcap tooth* (84 gp each).

APL14: Loot: 13 gp; Coin: 0 gp; Magic: 18880 gp – 5x *+1 keen scythes* (693 gp each), 5x *belts of giant strength +6* (3000 gp each), 5x *redcap tooth* (84 gp each).

Encounter 12: The One that isn't Thirsty

Looting the drow assassins:

APL4: Loot: 101 gp; Coin: 0 gp; Magic: 667 gp - 2x *vest of resistance +2* (333 gp each)

APL6: Loot: 159 gp; Coin: 0 gp; Magic: 946 gp - *+1 breastplate* (113 gp), *vest of resistance +1* (83 gp), 2x *vest of resistance +2* (333 gp each), *pearl of power 1* (83 gp)

APL8: Loot: 143 gp; Coin: 0 gp; Magic: 2001 gp – 2x *+1 breastplate* (113 gp each), *vest of resistance +1* (84 gp), *vest of resistance +2* (333 gp), *vest of resistance +3* (750 gp), *headband of intellect +2* (333 gp), 3x *pearl of power 1* (84 gp each)

APL10: Loot: 143 gp; Coin: 0 gp; Magic: 4392 gp - 2x *+1 breastplate* (113 gp each), *vest of resistance +1* (84 gp), *vest of resistance +2* (333 gp), *vest of resistance +3* (750 gp), *amulet of natural armor +1* (167 gp), *headband of intellect +4* (1333 gp), *periapt of Wisdom +4* (1333 gp), 2x *pearl of power 1* (84gp each)

APL12: Loot: 209 gp; Coin: 0 gp; Magic: 7558 gp - 2x *+1 breastplate* (113 gp each), *vest of resistance +2* (333 gp), 2x *vest of resistance +4* (1333 gp each), *amulet of natural armor +1* (167 gp), *amulet of health +2* (333 gp), *headband of intellect +4* (1333 gp), *periapt of Wisdom +4* (1333 gp), *pearl of power 1* (84 gp), *pearl of power 2* (333 gp), *pearl of power 3* (750 gp)

APL14: Loot: 209 gp; Coin: 0 gp; Magic: 12725 gp - 2x *+1 breastplate* (113 gp each), *vest of resistance +2* (333 gp), 2x *vest of resistance +5* (2083 gp each), *amulet of natural armor +1* (167 gp), *amulet of health +2* (333 gp), *gauntlets of ogre power* (333 gp), *headband of intellect +6* (3000 gp), *Periapt of Wisdom +6* (3000 gp), *pearl of power 1* (84 gp), *pearl of power 2* (333 gp), *pearl of power 3* (750 gp)

Conclusion

Reward from the Queen's Halls:

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

APL 12: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp

APL 14: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp

Total Possible Treasure

APL4: Loot: 121 gp; Coin: 200 gp; Magic: 1082 gp

APL6: Loot: 179 gp; Coin: 300 gp; Magic: 1361 gp

APL8: Loot: 156 gp; Coin: 400 gp; Magic: 3382 gp

APL10: Loot: 156 gp; Coin: 500 gp; Magic: 9937 gp

APL12: Loot: 222 gp; Coin: 600 gp; Magic: 18103 gp

APL14: Loot: 222 gp; Coin: 700 gp; Magic: 31605 gp

Treasure Cap

APL 4 – 1300 gp

APL 6 – 1800 gp

APL 8 – 2600 gp

APL 10 – 4600 gp

APL 12 – 6600 gp

APL 14 – 13200 gp

Special Rewards

☛ **Invitation to the Summer Fair:** You are invited to the Fairy Summer Fair. Once per campaign year you can use this favor at dawn to be transported there and buy the following:

***Althea's Brew:** This non-magical brew, created from a fine selection of natural herbs and secret ingredients, grants the imbiber 1d8 additional temporary hit points, as well as a +1 bonus on all Fortitude saves, for 10 rounds. Cost: 50 gp.

* **Arms & Equipment Guide:** All items from table 2-1 to 2-6, bark armor, claw bracer, elven double bow, climb dog

* **Races of the Wild:** All arrows from table 7-1, all items from table 7-3, *belt of hidden pouches*, elvencraft bow, forestwarden shroud, hideaway weapon, netcutter spikes, safewing emblem, survival pouch, skiprock, war sling

* **Any Player's Handbook** armor, shield, armor spikes, quick escape catch (*Arms & Equipment Guide*) in mithral or darkwood; Lord Wylenan, the armor smith, being a snob, will sell his wares only to people of breeding and fame; you must succeed at a Diplomacy check + 2x character level to beat a DC of 20+2x non-magical AC bonus of the armor or Lord Wylenan will not sell it to you this time.

* **Dungeon Masters Guide:** All musical instruments and 1-use items table 7-27 of no more than 2500 gp, rope of climbing

☛ **Black Spellbook** (costs 50gp/page, APLs stack):

APL4: L0- *repair minor damage*; L1- *chill touch*, *identify*, *mage armor*, *magic missile*, *orb of acid (lesser)*, *orb of*

sound (lesser), *orb of cold (lesser)*, *ray of enfeeblement*, *shield*

APL6: L2: *blindness/deafness*, *false life*, *fireburst*, *ghoul touch*, *glitterdust*, *locate object*, *scorching ray*, *scare*, *see invisibility*

APL8: L3: *dispel magic*, *haste*, *heroism*, *fly*, *ray of exhaustion*, *resonating bolt*, *secret touch*, *stinking cloud*, *vampiric touch*

L4: *bestow curse*, *burning blood*, *dimension door*, *enervation*, *everard's black tentacles*, *orb of acid*, *orb of sound*, *unluck*, *wrack*

APL10: L5: *arc of lightning*, *balefull polymorph*, *fireburst (greater)*, *fireshield (mass)*, *reciprocal gyre*, *spirit wall*, *waves of fatigue*

APL12: L6: *arrow of bone*, *brilliant blade*, *circle of death*, *contingency*, *create undead*, *disintegrate*

APL14: L7: *finger of death*, *limited wish*, *prismatic spray*, *reverse gravity*, *waves of exhaustion*.

☛ **redcap's tooth:** When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with Fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

Items for the Adventure Record

Item Access

APL 4

- ❖ Black Spellbook (Adventure, see above)
- ❖ *continual flame marble* (Adventure, 110gp)
- ❖ Forester Cloak (Adventure, 20gp, A&E)
- ❖ *redcap's tooth* (Adventure, 1000gp, MM3, see above)
- ❖ Silent Shoes (Adventure, 10gp, A&E)
- ❖ *vest of resistance+1* (Adventure, 1000gp, CA)

APL 6 (All of APL 4 plus the following)

- ❖ Large masterwork rapier (Adventure, 340 gp, PHB)
- ❖ *pearl of power 1st level* (Adventure, 1000 gp, DMG)
- ❖ *vest of resistance+2* (Adventure, 4000gp, CA)

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

- ❖ *vest of resistance +3* (Adventure, 9000gp, CL9, CA)

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

- ❖ *headband of intellect +4* (Adventure, 16000gp, DMG)
- ❖ *+1 keen scythe* (Adventure, 8318gp, DMG)
- ❖ *periapt of wisdom +4* (Adventure, 16000gp, DMG)

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

- ❖ *belt of giant strength +4* (Adventure, 16000 gp, DMG)
- ❖ Large mighty composite longbow – str +4 (Adventure, 900 gp, PHB).
- ❖ *pearl of power 2nd level* (Adventure, 4000 gp, DMG)
- ❖ *pearl of power 3rd level* (Adventure, 9000 gp, DMG)
- ❖ *vest of resistance +4* (Adventure, 16000gp, CA)

APL 14 (All of APLs 4-12 plus the following)

- ❖ *belt of giant strength +6* (Adventure, 36000 gp, DMG)
- ❖ *headband of intellect +6* (Adventure, 36000 gp, DMG)
- ❖ *periapt of wisdom +6* (Adventure, 36000 gp, DMG)
- ❖ *vest of resistance +5* (Adventure, 25000gp, CA)

Appendix 1: APL4

Encounter 2: The Riddle Master

Astenin: Male mantichore Clr3/Divine Oracle3; CR 8; Large Magical Beast; HD 6d10+3d8+3d6+60; hp 120; Init +4; Spd 30 ft., fly 50 ft. (clumsy); AC 19, touch 14, flat-footed 15; Base Atk +9; Grp +17; Atk +12 melee (2d4+4, claw) or +13 ranged (1d8+2/19-20, spike); Full Atk +12/+12 melee (2d4+4, claws) and +11 melee (1d8+2, bite), or +13/+13/+13/+13/+13/+13 ranged (1d8+2/19-20, spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Dark vision 60 ft., low-light vision, scent, scry bonus, prescient sense, trap sense +1, divination enhancement; AL N; SV Fort +14, Ref +11, Will +12; Str 18, Dex 18, Con 20, Int 12, Wis 19, Cha 10.

Skills and Feats: Knowledge (religion) +12, Spot +20, Listen +16; Flyby Attack, Multiattack, Weapon Focus (spikes), Skill Focus (Knowledge: Religion), Practiced Spellcaster (cleric), Spell Focus (divination).

Spikes (Ex): With a snap of its tail, a mantichore can loose a volley of spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Spells Prepared (5/5/5/4; base DC = 14 + spell level): 0—*detect magic, resistance, read magic, detect poison, guidance*, 1st—*identify**, *comprehend languages, divine favor, detect evil, detect chaos*, 2nd—*augury**, *hold person, sound burst, resist energy, spiritual weapon*, 3rd—*divination**, *bestow curse, dispel magic, searing light*.

*Domain spell. **Deity:** Istus; **Domains:** Knowledge (You cast divination spells at +1 caster level); Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense

Motive checks); Oracle (You cast divination spells at +2 caster level).

Possessions: None.

Encounter 7: The Summer Fair

Redcap Ravagers (4): Red cap HD4; CR 2; Small Fey; HD 4d6+8; hp 22; Init +7; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +2; Grp +4; Atk +5 melee (2d4+3/x4, scythe) or +5 ranged (1d6+3, *eldritch* sling bullet); Full Atk +5 melee (2d4+3/x4, scythe) or +5 ranged (1d6+3, *eldritch* sling bullet); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low-light vision; AL CE; SV Fort +3, Ref +6, Will +5; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13.

Skills and Feats: Hide +13 (+14 in forests), Intimidate +9, Listen +9, Move Silently +10, Spot +9, Survival +9; Improved Initiative, Power Attack.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Possessions: Medium scythe, medium sling, 10 bullets, forester cloak, silent shoes.

Redcap Slayer (1): Red cap HD6/elite array; CR 4; Small Fey; HD 6d6+30; hp 51; Init +10; Spd 30 ft.; AC 18, touch 16, flat-footed 13; Base Atk +3; Grp +8; Atk +10 melee (2d4+7/x4, scythe) or +10 ranged (1d6+6, *eldritch* sling bullet); Full Atk +10 melee (2d4+7/x4, scythe) or +10 ranged (1d6+6, *eldritch* sling bullet); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low-

light vision; AL CE; SV Fort +7, Ref +10, Will +5; Str 21, Dex 20, Con 20, Int 10, Wis 10, Cha 14.

Skills and Feats: Hide +18 (+19 in forests), Intimidate +11, Listen +10, Move Silently +14, Spot +10, Survival +10; Improved Initiative, Power Attack, Weapon Focus (Scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Possessions: Medium scythe, medium sling, 10 bullets, forester cloak, silent shoes.

Encounter 9: The ones with no legs

Conflagration Ooze: CR 7; Large Ooze (Fire); HD 7d10+28; hp 66; Init +4; Spd 30 ft., climb 10 ft.; AC 20, touch 9, flat-footed 20; Base Atk +5; Grp +15; Atk +11 melee (2d6+6 plus 1d6 fire, slam); Full Atk +11/+11 melee (2d6+6 plus 1d6 fire, slam); Space 10 ft./10 ft.; SA fire in the blood, improved grab, spell-like abilities; SQ Blindsight 60 ft., DR 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL CE; SV Fort +6, Ref +4, Will +3; Str 23, Dex 10, Con 18, Int 9, Wis 12, Cha 13.

Skills and Feats: Climb +10, Hide +8, Listen +3, Move Silently +8; Ability Focus (fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam).

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life supporting fluid, such as sap in a plant creature). Success indicates the creature

takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood to liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 19 Fortitude save to reduce or avoid the same effects. A creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose and mouth, running down the victim's body and giving it an unearthly, terrible appearance. Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Spell-Like Abilities: 1/day – *confusion* (DC 15), *deep slumber* (DC 14), *hold monster* (DC 16). Caster level 10th.

Encounter 12: One that isn't thirsty

Byres'lyr: Female drow tauric displacer beast Clr1; CR 5; Large Monstrous Humanoid; HD 7d8+1d8+40; hp 76; Init +3; Spd 40 ft.; AC 22, touch 12, flat-footed 19; Base Atk +7; Grp +15; Atk +12 melee (2d6+5, masterwork heavy mace) or +9 melee (1d6+5, tentacle); Full Atk +12/+7 melee (2d6+5, masterwork heavy mace) and +9/+9 melee (1d6+5, tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 12, drow traits; AL CE; SV Fort +11, Ref +9, Will +12; Str 21, Dex 16, Con 20, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Hide +14, Knowledge: Religion +2, Listen +13, Move Silently +10, Spellcraft +2, Spot +13; Alertness, Multi-attack, Practiced Spellcaster (cleric).

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights, darkness, faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Spells Prepared (3/3; base DC = 13 + spell level; caster level 5): 0—*cure minor wounds, resistance, guidance*, 1st—*cause fear**, *bless, cure light wounds*.

*Domain spell. **Deity:** Nerull; **Domains:** Death (death touch once per day), Evil (cast evil spells at +1 caster level).

Possessions: Large masterwork heavy mace, breastplate, *vest of resistance +2*, wooden holysymbol, spellcomponent pouch.

Bizadûr: Male drow tauric displacer beast Wiz(Nec)1; CR 5; Large Monstrous Humanoid; HD 7d8+35 + 1d4+5; hp 74; Init +7; Spd 40 ft.; AC 21*, touch 12, flat-footed 18; Base Atk +7; Grp +15; Atk +11 melee (1d6+4, masterwork dagger) or +8 melee (1d6+4, tentacle) or +10 ranged (1d6/19-20, masterwork hand crossbow); Full Atk +11/+6 melee (1d6+4, masterwork dagger) and +8/+8 melee (1d6+4, tentacles), or +10 ranged (1d6/19-20, masterwork hand crossbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120', Displacement, Low-light vision, Resistance to ranged attacks, SR 12, drow traits; AL CE; SV Fort +9, Ref +9, Will +10; Str 18, Dex 17, Con 20, Int 18, Wis 12, Cha 10.

*Spells running: *mage armour* (included).

Skills and Feats: Concentration +7, Hide +14, Knowledge: Arcana +6, Listen 14, Move Silently +14, Search +10, Spellcraft +6, Spot +13; Multi-attack, Improved Initiative, Practiced Spellcaster (wizard).

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any

melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights, darkness, faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Spells Prepared (3+1/2+1; base DC = 14 + spell level; caster level 5): 0—*acid splash, touch of fatigue, ray of frost, touch of fatigue*, 1st—*ray of enfeeblement, mage armor, chill touch*.

Possessions: Masterwork dagger, masterwork hand-crossbow, *vest of resistance +2*, 20 bolts, spellbook, spellcomponent pouch.

Familiar: Weasel (+2 on Reflex saves, Alertness feat)

Appendix 2: APL6

Encounter 2: The Riddle Master

Astenin: Male manticore Clr3/Divine Oracle5; CR 10; Large Magical Beast; HD 6d10+3d8+5d6+70; hp 138; Init +4; Spd 30 ft., fly 50 ft. (clumsy); AC 19, touch 14, flat-footed 15; Base Atk +10; Grp +18; Atk +13 melee (2d4+4, claw) or +14 ranged (1d8+2/19-20, spike); Full Atk +13/+13 melee (2d4+4, claw) and +11 melee (1d8+2, bite), or +14/+14/+14/+14/+14/+14 ranged (1d8+2/19-20, spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Dark vision 60 ft., low-light vision, scent, scry bonus, prescient sense, trap sense +2, divination enhancement, uncanny dodge; AL N; SV Fort +14, Ref +11, Will +13; Str 18, Dex 18, Con 20, Int 12, Wis 19, Cha 10.

Skills and Feats: Knowledge (religion) +14, Spot +21, Listen +17; Flyby Attack, Multiattack, Weapon Focus (spikes), Skill Focus (Knowledge: Religion), Practiced Spellcaster (cleric), Spell Focus (divination).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level): 0—*detect magic, resistance, read magic, detect poison, guidance*, 1st—*identify*, comprehend*

languages, divine favor, detect evil, detect chaos, omen of peril, 2nd—*augury*, hold person, sound burst, resist energy, spiritual weapon, curse of ill fortune*, 3rd—*divination*, bestow curse, dispel magic, searing light, blessed aim*, 4th—*scrying*, castigate, divine power*.

*Domain spell. **Deity:** Istus; **Domains:** Knowledge (You cast divination spells at +1 caster level); Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks); Oracle (You cast divination spells at +2 caster level).

Possessions: None.

Encounter 7: The Summer Fair

Redcap Ravagers (4): Redcap HD8; CR 4; Small Fey; HD 8d6+32; hp 59; Init +7; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +4; Grp +8; Atk +10 melee (2d4+6/x4, scythe) or +9 ranged (1d6+4, *eldritch* sling); Full Atk +10 melee (2d4+6/x4, scythe +1) or +9 ranged (1d6+4, *eldritch* sling); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low-light vision; AL CE; SV Fort +6, Ref +9, Will +7; Str 18, Dex 17, Con 18, Int 11, Wis 12, Cha 14.

Skills and Feats: Hide +13 (+14 in forests), Intimidate +12, Listen +11, Move Silently +14, Spot +11, Survival +11; Improved Initiative, Power Attack, Weapon Focus (Scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Possessions: Medium scythe, medium sling, 10 bullets, forester cloak, silent shoes.

Redcap Slayer (1): Redcap HD8/Occult Slayer 2; CR 6; Small Fey; HD 8d6+2d8+60; hp 97; Init +10; Spd 30 ft.; AC 20, touch 17, flat-footed 17; Base Atk +6; Grp +13; Atk +15 melee (2d4+10/x4, scythe) or +13 ranged (1d6+8, *eldritch* sling); Full Atk +15 melee (2d4+10/x4, scythe +1) or +13 ranged (1d6+8, *eldritch* sling); SA Eldritch stone, powerful build, weapon bond, vicious strike; SQ DR 5/cold iron, low-light vision, magic defense +1, mind over magic 1/day; AL CE; SV Fort +8, Ref +12, Will +9; Str 24, Dex 22, Con 22, Int 10, Wis 10, Cha 14.

Skills and Feats: Hide +15 (+16 in forests), Intimidate +10, Knowledge (arcana) +4, Listen +8, Move Silently +16, Spellcraft +3, Spot +6, Survival +8; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (Scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra

damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5).

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Possessions: Medium scythe, medium sling, 10 bullets, forester cloak, silent shoes.

Encounter 9: The ones with no legs

Conflagration Ooze (2): CR 7; Large Ooze (Fire); HD 7d10+28; hp 66; Init +4; Spd 30 ft., climb 10 ft.; AC 20, touch 9, flat-footed 20; Base Atk +5; Grp +15; Atk +11 melee (2d6+6 plus 1d6 fire, slam); Full Atk +11/+11 melee (2d6+6 plus 1d6 fire, slam); Space 10 ft./10 ft.; SA fire in the blood, improved grab, spell-like abilities; SQ Blindsight 60 ft., DR 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL CE; SV Fort +6, Ref +4, Will +3; Str 23, Dex 10, Con 18, Int 9, Wis 12, Cha 13.

Skills and Feats: Climb +10, Hide +8, Listen +3, Move Silently +8; Ability Focus (fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam).

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life supporting fluid, such as sap in a plant creature). Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood to liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 19 Fortitude save to reduce or avoid the same effects. A creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in

small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose and mouth, running down the victim's body and giving it an unearthly, terrible appearance. Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Spell-Like Abilities: 1/day – *confusion* (DC 15), *deep slumber* (DC 14), *hold monster* (DC 16). Caster level 10th.

Encounter 12: One that isn't thirsty

Kazilgam: Male drow tauric displacer beast Ftr1; CR 6; Large Monstrous Humanoid; HD 7d8+1d10+40; hp 77; Init +3; Spd 40 ft.; AC 22, touch 12, flat-footed 19; Base Atk +8; Grp +18; Atk +16 melee (2d6+10/18-20, masterwork falchion) or +12 melee (1d6+7, tentacle) or +15 melee (1d8+7/18-20, masterwork rapier); Full Atk +16/+11 melee (2d6+10/18-20, masterwork falchion) and +12/+12 melee (1d6+7, tentacle), or +15/+10 melee (1d8+7/18-20, masterwork rapier); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 12, drow traits; AL CE; SV Fort +10, Ref +8, Will +7; Str 24, Dex 17, Con 20, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +11, Listen +10, Move Silently +11, Search +10, Spot +10; Alertness, Multi-attack, Weapon Focus (falchion), Combat Reflexes.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Possessions: Large breastplate, large masterwork falchion, large masterwork rapier, vest of resistance +2.

Byres'lryl: Female drow tauric displacer beast Clr3; CR 7; Large Monstrous Humanoid; HD 7d8+3d8+50; hp 96; Init +3; Spd 40 ft.; AC 23, touch 12, flat-footed 20; Base Atk +9; Grp +17; Atk +14 melee (2d6+5, masterwork heavy mace) or +11 melee (1d6+4, tentacle); Full Atk +14/+9 melee (2d6+5, masterwork heavy mace) and +11/+11melee (1d6+5, tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120', displacement, low-light vision, resistance to ranged attacks, SR 14, drow traits; AL CE; SV Fort +11, Ref +9, Will +11; Str 21, Dex 16, Con 20, Int 12, Wis 16, Cha 10.

Spells running: *death watch* (know roughly how much hp everyone has in a 30' cone).

Skills and Feats: Concentration +8, Hide +14, Knowledge: Religion +4, Listen +13, Move Silently +10, Spellcraft +4, Spot +13; Alertness, Multi-attack, Practiced Spellcaster (cleric), Spell Focus (necromancy).

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*cure minor wounds (2)*, *resistance*, *guidance*, 1st—

*protection from good**, *bless*, *cure light wounds*, ~~*deathwatch*~~; 2nd—*death knell**, *sound burst*, *cure moderate wounds*.

*Domain spell. *Deity*: Nerull; *Domains*: Death (death touch once per day); Evil (cast evil spells at +1 caster level). Do NOT forget Practiced Spellcaster feat.

Due to Spell Focus (necromancy) the save DC = 14 + spell level. Note that the various *inflict* spells are Necromancy spells as well.

Possessions: Large masterwork heavy mace, *large +1 breastplate*, *vest of resistance +2*, wooden holy symbol, spell component pouch.

Bizadûr: Male drow tauric displacer beast Wiz(Nec)3; CR 6; Large Monstrous Humanoid; HD 7d8+3d4+50; hp 90 (103 due to *false life*)*; Init +7; Spd 40 ft.; AC 21*, touch 12, flat-footed 18; Base Atk +8; Grp +17; Atk +12 melee (1d6+4/19-20, masterwork dagger) or +9 melee (1d6+4, tentacle) or +11 ranged (1d6/19-20, masterwork hand crossbow); Full Atk +12/+7 melee (1d6+4/19-20, masterwork dagger) and +9/+9 melee (1d6+4, tentacles) or +11 ranged (1d6/19-20, masterwork hand crossbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120', displacement, low-light vision, resistance to ranged attacks, SR 14, drow traits; AL CE; SV Fort +10, Ref +10, Will +11; Str 18, Dex 17, Con 20, Int 18, Wis 12, Cha 10.

*Spells running: *false life* (included), *mage armor* (included).

Skills and Feats: Concentration +13, Hide +14, Knowledge: Arcana +12, Listen 14, Move Silently +14, Search +10, Spellcraft +10, Spot +13; Improved Initiative, Multi-attack, Practiced Spellcaster (wizard), Spell Focus (necromancy).

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (5/4/5; base DC = 14 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*, *touch of fatigue* (2); 1st—*ray of enfeeblement*, ~~*mage armor*~~, *chill touch*, *shield*; 2nd—*false life*, *ghoul touch*, *glitterdust*

Due to Spell Focus (necromancy) the base DC for these spells is 15 + spell level. Do NOT forget Practiced Spellcaster feat.

Possessions: Large masterwork dagger, large masterwork hand-crossbow, 20 bolts, *vest of resistance +2*, *pearl of power 1st level*, spellbook, spell component pouch.

Familiar: Weasel (+2 on Reflex saves, Alertness feat)

Appendix 3: APL8

Encounter 2: The Riddle Master

Astenin: Male manticore Clr3/Divine Oracle7; CR 12; Large Magical Beast; HD 6d10+3d8+7d6+80; hp 156; Init +4; Spd 30 ft., fly 50 ft. (clumsy); AC 19, touch 14, flat-footed 15; Base Atk +11; Grp +18; Atk +14 melee (2d4+4, claw) or +15 ranged (1d8+2/19-20, spike); Full Atk +14/+14 melee (2d4+4, claw) and +12 melee (1d8+2, bite), or +15/+15/+15/+15/+15/+15 ranged (1d8+2/19-20, spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Dark vision 60 ft., low-light vision, scent, scry bonus, prescient sense, trap sense +2, divination enhancement, uncanny dodge; AL N; SV Fort +15, Ref +12, Will +15; Str 18, Dex 18, Con 20, Int 12, Wis 20, Cha 10.

Skills and Feats: Knowledge (religion) +16, Spot +22, Listen +18; Flyby Attack, Multiattack, Weapon Focus (spikes), Skill Focus (Knowledge: Religion), Practiced Spellcaster (cleric), Spell Focus (divination), Greater Spell Focus (divination).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Spells Prepared (6/7/6/5/5/4; base DC = 15 + spell level): 0—*detect magic, resistance, read magic, detect poison, guidance*, 1st—*identify**, *comprehend languages, divine favor, detect evil, detect chaos, detect good, omen of peril*, 2nd—*augury**, *hold person, sound burst, resist energy, spiritual weapon, curse of ill fortune*, 3rd—*divination**, *bestow curse, dispel magic, searing light, blessed aim*, 4th—*scrying**, *castigate,*

divine power, freedom of movement, 5th—*commune**, *righteous might, flame strike, true seeing*.

*Domain spell. **Deity:** Istus; **Domains:** Knowledge (You cast divination spells at +1 caster level); Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks); Oracle (You cast divination spells at +2 caster level).

Possessions: None.

Encounter 7: The Summer Fair

Redcap Ravager (4): Redcap HD10; CR 6; Small Fey; HD 10d6+50; hp 85; Init +8; Spd 30 ft.; AC 19, touch 15, flat-footed 15; Base Atk +5; Grp +10; Atk +13 melee (2d4+9/x4, +1 *scythe*) or +11 ranged (1d6+6, *eldritch sling*); Full Atk +13/+8 melee (2d4+9/x4, +1 *scythe*) or +11 ranged (1d6+6, *eldritch sling*); SA Eldritch stone, powerful build; SQ DR 10/cold iron, low-light vision; AL CE; SV Fort +6, Ref +9, Will +7; Str 20, Dex 19, Con 20, Int 11, Wis 12, Cha 14.

Skills and Feats: Hide +16 (+17 in forests), Intimidate +11, Knowledge (religion) +4, Listen +13, Move Silently +17, Spot +13, Survival +13; Improved Initiative, Power Attack, Weapon Focus (Scythe), Combat Reflexes.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Possessions: +1 medium *keen scythe*, medium sling, 10 bullets, forester cloak, silent shoes.

Redcap Slayer (1): Redcap HD10/Occult Slayer2; CR 8; Small Fey; HD 10d6+2d8+84; hp 129; Init +11; Spd 30 ft.; AC 22, touch 18, flat-footed 15; Base Atk +7; Grp +15; Atk +18 melee (2d4+13/x4, +1 *scythe*) or sling +16 (1d6+9, *eldritch* sling); Full Atk +17/+12 melee (2d4+13/x4, +1 *scythe*) or +16 ranged (1d6+9, *eldritch* sling); SA Eldritch stone, powerful build, magical defense +1, vicious strike, weapon bond (*scythe*); SQ DR 10/cold iron, low-light vision, mind over magic 1/day; AL CE; SV Fort +10, Ref +14, Will +10; Str 26, Dex 24, Con 24, Int 10, Wis 10, Cha 14.

Skills and Feats: Hide +17 (+18 in forest), Intimidate +12, Knowledge (arcana) +4, Listen +11, Move Silently +18, Spellcraft +5, Spot +11, Survival +10; Improved Initiative, Power Attack, Weapon Focus (*Scythe*), Combat Reflexes.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another

weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5).

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Possessions: +1 medium *scythe*, medium sling, 10 bullets, forester cloak, silent shoes.

Encounter 9: The ones with no legs

Conflagration Ooze, Advanced 12 HD (2); CR 9; Huge Ooze (Fire); HD 12d10+72; hp 138; Init +3; Spd 30 ft., climb 10 ft.; AC 20, touch 9, flat-footed 20; Base Atk +9; Grp +28; Atk +19 melee (3d6+11 plus 1d6 fire, slam); Full Atk +19/+19 melee (3d6+11 plus 1d6 fire, slam); Space 15 ft./10 ft.; SA fire in the blood, improved grab, spell-like abilities; SQ Blindsight 60 ft., DR 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL CE; SV Fort +10, Ref +5, Will +7; Str 32, Dex 8, Con 22, Int 9, Wis 12, Cha 14.

Skills and Feats: Climb +15, Hide +9, Listen +8, Move Silently +9; Ability Focus (fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam), Power Attack, Iron Will.

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life supporting fluid, such as sap in a plant creature). Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood to liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 19 Fortitude save to reduce or avoid the same effects. A creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more

Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose and mouth, running down the victim's body and giving it an unearthly, terrible appearance. Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Spell-Like Abilities: 1/day – *confusion* (DC 16), *deep slumber* (DC 15), *hold monster* (DC 17). Caster level 10th.

Encounter 12: One that isn't thirsty

Kazilgam: Male drow tauric displacer beast Ftr3; CR 8; Large Monstrous Humanoid; HD 7d8+3d10+50; hp 99; Init +3; Spd 40 ft.; AC 26*, touch 15, flat-footed 23; Base Atk +10; Grp +20; Atk +19* melee (2d6+10/15-20, masterwork falchion) or +15* melee (1d6+7, tentacle); Full Atk +19/+14* melee (2d6+10/15-20, masterwork falchion) and +15/+15* melee (1d6+7, 2 tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120', displacement, low-light vision, resistance to ranged attacks, SR 14, drow traits; AL CE; SV Fort +11, Ref +9, Will +8 (*bless*: +1 versus Fear); Str 24, Dex 17, Con 20, Int 12, Wis 12, Cha 10.

*Spells running: *Bless* (included), *Shield of Faith* (included).

Skills and Feats: Hide +12, Listen +11, Move Silently +12, Search +11, Spot +12; Alertness, Multi-attack, Weapon Focus (falchion), Combat Reflexes, Improved Critical, Power Attack.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day–*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Possessions: Large masterwork falchion, large masterwork rapier, +1 *large breastplate*, *vest of resistance +1*.

Byres'Iryl: Female drow tauric displacer beast Clr7; CR 8; Large Monstrous Humanoid; HD 7d8+7d8+70; hp 136; Init +3; Spd 40 ft.; AC 26*, touch 15, flat-footed 23; Base Atk +12; Grp +19; Atk +17* melee (2d6+5, masterwork heavy mace) or +14* melee (1d6+4, tentacle); Full Atk +17/+12/+7* melee (2d6+5, masterwork heavy mace) and +14/+14* melee (1d6+5, tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120', displacement, low-light vision, resistance to ranged attacks, SR 18, drow traits; AL CE; SV Fort +14, Ref +11, Will +14 (*bless*: +1 versus Fear); Str 21, Dex 16, Con 20, Int 12, Wis 17, Cha 10.

*Spells running: *bless* (included), *death watch* (know roughly how much hp everyone has in a 30' cone), *shield of faith* (included).

Skills and Feats: Concentration +12, Hide +14, Knowledge: Religion +8, Listen +13, Move Silently +10, Spellcraft +8, Spot +1; Alertness, Multi-attack, Practiced Spellcaster (cleric), Spell Focus (necromancy), Greater Spell Focus (necromancy).

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day–*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1

round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (6/6/5/4/3; base DC = 14 + spell level): 0—*cure minor wounds* (3), *detect magic*, *guidance*, *resistance*, 1st—*bane*, ~~*bless*~~, *cure light wounds*, ~~*deathwatch*~~, *divine favor*, ~~*shield of faith*~~; 2nd—*cure moderate wounds*, *death knell**, *hold person*, *sound burst*, *spiritual weapon*; 3rd—*animate dead**, *cure serious*, *prayer*, *wrack*; 4th—*divine power*, *recitation*, *unholy blight**.

*Domain spell. *Deity*: Nerull; *Domains*: Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Due to Greater Spellfocus (necromancy) the base DC against these spells is 16 + spell level. The various *inflict* spells are Necromancy as well. Do NOT forget the Practices Spellcaster feat.

Possessions: Large masterwork heavy mace, +1 large breastplate, vest of resistance +2, pearl of power 1st level (used), wooden holy symbol, spell component pouch.

Bizadûr: Male drow tauric displacer beast Wiz(Nec)7; CR 8; Large Monstrous Humanoid; HD 7d8+7d4+70; hp 126 (141 with *false life*); Init +6; Spd 40 ft.; AC 28*, touch 16, flat-footed 22; Base Atk +10; Grp +19; Atk +15* melee (1d6+4/19-20, masterwork dagger) or +12* melee (1d6+4, tentacle) or +14* ranged (1d6/19-20, masterwork hand crossbow); Full Atk +15/+10* melee (1d6+4, masterwork dagger) and +12/+12* melee (1d6+4, tentacles) or +14* ranged (1d6/19-20, masterwork hand crossbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120', displacement, low-light vision, resistance to ranged attacks, SR 18, drow traits; AL CE; SV Fort +12, Ref +12, Will +14 (*bless* +1 versus Fear); Str 18, Dex 17, Con 20, Int 21, Wis 12, Cha 10.

* Spells running: *Bless* (included), *false life* (included), *mage armour* (included), *see invisibility*, *shield* (included), *shield of faith* (included).

Skills and Feats: Concentration +19, Hide +14, Knowledge: Arcana +19, Listen 14, Move Silently +14, Search +11, Spellcraft +19, Spot +13; Multi-attack, Improved Initiative, Practiced Spellcaster (wizard), Spell Focus (necromancy), Greater Spell Focus (necromancy), Craft Wondrous.

Displacement (Su): A light bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect

allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (5/7/5/4/3; base DC = 15 + spell level): 0—*acid splash*, *ray of frost* (2), *touch of fatigue* (2); 1st—*ray of enfeeblement* (2), ~~*mage armor*~~, *chill touch*, ~~*shield*~~, *magic missile* (2); 2nd—~~*false life*~~, *ghoul touch*, *glitterdust*, *scorching ray*, ~~*see invisibility*~~; 3rd—*dispel magic*, *vampiric touch*, *ray of exhaustion*, *haste*; 4th—*enervation*, *everard's black tentacles*, *wrack*.

Due Greater Spell Focus (necromancy) the base DC against these spells is 17 + spell level. Do NOT forget the Practiced Spellcaster feat.

Possessions: Large masterwork dagger, large masterwork hand-crossbow, 20 bolts, vest of resistance +3, headband of intellect +2, pearl of power 1st level, spellbook, spell component pouch.

Familiar: Weasel (+2 on Reflex saves, Alertness feat)

Appendix 4: APL10

Encounter 2: The Riddle Master

Astenin: Male manticore Clr3/Divine Oracle9; CR 14; Large Magical Beast; HD 6d10+3d8+9d6+90; hp 174; Init +4; Spd 30 ft., fly 50 ft. (clumsy); AC 19, touch 14, flat-footed 15; Base Atk +12; Grp +19; Atk +15 melee (2d4+4, claw) or +16 ranged (1d8+2/19-20, spike); Full Atk +15/+15 melee (2d4+4, claw) and +13 melee (1d8+2, bite), or +16/+16/+16/+16/+16/+16 ranged (1d8+2/19-20, spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Dark vision 60 ft., low-light vision, scent, scry bonus, prescient sense, trap sense +3, divination enhancement, uncanny dodge; AL N; SV Fort +16, Ref +13, Will +16; Str 18, Dex 18, Con 20, Int 12, Wis 20, Cha 10.

Skills and Feats: Knowledge (religion) +18, Spot +23, Listen +19; Flyby Attack, Multiattack, Weapon Focus (spikes), Skill Focus (Knowledge: Religion), Practiced Spellcaster (cleric), Spell Focus (divination), Greater Spell Focus (divination);

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Spells Prepared (6/8/6/6/5/5/3; base DC = 15 + spell level): 0—*detect magic, resistance, read magic, detect poison, guidance(2)*; 1st—*identify**, *comprehend languages, divine favor, detect evil, detect chaos, detect good, detect law, omen of peril*; 2nd—*augury**, *hold person, sound burst, resist energy, spiritual weapon, curse of ill fortune*; 3rd—*divination**, *bestow curse, dispel magic, searing light, blessed aim, magic circle versus chaos*; 4th—*scrying**, *castigate, divine power,*

freedom of movement, tongues, 5th—commune, righteous might, flame strike, true seeing, slay living, 6th—legend lore*, blade barrier, greater dispel magic.*

*Domain spell. **Deity:** Istus. **Domains:** Knowledge (You cast divination spells at +1 caster level); Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks); Oracle (You cast divination spells at +2 caster level).

Encounter 7: The Summer Fair

Redcap Ravager (4): Red cap HD10/Ravager2; CR 8; Small Fey; HD 10d6+2d10+96; hp 151; Init +12; Spd 30 ft.; AC 23, touch 19, flat-footed 15; Base Atk +7; Grp +17; Atk +20 melee (2d4+16/19-20/x4, +1 *keen scythe*) or +17 ranged (1d6+11, *eldritch* sling); Full Atk +20/+15 melee (2d4+16/19-20/x4, +1 *keen scythe*) or +17 ranged (1d6+11, *eldritch* sling); SA Eldritch stone, powerful build, pain touch 1/day, aura of fear 1/day; SQ DR 10/cold iron, low-light vision; AL CE; SV Fort +14, Ref +15, Will +7; Str 30, Dex 26, Con 26, Int 10, Wis 10, Cha 15.

Skills and Feats: Hide +19 (+20 in forests), Intimidate +14, Knowledge (religion) +5, Listen +12, Move Silently +20, Spot +12, Survival +12; Improved Initiative, Power Attack, Weapon Focus (Scythe), Combat Reflexes, Cleave.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an

unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day as given on the table. Each use lasts for a number of rounds equal to 3 + ravager's Charisma modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Possessions: +1 medium *keen scythe*, medium sling, 10 bullets, *gauntlets of ogre power*, forester cloak, silent shoes.

Redcap Slayer (1): Red cap HD12/Occult Slayer3; CR 10; Small Fey; HD 12d6+3d8+120; hp 185; Init +11; Spd 30 ft.; AC 24, touch 19, flat-footed 16; Base Atk +9; Grp +19; Atk +22 melee (2d4+16/19-20/x4, +1 *keen scythe*) or sling +19 ranged (1d6+11, *eldritch* sling); Full Atk +22/+17 melee (2d4+16/19-20/x4, +1 *keen scythe*) or +19 ranged (1d6+11, *eldritch* sling); SA Eldritch stone, powerful build, magical defense +2, weapon bond (scythe), vicious strike, mind over magic 1/day; SQ Auravision, DR 10/cold iron, low-light vision; AL CE; SV Fort +13, Ref +17, Will +11; Str 30, Dex 26, Con 26, Int 10, Wis 10, Cha 15.

Skills and Feats: Hide +19 (+20 in forests), Intimidate +14, Knowledge (arcana) +5, Listen +13, Move Silently +20, Spellcraft +4, Spot +13, Survival +12; Improved Initiative, Power Attack, Weapon Focus (Scythe), Combat Reflexes, Cleave.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers,

abilities, and spells that change the subject's size category.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5).

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Possessions: +1 medium *keen scythe*, medium sling, 10 bullets, *gauntlets of ogre power*, forester cloak, silent shoes.

Encounter 9: The ones with no legs

Conflagration Ooze, Advanced 12 HD (4): CR 9; Huge Ooze (Fire); HD 12d10+72; hp 138; Init +3; Spd 30 ft., climb 10 ft.; AC 20, touch 9, flat-footed 20; Base Atk +9; Grp +28; Atk +19 melee (3d6+11 plus 1d6 fire, slam); Full Atk +19/+19 melee (3d6+11 plus 1d6 fire, slam); Space 15 ft./10 ft.; SA fire in the blood, improved grab, spell-like abilities; SQ Blindsight 60 ft., DR 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold; AL CE; SV Fort +10, Ref +5, Will +7; Str 32, Dex 8, Con 22, Int 9, Wis 12, Cha 14.

Skills and Feats: Climb +15, Hide +9, Listen +8, Move Silently +9; Ability Focus (fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam), Power Attack, Iron Will.

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 19 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life supporting fluid, such as sap in a plant creature). Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood to liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 19 Fortitude save to reduce or avoid the same effects. A creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose and mouth, running down the victim's body and giving it an unearthly, terrible appearance. Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Spell-Like Abilities: 1/day – *confusion* (DC 16), *deep slumber* (DC 15), *hold monster* (DC 17). Caster level 10th.

Encounter 12: One that isn't thirsty

Kazilgam: Male drow tauric displacer beast Ftr5; CR 10; Large Monstrous Humanoid; HD 7d8+5d10+60; hp 121; Init +4; Spd 40 ft.; AC 29*, touch 17, flat-footed 25; Base Atk +12; Grp +22; Atk +21* melee (2d6+12/15-20, masterwork falchion) or +17* melee (1d6+7, tentacle);

Full Atk +21/+16/+11* melee (2d6+12/15-20, masterwork falchion) and +17/+17 melee (1d6+7, tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 16, drow traits; AL CE; SV Fort +12, Ref +9, Will +8 (*bless*: +1 versus Fear); Str 24, Dex 18, Con 20, Int 12, Wis 12, Cha 10.

* Spells running: *Bless* (included), *shield of faith* (included).

Skills and Feats: Hide +14, Listen +13, Move Silently +14, Search +12, Spot +13; Alertness, Multi-attack, Weapon Focus (falchion), Combat Reflexes, Improved Critical (falchion), Power Attack, Weapon Specialization (falchion), Hold the Line.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Possessions: Large masterwork falchion, large masterwork rapier, +1 *large breastplate*, vest of *resistance +1*, *amulet of natural armor +1*.

Byres'Iryl: Female drow tauric displacer beast Clr9; CR 10; Large Monstrous Humanoid; HD 7d8+9d8+80; hp 156; Init +3; Spd 40 ft.; AC 27*, touch 17, flat-footed 24; Base Atk +13; Grp +20; Atk +18* melee (2d6+5, masterwork heavy mace) or +15* melee (1d6+5, tentacle); Full Atk +18/+13/+8* melee (2d6+5, masterwork heavy mace) and +15/+15* melee (1d6+5, tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 20, drow traits; AL CE; SV Fort +15, Ref +12, Will +18 (*bless*: +1

versus Fear); Str 21, Dex 16, Con 20, Int 12, Wis 22, Cha 10.

*Spells running: *Bless* (included), *death watch*, *shield of faith* (included).

Skills and Feats: Concentration +14, Hide +14, Knowledge: Religion +10, Listen +16, Move Silently +10, Spellcraft +10, Spot +16; Alertness, Multi-attack, Practiced Spellcaster (cleric), Spell Focus (necromancy), Greater Spell Focus (necromancy), Craft Wondrous.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (6/7/7/5/4/3; base DC = 16 + spell level): 0—*cure minor wounds*(3), *detect magic*, *guidance*, *resistance*, 1st—*bane*, *bless*, *cure light wounds*, *deathwatch*, *divine favor*, *resurgence*, *shield of faith*; 2nd—*cure moderate wounds*, *death knell** (2), *hold person*, *sound burst* (2), *spiritual weapon*; 3rd—*animate dead**, *cure serious*, *deeper darkness*, *prayer*, *wrack*; 4th—*divine power*, *poison*, *recitation*, *unholy blight**; 5th—*slay living**, *flame strike*, *righteous might*.

*Domain spell. *Deity:* Nerull; *Domains:* Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Due to Greater Spell Focus (necromancy) the base DC against these spells is 18 + spell level. The various *inflict* spells are also necromancy. Do NOT forget the Practiced Spellcaster feat.

Possessions: Large masterwork heavy mace, +1 large breastplate, vest of resistance +2, periapt of wisdom +4, pearl of power 1st level (2) (used), wooden holy symbol, spell component pouch.

Bizadûr: Male drow tauric displacer beast Wiz(Nec)9; CR 10; Large Monstrous Humanoid; HD 7d8+9d4+80; hp 138 (154 due to *false life*) ; Init +7; Spd 40 ft.; AC 29*, touch 17, flat-footed 26; Base Atk +11; Grp +20; Atk +16* melee (1d6+4/19-20, masterwork dagger) or +13* melee (1d6+4, tentacle) or Atk +15* ranged (1d6/19-20, masterwork hand crossbow); Full Atk +16/+11/+6* melee (1d6+4/19-20, masterwork dagger) and +13/+13* melee (1d6+4, tentacles) or +15* ranged (1d6/19-20, masterwork hand crossbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 20, drow traits; AL CE; SV Fort +13, Ref +14, Will +15 (*bless* +1 versus Fear); Str 18, Dex 17, Con 20, Int 24, Wis 12, Cha 10.

*Spells running: *Bless* (included), *false life* (included), *mage armour* (included), *see invisibility*, *shield* (included), *shield of faith* (included).

Skills and Feats: Concentration +24, Hide +14, Knowledge: Arcana +25, Listen 14, Move Silently +14, Search +13, Spellcraft +25, Spot +13; Multi-attack, Improved Initiative, Practiced Spellcaster (wizard), Scribe Scroll, Spell Focus (necromancy), Greater Spell Focus (necromancy), Craft Wondrous, Empower Spell.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (5/7/7/6/4/3; base DC = 17 + spell level): 0—*acid splash*, *ray of frost* (2), *touch of fatigue* (2); 1st—*ray of enfeeblement* (2), *mage armor*, *chill touch*, *orb of acid* (lesser), *shield*, *magic missile*; 2nd—*false life*, *ghoul touch*, *glitterdust* (2), *scorching ray* (2), *see invisibility*; 3rd—*fireball*, *dispel magic*, *haste*, *ray of*

exhaustion (2), vampiric touch; 4th— bestow curse, dimension door, enervation, everard's black tentacles; 5th—waves of fatigue, wall of force, reciprocal gyre

Due to Greater Spell Focus (necromancy) the base DC against these spells is 19 + spell level. Do NOT forget the Practiced Spellcaster feat.

Possessions: Large masterwork dagger, large masterwork hand-crossbow, 20 bolts, *vest of resistance +3*, *headband of intellect +4*, Spellbook, spell component pouch.

Familiar: Weasel (+2 on Reflex saves, Alertness feat)

Appendix 5: APL12

Encounter 2: The Riddle Master

Astenin: Male manticore Clr4/Divine Oracle10; CR 14; Large Magical Beast; HD 6d10+4d8+10d6+100; hp 188; Init +4; Spd 30 ft., fly 50 ft. (clumsy); AC 19, touch 14, flat-footed 15; Base Atk +14; Grp +19; Atk +17 melee (2d4+4, claw) or +18 ranged (1d8+2/19-20, spike); Full Atk +17/+17 melee (2d4+4, claw) and +15 melee (1d8+2, bite), or +18/+18/+18/+18/+18/+18 ranged (1d8+2/19-20, spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Dark vision 60 ft., low-light vision, scent, scry bonus, prescient sense, trap sense +3, divination enhancement, uncanny dodge, improved uncanny dodge, immune to surprise; AL N; SV Fort +16, Ref +13, Will +18; Str 18, Dex 18, Con 20, Int 12, Wis 21, Cha 10.

Skills and Feats: Knowledge (religion) +23, Spot +24, Listen +20; Flyby Attack, Multiattack, Weapon Focus (spikes), Skill Focus (Knowledge: Religion), Practiced Spellcaster (cleric), Spell Focus (divination), Greater Spell Focus (divination).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a standard action during a surprise round, unless she is physically restrained from doing so. If there is no surprise round then this ability doesn't help.

Spells Prepared (6/8/7/6/6/5/4/3; base DC = 15 + spell level): 0—*detect magic*, *resistance*, *read magic*,

detect poison, *guidance*(2), 1st—*identify**, *comprehend languages*, *divine favor*, *detect evil*, *detect chaos*, *detect good*, *detect law*, *omen of peril*, 2nd—*augury**, *hold person*(2), *sound burst*, *resist energy*, *spiritual weapon*, *curse of ill fortune*, 3rd—*divination**, *bestow curse*, *dispel magic*, *searing light*, *blessed aim*, *magic circle versus chaos*, 4th—*scrying**, *castigate*, *divine power*, *freedom of movement*, *tongues*, *recitation*, 5th—*commune**, *righteous might*, *flame strike*, *true seeing*, *slay living*, 6th—*legend lore**, *blade barrier*, *greater dispel magic*, *anti-life shell*, 7th—*greater scrying**, *greater bestow curse*, *dictum*.

*Domain spell. *Deity*: Istus; *Domains*: Knowledge (You cast divination spells at +1 caster level); Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks); Oracle (You cast divination spells at +2 caster level).

Possessions: None.

Encounter 7: The Summer Fair

Redcap Ravagers (4): Red cap HD12/Ravager3; CR 10; Small Fey; HD 12d6+3d10+135; hp 198; Init +13; Spd 30 ft.; AC 25, touch 19, flat-footed 16; Base Atk +9; Grp +21; Atk +24 melee (2d4+19/19-20/x4, +1 *keen scythe*) or +19 ranged (1d6+13, *eldritch* sling); Full Atk +24/+19 melee (2d4+19/19-20/x4, +1 *keen scythe*) or +17 ranged (1d6+13, *eldritch* sling); SA Eldritch stone, powerful build, pain touch 1/day, aura of fear 1/day, cruelest cut 1/day; SQ DR 10/cold iron, low-light vision; AL CE; SV Fort +16, Ref +18, Will +9; Str 34, Dex 28, Con 28, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +22 (+23 in forests), Intimidate +18, Knowledge (religion) +6, Listen +14, Move Silently +23, Spot +14, Survival +14; Improved Initiative, Power Attack, Weapon Focus (Scythe), Combat Reflexes, Cleave, Great Cleave.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining

whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day as given on the table. Each use lasts for a number of rounds equal to 3 + ravager's Charisma modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Ex): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The character must declare he is making a cruellest cut before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target. A ravager can use cruellest cut once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Possessions: +1 medium *keen scythe*, medium sling, 10 bullets, *belt of giant strength +4*, forester cloak, silent shoes.

Redcap Slayer (1): Red cap HD14/Occult Slayer4; CR 12; Small Fey; HD 14d6+4d8+162; hp 231; Init +13; Spd 30 ft.; AC 26, touch 20, flat-footed 17; Base Atk +11; Grp +23; Atk +26 melee (2d4+19/19-20/x4, +1 *keen scythe*) or +21 ranged (1d6+13, *eldritch* sling); Full Atk +26/+21 melee (2d4+19/19-20/x4, +1 *keen scythe*) or +21 ranged (1d6+13, *eldritch* sling); SA Eldritch stone, powerful build, weapon bond (scythe), vicious strike; SQ Auravision DR 10/cold iron, low-light vision, magical defense +2, mind over magic 2/day, nondetection cloak; AL CE; SV Fort +12, Ref +16, Will +12; Str 34, Dex 28, Con 28, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +19 (+20 in forests), Intimidate +14, Knowledge (arcana) +5, Listen +13, Move Silently +20, Spellcraft +4, Spot +13, Survival +12;

Improved Initiative, Power Attack, Weapon Focus (Scythe), Combat Reflexes, Cleave, Great Cleave.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5).

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clearaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Possessions: +1 medium *keen scythe*, medium sling, 10 bullets, *belt of giant strength +4*, forester cloak, silent shoes.

Encounter 9: The ones with no legs

Infernal Conflagration Ooze, Advanced 15 HD (2): CR 13; Huge Ooze (Evil, Extraplanar, Fire); HD 15d10+90; hp 172; Init +3; Spd 30 ft., climb 10 ft.; AC 21, touch 8, flat-footed 21; Base Atk +11; Grp +30; Atk +21 melee (3d6+11 plus 1d6 fire, slam); Full Atk +21/+21 melee (3d6+11 plus 1d6 fire, slam); Space/reach 15 ft./10 ft.; SA fire in the blood, improved grab, smite good, spell-like abilities; SQ Blindsight 60 ft., DR 5/bludgeoning and 10/magic, immunity to fire, ooze traits, resistance to cold 10, spell resistance 20, vulnerability to cold; AL LE; SV Fort +11, Ref +6, Will +8; Str 32, Dex 8, Con 22, Int 9, Wis 12, Cha 14.

Skills and Feats: Climb +10, Hide +12, Listen +6, Move Silently +12; Ability Focus (fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam), Power Attack, Stealthy, Iron Will.

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 25 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life supporting fluid, such as sap in a plant creature). Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood to liquid flame. The creature takes 1d6 points of Constitution damage and 3d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and

for 1 round afterward, it must make another DC 25 Fortitude save to reduce or avoid the same effects. A creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose and mouth, running down the victim's body and giving it an unearthly, terrible appearance. Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Smite Good (Su): Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Spell-Like Abilities: 1/day – *confusion* (DC 16), *deep slumber* (DC 15), *hold monster* (DC 17). Caster level 10th.

Encounter 11: One that cannot die

Earth Elemental, Elder Advanced 32 HD: CR 13; Huge Elemental (Earth, Extraplanar); HD 32d8+192; hp 336; Init -1; Spd 30 ft.; AC 22, touch 7, flat-footed 22; Base Atk +24; Grp +44; Atk +35 melee (3d10+13/19-20, slam); Full Atk +35/+35 melee (3d10+13/19-20, slam); earth mastery, push; SQ DR 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +24, Ref +9, Will +12; Str 34, Dex 8, Con 22, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +37, Spot +37; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Improved Natural Attack (Slam), Weapon Focus (Slam).

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (Those modifiers are not included in the statistics block).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity.

The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Possessions: none.

Encounter 12: One that isn't thirsty

Kazilgam: Male drow tauric displacer beast Ftr7; CR 12; Large Monstrous Humanoid; HD 7d8+7d10+70; hp 143 (153 due to *heroes feast*); Init +4; Spd 40 ft.; AC 29*, touch 17, flat-footed 25; Base Atk +14; Grp +22; Atk +23* melee (2d6+12/15-20, masterwork falchion) or +19* melee (1d6+7, tentacle), or +20* ranged (2d6+4/x3, mighty masterwork composite longbow); Full Atk +23/+18/+13* melee (2d4+12/15-20, masterwork falchion) and +19/+19* melee (1d6+7, tentacles), or +20/+15/+10* ranged (2d6+4/x3, mighty masterwork composite longbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 18, drow traits; AL CE; SV Fort +14, Ref +13, Will +10 (+11) (*heroes feast*: immune to fear and poison); Str 24, Dex 18, Con 20, Int 12, Wis 12, Cha 10.

*Spells running: *Hero's feast* (included), *shield of faith* (included).

Special: The wizard Bizadûr has pre-cast *arrow of bone*, and handed the arrow to Kazilgam. Anyone hit by this +4 arrow must make a DC 25 Fortitude save or be instantly slain. If the save is made, the target instead takes 3d6+15 points of damage, in addition to the regular damage of the arrow. Kazilgam has the arrow ready on his bow when the encounter starts, and will use it as his first action unless strategy suggests otherwise. See Appendix 12 for more details on the spell.

Special: Bizadûr has pre-cast Brilliant Blade on Kazilgam's falchion, so that the weapon now ignores armor. See Appendix 12 for more details on the spell.

Skills and Feats: Hide +15, Listen +14, Move Silently +15, Search +14, Spot +14; Alertness, Multi-attack, Weapon Focus (falchion), Combat Reflexes, Improved Critical (falchion), Power Attack, Weapon Specialization (falchion), Hold the Line, Power Critical (falchion).

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Possessions: Large masterwork falchion, large masterwork rapier, large mighty masterwork composite longbow (+4 strength), 20 arrows, +1 *large breastplate*, *vest of resistance +2*, *amulet of natural armor +1*.

Byres'lryl: Female drow tauric displacer beast Clr11; CR 12; Large Monstrous Humanoid; HD 7d8+11d8+90; hp 176 (186 due to *heroes feast*); Init +3; Spd 40 ft.; AC 27*, touch 16, flat-footed 24; Base Atk +15; Grp +22; Atk +20* melee (2d6+5, masterwork heavy mace) or +17* melee (1d6+4, tentacle); Full Atk +20/+15/+10* melee (2d6+5, masterwork heavy mace) and +17/+17* melee (1d6+5, tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 22, drow traits; AL CE; SV Fort +18, Ref +14, Will +21 (+22) (*heroes feast*: immune to fear and poison); Str 21, Dex 16, Con 20, Int 12, Wis 22, Cha 10.

*Spells running: *Death watch* (know roughly how much hp everyone has in a 30' cone), *hero's feast* (included), *Shield of Faith* (included).

Skills and Feats: Concentration +16, Hide +14, Knowledge: Religion +12, Listen +16, Move Silently +10, Spellcraft +12, Spot +16; Alertness, Multi-attack, Practiced Spellcaster (cleric), Spell Focus (necromancy), Greater Spell Focus (necromancy), Craft Wondrous, Empower Spell.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss

chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights, darkness, faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (6/8/7/6/5/4/3; base DC = 16 + spell level): 0—*cure minor wounds (3), detect magic, guidance, resistance*, 1st—*cure light wounds, command, deathwatch, divine favor, resurgence (2), shield of faith (2)*; 2nd—*cure moderate wounds, death knell*, hold person (2), sound burst (2), spiritual weapon*; 3rd—*animate dead*, cure serious, deeper darkness, prayer, wrack (2)* 4th—*divine power, poison (2), recitation, unholy blight**; 5th—*flame strike, righteous might, slay living* (2)*; 6th—*create undead*, harm, heroes-feast*.

*Domain spell. **Domains:** Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Due to Greater Spell Focus the base DC against these spells is 18 + spell level. The various *inflict* spells are necromancy spells as well. Do NOT forget the Practiced Spellcaster feat.

Possessions: Large masterwork heavy mace, +1 large breastplate, vest of resistance +4, periapt of wisdom +4, pearl of power 3rd level, wooden holy symbol, spell component pouch.

Bizadûr: Male drow tauric displacer beast Wiz(Nec)11; CR 12; Large Monstrous Humanoid; HD 7d8+11d4+108; hp 172 (182 due *heroes feast*); Init +7; Spd 40 ft.; AC 29*, touch 17, flat-footed 26; Base Atk +12; Grp +21; Atk +17 melee (1d6+4/19-20, masterwork dagger) or +14* melee (1d6+4, tentacle) or +16* ranged (1d6/19-20, masterwork hand crossbow); Full Atk 17/+12/+7* melee (1d6+4/19-20, masterwork dagger) and +14/+14* melee (1d6+4, tentacles) or +16* ranged (1d6/19-20, masterwork hand crossbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 22, drow traits; AL CE; SV Fort +15, Ref +19,

Will +17 (+18) (*heroes feast* immune to fear and poison); Str 18, Dex 17, Con 22, Int 24, Wis 12, Cha 10.

*Spells running: *hero's feast* (included), *mage armour* (included), *see invisibility*, *shield* (included), *shield of faith* (included)

Skills and Feats: Concentration +27, Hide +16, Knowledge: Arcana +28, Listen 15, Move Silently +15, Search +15, Spellcraft +28, Spot +15; Multi-attack, Improved Initiative, Practiced Spellcaster (wizard), Scribe Scroll, Spell Focus (necromancy), Greater Spell Focus (necromancy), Craft Wondrous, Empower Spell, Sculpt spell, Insightful Reflexes.

Displacement (Su): A light bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights, darkness, faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (5/7/7/7/5/4/3; base DC = 17 + spell level): 0—*acid splash, ray of frost (2), touch of fatigue (2)*; 1st—*ray of enfeeblement (2), mage armor, chill touch, orb of acid (lesser), shield, magic missile*; 2nd—*blindness/deafness, ghoul touch, glitterdust (2), scorching ray (2), see-invisibility*; 3rd—*dispel magic, fireball, haste, resonating bolt, ray of exhaustion, vampiric touch*; 4th—*bestow curse, burning blood, dimension door, enervation, everard's black tentacles*; 5th—*baleful polymorph, reciprocal gyre, wall of force, waves of fatigue*; 6th—*arrow of bone, brilliant blade, disintegrate*.

Due to Greater Spellfocus (necromancy) the base save DC against these spells is 19 + spell level. Do NOT forget the Practiced Spellcaster feat.

Possessions: Large masterwork dagger, large masterwork hand-crossbow, 20 bolts, vest of resistance +4, headband of intellect +4, amulet of health +2, pearl

of power 1st level (used), pearl of power 2nd level,
spellbook, spell component pouch.

Familiar: Weasel (+2 Reflex saves, Alertness)

Appendix 6: APL14

Encounter 2: The Riddle Master

Astenin: Male manticore Clr6/Divine Oracle10; CR 14; Large Magical Beast; HD 6d10+6d8+10d6+110; hp 213; Init +4; Spd 30 ft., fly 50 ft. (clumsy); AC 19, touch 14, flat-footed 15; Base Atk +15; Grp +22; Atk +18 melee (2d4+4, claw) or +19 ranged (1d8+2/19-20, spike); Full Atk +18/+18 melee (2d4+4, claw) and +16 melee (1d8+2, bite), or +19/+19/+19/+19/+19/+19 ranged (1d8+2/19-20, spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Dark vision 60 ft., low-light vision, scent, scry bonus, prescient sense, trap sense +3, divination enhancement, uncanny dodge, improved uncanny dodge, immune to surprise; AL N; SV Fort +17, Ref +14, Will +19; Str 18, Dex 18, Con 20, Int 12, Wis 22, Cha 10.

Skills and Feats: Knowledge (religion) +25, Spot +26, Listen +22; Flyby Attack, Multiattack, Weapon Focus (spikes), Skill Focus (Knowledge: Religion), Practiced Spellcaster (cleric), Spell Focus (divination), Greater Spell Focus (divination).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a standard action during a surprise round, unless she is physically restrained from doing so. If there is no surprise round then this ability doesn't help.

Spells Prepared (6/8/8/7/6/6/5/4/3; base DC = 16 + spell level): 0—*detect magic, resistance, read magic,*

detect poison, guidance(2), 1st—identify, comprehend languages, divine favor, detect evil, detect chaos, detect good, detect law, omen of peril, 2nd—augury*, hold person(2), sound burst, resist energy, spiritual weapon, curse of ill fortune (2), 3rd—divination*, bestow curse(2), dispel magic, searing light, blessed aim, magic circle versus chaos, 4th—scrying*, castigate, divine power, freedom of movement, tongues, recitation, 5th—commune*, righteous might, flame strike(2), true seeing, slay living, 6th—legend lore*, blade barrier, greater dispel magic(2), anti-life shell, 7th—greater scrying*, greater bestow curse, dictum, repulsion, 8th—discern location*, firestorm, shield of law.*

*Domain spell. *Deity:* Istus; *Domains:* Knowledge (You cast divination spells at +1 caster level); Mind (Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks); Oracle (You cast divination spells at +2 caster level).

Encounter 7: The Summer Fair

Redcap Ravagers (4): Redcap HD14/Ravager4; CR 12; Small Fey; HD 14d6+4d10+162; hp 235; Init +13; Spd 30 ft.; AC 26, touch 20, flat-footed 17; Base Atk +11; Grp +24; Atk +27 melee (2d4+20/19-20/x4, +1 *keen scythe*) or +21 ranged (1d6+14, *eldritch* sling); Full Atk +27/+21/+17 melee (2d4+20/19-20/x4, +1 *keen scythe*) or +21 ranged (1d6+14, *eldritch* sling); SA Eldritch stone, powerful build, pain touch 2/day, aura of fear 1/day, cruelest cut 1/day; SQ DR 15/cold iron, low-light vision; AL CE; SV Fort +17, Ref +19, Will +10; Str 36, Dex 28, Con 28, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +25 (+26 in forests), Intimidate +22, Knowledge (religion) +6, Listen +18, Move Silently +26, Spot +18, Survival +18; Improved Initiative, Power Attack, Weapon Focus (Scythe), Combat Reflexes, Cleave, Great Cleave.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining

whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day as given on the table. Each use lasts for a number of rounds equal to 3 + ravager's Charisma modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Ex): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The character must declare he is making a cruellest cut before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target. A ravager can use cruellest cut once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Possessions: +1 medium *keen scythe*, medium sling, 10 bullets, *belt of giant strength +6*, forester cloak, silent shoes.

Redcap Slayer (1): Redcap HD16/Occult Slayer4; CR 14; Small Fey; HD 16d6+4d8+200; hp 276; Init +14; Spd 30 ft.; AC 28, touch 21, flat-footed 18; Base Atk +12; Grp +26; Atk +29 melee (2d4+22/19-20/x4, +1 *keen scythe*) or +24 ranged (1d6+15, *eldritch* sling); Full Atk +29/+24/+19 melee (2d4+22/19-20/x4, +1 *keen scythe*) or +24 ranged (1d6+15, *eldritch* sling); SA Eldritch stone, powerful build, magical defense +2, weapon bond (scythe), vicious strike, mind over magic 2/day, auravision; SQ DR 15/cold iron, low-light vision, nondetection cloak; AL CE; SV Fort +16, Ref +21, Will +14; Str 38, Dex 30, Con 30, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +21 (+22 in forests), Intimidate +16, Knowledge: Arcana +5, Listen +15, Move Silently +22, Spellcraft +4, Spot +15, Survival +14;

Improved Initiative, Power Attack, Weapon Focus (Scythe), Combat Reflexes, Cleave, Great Cleave.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level, and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clearaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Possessions: +1 medium *keen scythe*, medium sling, 10 bullets, *belt of giant strength +6*, forester cloak, silent shoes.

Encounter 9: The ones with no legs

Infernal Conflagration Ooze, Advanced 15 HD (4): CR 13; Huge Ooze (Evil, Extraplanar, Fire); HD 15d10+90; hp 172; Init +3; Spd 30 ft., climb 10 ft.; AC 21, touch 8, flat-footed 21; Base Atk +11; Grp +30; Atk +21 melee (3d6+11 plus 1d6 fire, slam); Full Atk +21/+21 melee (3d6+11 plus 1d6 fire, slam); Space 15 ft./10 ft.; SA fire in the blood, improved grab, smite good, spell-like abilities; SQ Blindsight 60 ft., DR 5/bludgeoning and 10/magic, immunity to fire, ooze traits, resistance to cold 10, spell resistance 20, vulnerability to cold; AL LE; SV Fort +11, Ref +6, Will +8; Str 32, Dex 8, Con 22, Int 9, Wis 12, Cha 14.

Skills and Feats: Climb +10, Hide +12, Listen +6, Move Silently +12; Ability Focus (fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam), Power Attack, Stealthy, Iron Will.

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 25 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life supporting fluid, such as sap in a plant creature). Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood to liquid flame. The creature takes 1d6 points of Constitution damage

and 3d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 25 Fortitude save to reduce or avoid the same effects. A creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose and mouth, running down the victim's body and giving it an unearthly, terrible appearance. Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Smite Good (Su): Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Spell-Like Abilities: 1/day – *confusion* (DC 16), *deep slumber* (DC 15), *hold monster* (DC 17). Caster level 10th.

Encounter 11: One that can not die

Earth Elemental, Elder Advanced 40 HD: CR 15; Huge Elemental (Earth, Extraplanar); HD 40d8+240; hp 420; Init +3; Spd 30 ft.; AC 22, touch 7, flat-footed 22; Base Atk +30; Grp +49; Atk +42 melee (3d10+13/19-20, slam); Full Atk +42/+42 melee (3d10+13/19-20, slam); earth mastery, push; SQ DR 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +28, Ref +12, Will +13; Str 36, Dex 8, Con 22, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +45, Spot +45; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Improved Natural Attack (Slam), Blind-Fight, Hear the Unseen, Improved Initiative, Weapon Focus (Slam), Power Critical (Slam).

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack

and damage rolls. (Those modifiers are not included in the statistics block).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Possessions: none.

Encounter 12: One that isn't thirsty

Kazilgam: Male drow tauric displacer beast Ftr9; CR 14; Large Monstrous Humanoid; HD 7d8+9d10+80; hp 165 (175 due *heroes feast*); Init +4; Spd 40 ft.; AC 29*, touch 17, flat-footed 25; Base Atk +16; Grp +24; Atk +27* melee (2d6+12/15-20, masterwork falchion) or +21* melee (1d6+7, tentacle) or +22* ranged (2d6+4/x3, mighty masterwork composite longbow); Full Atk +27/+22/+17/+12* melee (2d6+12/15-20, masterwork falchion) and +21/+21* melee (1d6+7, tentacles) or +22/+17/+12/+7* ranged (2d6+4/x3, mighty masterwork composite longbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 20, drow traits; AL CE; SV Fort +15, Ref +14, Will +11(+12) (*heroes feast*: immune to fear and poison); Str 26, Dex 18, Con 20, Int 12, Wis 12, Cha 10.

*Spells running: *hero's feast* (included), *shield of faith* (included).

Special: The wizard Bizadûr has pre-cast *arrow of bone*, and handed the arrow to Kazilgam. Anyone hit by this +4 arrow must make a DC25 Fortitude save or be instantly slain. If the save is made, the target instead takes 3d6+15 points of damage, in addition to the regular damage of the arrow. Kazilgam has the arrow ready on his bow when the encounter starts, and will use it as his first action unless strategy suggests otherwise. See appendix 12 for more details on the spell.

Special: Bizadûr has pre-cast Brilliant Blade on Kazilgam's falchion, so that the weapon now ignores armor. See appendix 12 for more details on the spell.

Skills and Feats: Hide +16, Listen +16, Move Silently +16, Search +15, Spot +15; Alertness, Multi-attack, Weapon Focus (falchion), Combat Reflexes,

Improved Critical (falchion), Power Attack, Weapon Specialization (falchion), Hold the Line, Power Critical (falchion), Greater Weapon Focus (falchion).

Displacement (Su): A light bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Possessions: Large masterwork falchion, large masterwork rapier, large masterwork mighty composite longbow (+4 strength), 20 arrows, +1 *large breastplate*, *vest of resistance +2*, *gauntlets of ogre power*, *amulet natural armour +1*.

Byres'lyrl: Female drow tauric displacer beast Clr13; CR 14; Large Monstrous Humanoid; HD 7d8+13d8+100; hp 196 (206 due *heroes feast*); Init +3; Spd 40 ft.; AC 27*, touch 17, flat-footed 24; Base Atk +16; Grp +24; Atk +23* melee (2d6+6, masterwork heavy mace) or +20* melee (1d6+6, tentacle); Full Atk +23/+18/+13/+8* melee (2d6+6, masterwork heavy mace) and +17/+17* melee (1d6+6, tentacles); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 24, drow traits; AL CE; SV Fort +19, Ref +15, Will +23 (+24) (*heroes feast*: immune to fear and poison); Str 22, Dex 16, Con 20, Int 12, Wis 24, Cha 10.

*Spells running: *death watch*, *hero's feast* (included), *shield of faith* (included).

Skills and Feats: Concentration +17, Hide +14, Knowledge: Religion +14, Listen +17, Move Silently +10, Spellcraft +14, Spot +17; Alertness, Multi-attack, Practiced Spellcaster (cleric), Spell Focus (necromancy), Greater Spell Focus (necromancy), Craft Wondrous, Empower Spell.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights, darkness, faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (6/8/8/7/6/5/4/3; base DC = 17 + spell level): 0—*cure minor wounds*(3), *guidance, detect magic, resistance*, 1st—*cure light wounds, command, death watch, divine favor, resurgence* (2), *shield of faith* (2); 2nd—*cure moderate wounds, death knell**, *hold person* (2), *sound burst* (2), *spiritual weapon, wave of grief*; 3rd—*animate dead**, *cure serious wounds, deeper darkness, prayer, vigor (lesser mass), wrack* (2) 4th—*divine power, poison* (2), *recitation, revenance, unholy blight**; 5th—*flame strike* (2), *righteous might, slay living** (2); 6th—*blade barrier, create undead*, harm, heroes feast*; 7th—*finger of death*, summon monster VII, repulsion*.

*Domain spell. *Deity*: Nerull; *Domains*: Death (death touch once per day); Evil (cast evil spells at +1 caster level).

Due to Greater Spellfocus (necromancy) the base DC against these spells is 19 + spell level. The various *inflict* spells are necromancy. Do NOT forget the Practiced Spellcaster feat.

Possessions: Large masterwork heavy mace, +1 large breastplate, vest of resistance +5, Periapt of wisdom +6, pearl of power 3^d level, wooden holy symbol, spell component pouch.

Bizadûr: Male drow tauric displacer beast Wiz(Nec)13; CR 12; Large Monstrous Humanoid; HD 7d8+13d4+120; hp 200 (210 due *heroes feast*); Init +8; Spd 40 ft.; AC 30*, touch 17, flat-footed 26; Base Atk +13; Grp +22; Atk +18* melee (1d6+4/19-20, masterwork dagger) or +15* melee (1d6+4, tentacle) or

+19* ranged (1d6/19-20, masterwork hand crossbow); Full Atk +18/+13/+8* melee (1d6+4/19-20, masterwork dagger) and +15/+15* melee (1d6+4, tentacles) or +19* ranged (1d6/19-20, masterwork hand crossbow); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 120 ft., displacement, low-light vision, resistance to ranged attacks, SR 24, drow traits; AL CE; SV Fort +17, Ref +22, Will +19 (+20) (*heroes feast* immune to fear and poison); Str 18, Dex 18, Con 22, Int 26, Wis 12, Cha 10.

*Spells running: *hero's feast* (included), *mage armour* (included), *see invisibility, shield* (included), *shield of faith* (included).

Skills and Feats: Concentration +29, Hide +20, Knowledge: Arcana +30, Listen 20, Move Silently +20, Search +14, Spellcraft +30, Spot +13; Multi-attack, Improved Initiative, Practiced Spellcaster (wizard), Scribe Scroll, Spell Focus (necromancy), Greater Spell Focus (necromancy), Craft Wondrous, Empower Spell, Sculpt spell, Insightful Reflexes.

Displacement (Su): A light bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the creature by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Traits: +2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities (Sp): 1/day—*dancing lights, darkness, faerie fire*. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spells Prepared (5/7/7/7/5/4/3; base DC = 18 + spell level): 0—*acid splash, touch of fatigue* (3), *ray of frost*, 1st—*ray of enfeeblement* (2), ~~*mage armor*~~, *chill touch* (2), *shield, magic missile*; 2nd—*blindness/deafness, ghoul touch, glitterdust* (2), *scorching ray* (2), ~~*see invisibility*~~; 3rd—*vampiric touch, ray of exhaustion* (2), *haste, shivering touch, empowered ray of enfeeblement* (2); 4th—*burning blood* (2), *enervation, everard's black tentacles, bestow curse, unluck* (2), *wrack*; 5th—*arc of lightning, balefull polymorph, fire shield (mass), reciprocal gyre, waves of*

*fatigue; 6th—~~arrow of bone, brilliant blade,~~
empowered enervation, disintegrate; 7th— finger of
death, reverse gravity, waves of exhaustion.*

Due to Greater Spell Focus (necromancy) the base DC for these spells is 20 + spell level. Do NOT forget the Practiced Spellcaster feat.

Possessions: Large masterwork dagger, large masterwork hand-crossbow, 20 bolts, *vest of resistance +5*, *headband of intellect +6*, *amulet of health +2*, *pearl of power 1st level* (used), *pearl of power 2nd level*, spellbook, spell component pouch.

Familiar: Weasel (+2 on Reflex saves, Alertness feat)

Appendix 7: Ethaliriye, Shidan, and the Boar

Shidan, male wereboar Dru10

	Shidan, Human Form	Shidan, Boar Form Medium Humanoid (Human, Shapechanger)	Shidan, Hybrid Form
Hit Dice:	3d8+6 +10d8+18 (94hp)	3d8+15 +10d8+45 (133hp)	3d8+15 +10d8+45 (133hp)
Initiative:	+1	+1	+1
Speed:	30 ft. (6 squares)	50 ft. (10 squares)	40 ft. (8 squares)
AC	21 (+2 natural, +1 Dex, +6 armor, +1 deflection, +1 magic) touch 12, flat-footed 13	19 (+8 natural, +1 Dex) touch 11, flat-footed 18	19 (+8 natural, +1 Dex) touch 11, flat-footed 18
BAB /Grapple:	+10/+12	+10/+14	+10/+14
Attack:	+1 Greatclub +13 melee (1d10+3 /x2)	Gore +18 melee (1d8+8)	+1 Greatclub +14 melee (1d10+4 /x2)
Full Attack:	+1 Greatclub +13/+8 melee (1d10+3//x2)	Gore +18 melee (1d8+8)	+1 Greatclub +14/+9 melee (1d10+4 /x2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
SA:	Spells: 6/6/5/4/4/3	Curse of lycanthropy, Spells: 6/6/5/4/4/3	Curse of lycanthropy, Spells: 6/6/5/4/4/3
SQ	Alternate form, boar empathy, ferocity, low-light vision, scent Animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity wildshape (4/day, large)	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent Animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity wildshape (4/day, large)	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent Animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity wildshape (4/day, large)
Saves:	Fort +13, Ref +8, Will +16	Fort +15, Ref +7, Will +15	Fort +15, Ref +7, Will +15
Abilities:	Str 16, Dex 12, Con 14, Int 12, Wis 21, Cha 8	Str 18, Dex 12, Con 20, Int 10, Wis 21, Cha 8	Str 18, Dex 12, Con 20, Int 10, Wis 21, Cha 8
Skills:	Concentration +15, Hide +2 Knowledge: nature +16, Spellcraft +16, Survival +10	Concentration +18 Hide +2 Knowledge: nature +15, Spellcraft +15, Survival +10	Concentration +18, Hide +2 Knowledge: nature +15, Spellcraft +15, Survival +10
Feats:	Alertness ^B , Improved Bull Rush, Iron Will ^B	Natural bond, Natural Spell, Power	Attack, Practiced Spellcaster (druid)
Alignment:	True Neutral	True Neutral	True Neutral
Possessions:	<i>Periapt of wisdom +2, gauntlets of ogre power +2, Headband of intellect +2, ring of protection +1, vest of resistance +1, wildwood halfplate +1, greatclub +1, forester cloak, silent shoes, quarterstaff (spellstaff with greater dispel magic)</i>	<i>Periapt of wisdom +2, rest of equipment is absorbed. Spell: greater magic fang (gore), longstrider</i>	<i>Periapt of wisdom +2; rest of equipment is absorbed.</i>

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair, or replace.

Combat

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

Shidan casts *longstrider* on himself during breakfast, and *greater magic fang (gore)* on himself and on Firze.

Alternate Form (Su): A wereboar can assume the form of a boar or a boar-humanoid hybrid.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by the wereboar's gore attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Note that Shidan will flatly refuse to "give" a PC Lycanthropy, and should a PC contract the disease during combat, campaign rules stipulate he should find a cure for it ASAP.

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

Spells Prepared (6/6/5/4/4/3; base DC = 15 + spell level): 0—*create water, detect magic, detect poison, light, mending, resistance*; 1st—*calm animals, entangle, fearie fire, lesser vigor, longstrider, speak with animals*; 2nd—*barkskin, bull's strength, cat's grace, resist energy*,

restoration, lesser; 3rd—greater magic fang (2x), neutralize poison, call lightning, cure moderate wounds; 4th—flame strike (2x), freedom of movement, rusting grasp, 5th—baleful polymorph (2x), wall of thorns (2x); 6th—antilife shell, greater dispel magic, transport via plants.

Firze: Dire boar animal companion; Large Magical Beast (augmented animal); HD 11d8+44; hp 102; Init +1; Spd 40 ft; AC 20, touch 10, flat-footed 19; Base Atk +8; Grp +17; Atk Gore +21 melee (1d8+17) (with greater magic fang (gore)); Full Atk Gore +21 melee (1d8+17) (with greater magic fang (gore)); Space 10 ft./5 ft.; SA Ferocity; SQ Low-light vision, scent, evasion, devotion; AL N; SV Fort +12, Ref +9, Will +9; Str 29, Dex 12, Con 19, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +8, Spot +8; Alertness, Endurance, Iron Will, Power Attack.

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

Possessions: *Amulet of health +2, Cloak of resistance +1.*

Ethaliriy: Female dryad Exp14 (Forest Lore); CR10; Medium Fey, HD 4d6+8 + 14d6+28; hp110; Init +4; Spd 30 ft; AC 18, touch 15, flat-footed 13; Base Atk +10; Grp +10; Atk +16 melee (1d4/19-20, masterwork silver dagger) or +16 ranged (1d8/x3, masterwork longbow); Full Atk +16/+11 melee [1d4/19-20, masterwork silver dagger) or +16/+11 ranged (1d8/x3, masterwork longbow); Space 5 ft./5 ft.; SA Spell-like abilities; SQ DR 5/cold iron, tree dependent, wild empathy; AL CG; SV Fort +9, Ref +13, Will +17; Str 10, Dex 21, Con 14, Int 16, Wis 18, Cha 20.

Skills and Feats: Escape Artist +8, Handle Animal +16, Heal +10, Hide +20, Knowledge (Geography) +24, Knowledge (History) +27, Knowledge (Local: TSS) +24, Knowledge (nature) +27, Listen +20, Move Silently +10, Ride +7, Spot +20, Sense Motive +20 Survival +20, Use Rope +5 (+7 with bindings); Alertness, Great Fortitude, Skill Focus (Knowledge: Nature), Skill Focus (Knowledge: History) Point Blanc Shot, Precise Shot, Weapon Finesse

Spell-Like Abilities: At will—*entangle* (DC 15), *speak with plants, tree shape*; 3/day—*charm person* (DC 15), *deep slumber* (DC 17), *tree stride*; 1/day—*suggestion* (DC 17). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become

ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Possessions: None.

Personality: Although not nearly as old as Menarden, Ethaliriy is older than most olves, and knows more than most. Of things within Menowood, there is little she doesn't know.

Appendix 8: The Leaf of Menarden

This is a plain-text version of Player Handout 3: The Leaf of Menarden. It also includes some more technical details on the item. Note that this is purely informational; the item itself does not appear anywhere in the scenario.

Deep within the reaches of Menowood stands Menarden, oldest of Treants and wisest of druids, in solitary contemplation on an ancient hill. None know how many winters he saw sweep by, though it is said they outnumber the leaves of his mighty crown, making him older than the Great Kingdom itself.

Once, when he was somewhat younger, Menarden thwarted an evil mage, who sought to kill a unicorn for his own petty gain. The mage, named Targandor, swore vengeance, creating a vile poison that would cause a dreadful wasting sickness in plant and animal alike, so they would wither and die, and in their turn become as poisonous to others until all of Menowood was turned into a blighted waste. But Yaromir, a young halfling bard, caught wind of Targandor's plans, and came to warn Menarden, so that when Targandor entered Menowood in disguise, to plant and spread his curse, Menarden was waiting for him. In a terrible battle that lasted 3 days, Menarden slew Targandor, and spread his ashes on the winds. But the poison still existed, as did Targandor's notes on creating it. And so while Menarden guarded the poison, Yaromir took it upon himself to find Targandor's lair and destroy it, and learn whatever he might on ways to destroy he poison itself.

As a token of his thanks, and to aid Yaromir in his quest, Menarden enchanted a leaf from his crown, so that Yaromir could follow Targandor's trail, and walk without danger through the wild. And because the leaf was part of Menarden himself, some of his knowledge and wisdom came with it, and Yaromir found himself looking upon nature as he had never done before. Long did he travel, overcoming many dangers, but when, years later, he returned to Menowood, Yaromir brought the tale of the destruction of Targandor's Tower, and the knowledge to destroy the poison and undo its evil.

The Leaf of Menarden is an amulet cut from a single perfect emerald in the shape of a leaf. The nerves and stem of the leave are made of gold. A knowledge (Nature) check will identify the leaf as that of a Treant. Druids and inhabitants of Menowood will easily recognize the leaf for what it is, and may try to establish if the wearer is worthy of it. Wearing the amulet grants

the wearer the Tracking Feat, Knowledge (Nature) and Knowledge (History [Menowood]) +5, and Survival +5. In addition, all animals regard him as a friend and will not harm him except in self-defense. This protection does not include the companions of the wearer of the leaf. This leaf counts as an amulet for determining the amount of items the owner can wear at the same time.

Appendix 9: Items sold at the Summer Fair

(New Rules Items)

Arms & Equipment Guide:

TABLE 2-1: ADVENTURING GEAR

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Animal call	20 gp	-	Hammock	5 gp	1 lb.	Teepee	64 gp	100 lb.
Armor maintenance kit	1gp	1 lb.	Heat mat	45 gp	-	Tent,one-person	5 gp	10 lb.
Ascender/slider	20gp	1 lb.	Holy text	10+gp	3 lb.+	Tent, 4-person	20 gp	40 lb.
Banner/standard	30 gp+	10 lb	Housebreaker harness	20gp	2 lb.	Tent, pavilion	100 gp	300 lb.
Barbed wire (50')	75 gp	35 lb	Ice axe	10 gp	5 lb	Thieving helmet	10 gp	1 lb.
Bolt cutters	6 gp	5 lb.	Insect netting	200gp	5 lb,	Tools, farming:		
Book, false	30 gp	2 lb.	Jeweler's loupe	20 gp	-	Hoe	3 gp	2 lb.
Brewmaker, dwarven	40 gp	5 lb.	Keg			Billhook	5 gp	2 lb.
Cage			Hand keg	5 sp	10 lb,	Post-hole digger	4 gp	8 lb.
Diminutive	10 gp	13 lb,	Cask	1 gp	20 lb.	Pitchfork	2 gp	4 lb.
Tiny	15 gp	25 lb.	Lantern, fog-cutter	20 gp	3 lb.	Rake	1 gp	3 lb.
Small	25 gp	75 lb,	Lantern, fog-cutter	20 gp	3 lb.	Rake	1 gp	3 lb.
Medium-size	50 gp	100 lb.	Leash and muzzle			Tongs, metal	3 gp	4 lb.
Large	75 gp	200	Diminutive	2 sp	-	Tree stand	15 gp	5 lb,
Candelabra, 4-candle			Tiny	4 sp	-	Tree tent, elven	30 gp	5 lb.
Silver	10gp	1/2 lb.	Small	6 sp	-	Twine, roll (50 ft.)	1 sp	-
Gold	25 gp	1 lb.	Medium-size	8 sp	-	Water, lawful/chaotic	25 gp	1 lb.
Candelabra, 8-candle			Magnet, small	10 gp	1 lb.	Wick, candle (50 ft.)	2 sp	-
Silver	20 gp	1 lb.	Marbles	2 sp	2 lb.	Winch, portable		
Gold	35 gp	2 lb.	Mess kit	6 sp	1 lb.	Str 18	20 gp	20lb.
Candelabra, 16-candle			Mill, hand	2 gp	1 lb.	Str 20	40 gp	40 lb.
Silver	25 gp	3 lb.	Money belt	4 gp	-	Str 22	80 gp	80 lb,
Gold	45gp	6 lb.	Music box	35 gp	-			
Candle mold	12 sp	5 lb.	Net, butterfly	10 gp	1 /4 lb.	Class Tools and Skill Kits		
Candle, insectbane	1 sp	-	Percolator	1 gp	1 lb.	Item	Cost	Weight
Crane, portable			Periscope	20 gp	2 lb.	Animal trainer's kit	50 gp	5 lb.
Str 22	30 gp	75 lb,	Pestle and mortar	5 gp	1 lb.	Forger's kit	25 gp	2 lb.
Str 24	60 gp	120 lb.	Pulley	5 gp	1 lb.	Jester's kit	10 gp	5 lb.
Str 28	120 gp	250 lb,	Quiver scabbard	10 gp	2 lb.	Navigator's kit	250 gp	8 lb.
Earplugs	3 sp	-	Rope, elven (20 ft.)	50 gp	5 lb.	Scryer's kit	40 gp	2 lb.
Finger blades	20 gp	-	Saw, folding	2 gp	2 lb	Swimmer's kit	15 gp	5 lb.
Fishing tackle	20 gp	5 lb.	Shoes, silent	10 gp	1 lb,			
Flotation bags	5 gp	1 lb.	Shriek rock	3 gp	1 /4 lb.	Outfits		
Fowler's snare	20 gp	5 lb.	Skis and poles	15 gp	6 lb.	Item	Cost	Weight
Game board, portable	2+ gp	1 lb,	Slate board	5 gp	1 lb,	Animal training outfit	10 gp	20 lb.
Glass cutter	2 gp	1 lb	Snorkel	1 gp	1/2 lb.	Beekeeper's outfit	9 gp	4 lb.
Grappling hook, collapsible	3 gp	2 lb.	Snowshoes	15 gp	8 lb.	Desert outfit	6 gp	3 lb,
			Sparker	2 gp	-	Heatsuit outfit	20 gp	15 lb.
			Spider poles	35 gp	8 lb.	Spelunker's outfit	5 gp	9 lb
Grappling ladder (10')	40 gp	8 lb.	Sprayer	15 gp	4 lb.			
Springwall	60 gp	1 lb.	Stilts	5gp	8 lb.			
Hacksaw, Common	5 gp	1 lb.	Table case, folding	5 gp	5 lb.			
Hacksaw, Superior	20 gp	1 lb,	Tarp	5 gp	30 lb,			

TABLE 2-2: CLOTHING

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Apron, leather	3sp	2 lb.	Cloak			Robe		
Belt			Cotton	3 sp	2lb.	Sackcloth	1 sp	2 lb.
Baldric	7 sp	1/2 lb.	Wool	5 sp	3 lb.	Cotton/linen	1 gp	2 lb.

Leather	2 sp	-	Fur	20 gp+	6 lb.	Velvet	3 gp	3 lb
Fine	25 gp	-	Codpiece	6 sp	-	Silk	5 gp	2 lb.
Buckle (large)			Collar, spiked	10 gp	-	Pads		
Plain	2 sp	-	Corset	25 gp	4 lb.	Knee pads	3 sp	1/2 lb.
Fancy	1 gp+	-	Doublet/vest			Elbow pads	3 sp	1/2lb.
Bodysuit, black	30 gp	1 lb.	Cotton	1 sp	-	Shin guards	4 sp	1/2 lb.
Boots			Leather	3 sp	1/2 lb.	Sash		
High	5 sp	1 lb.	Velvet	2 gp	1 lb.	Cotton	2 sp	-
Hip/wading	1 gp	3 lb.	Brocade	8 gp	1 lb.	Wool	1 sp	-
Low	3 sp	1/2 lb.	Dress			Silk	4 gp	-
Riding	1 gp	1 lb.	Peasant	5 sp	3 lb.	Shirt		
Smuggler's	10 gp	1 lb.	Average	8 sp	5 lb.	Sackcloth	5 cp	1/2 lb.
Breeches/pants			Fine	20 gp	8 lb.	Cotton/linen	1 sp	1 /2 lb.
Sackcloth	5 cp	1 lb.	Exquisite	75 gp	10 lb.	Velvet	5 gp	1 /2 lb.
Cotton	1 sp	1 lb.	Fullcloth, winter	14 gp	2 lb.	Silk	10 gp	-
Leather	8 sp	1.5lb	Girdle	6 sp	1 lb.	Shoes		
Woolen	5 sp	1 lb.	Gloves			Leather	3 sp	1 lb.
Velvet	4 gp	1lb.	Leather	5 sp	-	Sandals/tabi	2 sp	1/2 lb.
Silk	8gp	-	Canvas	5 cp	-S	lippers	1 sp	-
Bustle	5 gp	1 lb.	Mittens	8 sp	-	Dancing	15 gp	-
Cape			Silk	15 gp	-	Skirt, leather warrior's	5 sp	1 lb.
Half-cape	10sp	1 lb.	Headwear					
Full cape	1 gp	3 lb.	Hat, broad-rimmed	8 gp	-	Stockings	4 sp	-
Chemise			Hat, fur-trimmed	15 sp	-	Suspenders	8 cp	-
Sackcloth	8 cp	-	Cap, cotton	8 cp	-	Tabard	5 sp	1/2 lb.
Linen	1 sp	-	Cap, wool	1 sp	-	Toga		
Silk	6 gp	-	Coif	2 sp	-	Peasant	8cp	3 lb.
Coat/jacket/jerkin			Fez	1 sp	-	Velvet	5 gp	3 lb
Cotton	6 sp	2 lb.	Hood, wool	8 cp	-	Silk	45 gp	3 lb
Leather	1 gp	3 lb	Hood, cotton	5 cp	-	Tunic		
Wool, winter	1 gp	3 lb	Hood, fur	1 gp	-	Sackcloth	5 cp	1 lb.
Velvet	8 gp	1 lb.	Helmet, miner's	1 gp	1 lb	Cotton	5 sp	1 lb.
Silk	10 gp	1 lb	Turban	2 sp	1 /2 lb.	Velvet	2 gp	1 lb
Fur	50gp+	6 lb.	Loincloth	3 cp	-	Silk	5 gp	1 lb.
Removable sleeves	+5 sp	-	Nightshirt, silk	6 gp	-	Vest, knife	25 gp	2 lb.

TABLE 2-3: JEWELRY AND ACCESSORIES

Item	Copper	Silver	Gold	Platinum
Broad belt	-	6 sp+	6 gp+	60 gp+
Armband	15 cp+	15 sp+	15 gp+	150 gp+
Bracelet	1 sp+	2 gp+	20 gp+	200 gp+
Brooch	45 cp+	45 sp+	45 gp+	450 gp+
Earrings	2 sp+	2 gp+	20 gp+	200 gp+
Fillet	6 sp+	6 gp+	60 gp+	600 gp+
Headband	4 sp+	4 gp+	40 gp+	400 gp+
Locket	25 cp+	25 sp+	25 gp+	250 gp+
Necklace	5 sp+	5 gp+	50 gp+	500 gp+
Pendant	45 cp+	45 sp+	45 gp+	450 gp+
Ring	3 cp+	3 gp+	30 gp+	300 gp+
Torc	5 sp+	5 gp+	50 gp+	500 gp+

TABLE2-4:EDIBLE ITEMS

SPICES & SEASONINGS

Item	Cost/ Ounce
Angelica	5 cp
Anise	3 cp
Basil	1 sp
Bergamot	3 cp
Borage	2 cp
Caraway	2 cp
Cardamon	1 gp
Chives	2 cp
Cinnamon	1 gp
Clary	8 cp
Cloves	20 gp
Coriander	1 sp
Costmary	3 cp
Cubeb	15 gp
Cumin	3 cp
Dillweed	3 cp
Fennelseed	1 sp
Fenugreek	3 sp
Garlic	1 cp
Ginger	10 gp
Horehound	4 cp
Horseradish	1 cp
Hyssop	5 cp
Juniper	3 sp
Laurel	4 gp
Lemon balm	2 sp
Liquorice root	4 sp
Lovage	1 sp
Mace	25 gp
Marjoram	5 cp
Mint	3 cp
Mustard seed	5 cp
Nutmeg	30 gp
Oregano	2 sp
Parsley	4 cp
Pepper	30 gp
Poppy seed	8 gp
Rose hips	5 gp
Rosemary	5 sp
Saffron	65 gp
Sage	1 sp
Salt	1 cp
Sweet cicely	1 sp
Tarragon	1 gp
Thyme	1 sp
Turmeric	25 gp
Woodruff	1 sp

CORNS

Item	Cost/ Pound
Barley	1 gp
Buckwheat	5 sp
Chick peas	3 gp
Lentils	2 gp
Millet	7 sp
Oats	7 sp
Rice	5 gp
Rye	7 sp
Wheat	1 cp

FLOURS

Item	Cost /Pound
Barley	2 gp
Buckwheat	1 gp
Rye	15 sp
Wheat	3 gp

DRIED FRUITS AND VEGETABLES

Item	Cost
Apples	1 gp/lb.
Apricots	15 gp/lb.
Carrots	1 gp/oz.
Cherries	5 sp/oz.
Currants	1 sp/oz.
Dates	5 gp/oz.
Elderberries	1 sp/oz.
Fig	7 gp/oz.
Green beans	2 sp/oz.
Green peas	2 sp/lb.
Mushrooms	1 gp/lb.
Onion	5 sp/oz.
Peaches	15 gp/lb.
Pears	5 gp/lb.
Prunes	3 gp/lb.
Raisins	1 gp/lb.
Tomatoes	1 gp/lb.

NUTS

Item	Cost/ Pound
Almond	3 gp
Cashews	20 gp
Chestnuts	1 gp
Hazelnuts	5 sp
Pine nuts	10 gp
Pistachios	15 gp
Walnuts	3 sp

OILS

Item	Cost/ Gallon
Olive oil	5 gp
Almond oil	10 gp
Walnut oil	2 gp
Hazelnut oil	3 gp
Sesame oil	10 gp
Sunflower oil	3 sp
Safflower oil	2 sp
Rapeseed oil	1 sp

SWEETENERS

Item	Cost
Honey	1 sp/pt.
Marzipan	20 gp/oz.
Molasses	5 sp/pt.
Sorghum	3 sp/pt.
Sugar	1 gp/lb.

EXOTIC ITEMS

Item	Cost
Chilies	25 gp/lb.
Coffee	50 gp/lb.
Coconut	50 gp/lb.
Hickory nuts	200 gp/lb.
Lotus	100 gp/oz.
Maple sugar	75 gp/gal.
Paprika	30 gp/oz.
Pimento	40 gp/oz.
Pineapple	150 gp/lb.
Sarsaparilla	10 gp/oz.
Tobacco	5 sp/lb.
Vanilla	75 gp/oz.
Walnuts, black	100 gp/lb.

UNIQUE BEER, ALE, & MEAD

Item	Cost/Gallon
Dragonbite bitter	15 gp
Dwarfhead stout	30 gp
Mead, elven	60 gp
Golden light, gnome	10 gp
Thudrud, goblin	2 gp
Pulsch brown ale	8 gp

UNIQUE WINES

Item	Cost/ Bottle
Frostwine	40 gp
Aleeian wine, elven	100 gp
Garnet wine, dwarven	90 gp
Mushroom wine	20-135 gp
Spiderblood, drow	150 gp

UNIQUE SPIRITS

Item	Cost/ Bottle
Frenzy water	15 gp
Moondrop, elven	220 gp
Kragg, orc	30 gp

TABLE 2-6: SUPERIOR ITEMS

Item	Cost	Weight
Animal training pole	10 gp	3lb.
Cloak,forester's	20 gp	3lb.
Crossbow sight, gnome	150gp	1 lb.
Listening cone	20 gp	1 lb.
Pack, framed	50 gp	2 lb.
Robes, desert	20 gp	2 lb.
Sheath,boot	30 gp	-
Sheath, wrist	20 gp	-

TABLE 2-5: ALCHEMICAL ITEMS

Item	Amount	Cost	Weight
Bladefire	Flask	20 gp	1 lb
Bullet, acid	Sling bullet	10 gp	10 oz.
Bullet, flame	Sling bullet	20 gp	10 oz
Bullet, priest's	Sling bullet	25 gp	10 oz
Candle, Focusing	Candle	100 gp	1 ll.
Candle, restful	Candle	100 gp	1 lb
Clearbreath	Vial	50 gp	-
Darkvision powder	Vial	10 gp	1 oz.
Dehydrated food	Daily meals	2 gp	4 oz.
Dwarfblind	Stone	50 gp	1 ll.
Farflame oil	Flask	2 gp	1 lb.
Fleetfoot	Vial	50 gp	-
Hawk's ointment	Vial	50 gp	-
Instant rope	Flask	25 gp	114
Longbreath	Vial	50 gp	-
Motelight	Flask	20 gp	1 IN
Nature's draught	Vial	50 gp	-
Polar skin	Flask	25 gp	1 lb
Signal torch	Torch	1 gp	1 lb
Sparkstone	Stone	50 gp	1 lb
Stonebreaker acid	Flask	20 gp	1 lb.
Verminbane	Flask	20 gp	1 lb
Vicious bleeder	Flask	50 gp	1 lb

Grenadelike weapons	Cost	Direct hit	Splash hit	Range inc.
Gravebane	50 gp	Repels undead	-	10 ft.
Motelight	20 gp	Distracts	-	10 ft.
Sparkstone	50 gp	1d6	Half**	10 ft.
Stonebreaker acid	20 gp	3d10***	3***	10 ft.
Verminbane	20 gp	Repels vermin	-	10 ft.

* To plants only.

** Deals half damage to one target within 5 feet only. Roll randomly if there is more than one possible target.

*** To stone objects only.

ADVENTURING GEAR

NB: not all items on this table are listed here as this would require too many pages. Included are those items that may be relevant to the scenario.

Ascender/Slider: This cleverly designed ratchet wraps around ropes and assists climbing and descending. By clicking a small switch, the ratchet prevents movement

either up or down the rope. This grants a +1circumstance bonus on Climb checks using a single rope. You can also slide down a rope with this device, which allows rapid movement-basically a controlled fall. It requires a successful Strength Check (DC 15) to hold on when performing this maneuver. A failure means you fall.

Crane, Portable: This small crane can be broken down into several parts for easy transportation. It must be assembled and bolted into place to be used effectively. There are different "strengths" available to purchase; the equivalent of a person with Str 22 (lift/drag 1,040lb.), 24 (lift/drag 1,400lb.), or 28 (lift/drag 2,400lb.).

Grappling Ladder: This is a pre-made rope ladder with two small grappling hooks on one end. The given price and weight is per 10' of ladder. Once the grappling ladder is in place, it reduces the DC for any Climb check above 10 to 10.

Pulley: A sturdy wooden pulley with a metal hook-and-eye for hanging. The pulley can withstand a load of up to 750 pounds before breaking.

Rope, Elven: Elven rope is finer than silk. It has 4 hit points and can be burst with a successful Strength check (DC 25). It is so supple that it grants a +3 circumstance bonus on Use Rope checks. Coils of elven rope are sold in 20-foot lengths and are extremely rare outside of elven settlements.

Shoes, Silent: These are soft, padded shoes that absorb sound effectively. Despite the padding, the soles are made from tough, stretchy leather that hold up to abuse. They grant a +1 circumstance bonus on Move Silently checks.

ALCHEMICAL ITEMS

Bladefire: Similar to alchemist's fire but less volatile, this thick, adhesive liquid ignites when exposed to air. Bladefire is typically poured along the length of a bladed weapon, causing the weapon to burn for a short period of time. A weapon treated with bladefire burns for 1d6 rounds. While burning, the weapon sheds light as a torch. A weapon treated with bladefire deals 1 additional point of fire damage with each successful hit. Applying bladefire to a weapon is a full-round action that provokes an attack of opportunity. Bladefire is thick enough that once applied, it does not flow down the weapon, preventing it from harming the user. Each round that blade-fire burns, it also deals 1 point of fire damage to the weapon that it coats, but most weapons have sufficient hardness to ignore this damage. Wooden weapons coated with bladefire ignite, however, taking 1d6 points of fire damage each round until extinguished. Setting flammable items alight requires more contact than just an attack. To light a flammable item requires a full-round action if the item is unattended or a successful grapple check against the opponent wearing or using the item. If your opponent breaks the grapple before your next action, no items catch fire. If you don't release the grapple on

your next action, any flammable item you wear or carry also catches fire.

Bullet, Acid: These hollow glass sling bullets are filled with acid. When they strike a target, they immediately shatter, dealing 1d4 points of acid damage in addition to the normal damage from the sling bullet. To hold sufficient acid, these bullets must be larger than normal. The increased size makes the bullets awkward and unwieldy to launch, imposing a -2 penalty on the attack roll.

Bullet, Flame: These hollow glass sling bullets are filled with alchemist's fire. When they strike a target, they immediately shatter and the alchemist's fire ignites, dealing 1d4 points of fire damage in addition to the normal damage from the sling bullet. To hold sufficient alchemist's fire, these bullets must be larger than normal, imposing a -2 penalty on the attack roll. See Catching on Fire in Chapter 3 of the DMG for information on targets wearing or carrying flammable material catching fire.

Bullet, Priest's: These hollow glass bullets are filled with holy water. When they strike a target, they immediately shatter, dousing the target with holy water. Undead and evil outsiders take 1d4 points of damage from the holy water in addition to the normal damage from the sling bullet. To hold sufficient holy water, these bullets must be larger than normal, imposing a -2 penalty on the attack roll.

Candle, Focusing: This large, green taper candle burns quickly, lasting only an hour despite its size. While burning, the focusing candle fills the air with a fresh, crisp odour. The candle is a great boon to those engaged in strenuous mental activity, sharpening most cognitive processes. Characters within 20 feet of a burning candle of focus gain a +1 circumstance bonus on the following skill checks: Alchemy, Appraise, Decipher Script, Forgery, Scry, and Search. When making a skill check that takes more than one action to complete (such as attempting to identify a potion with Alchemy or using the Scry skill with the scrying spell), characters only gain the bonus from a focusing candle if they spend the entire duration of the skill check within range of the burning candle.

Candle, Restful: This thick blue candle burns slowly, filling the air with a sweet, relaxing scent for 8 hours. These candles, although slow to function, have tremendous restorative abilities. Characters that spend a night of rest sleeping within 20 feet of a lit candle heal at twice the rate they normally would. After a day of light activity, characters who rest under the influence of the candle heal double their level in hit points and 2 points of ability damage. After a day of

complete rest, characters who sleep under the influence of the candle heal three times their level in hit points and 2 points of ability damage. The benefits of a restful candle stack with those provided by someone providing long-term care with the Heal skill.

Clearbreath: This vial of grey smoke temporarily dulls the sense of smell when someone inhales the contents through the nose. Clearbreath provides a +4 alchemical bonus on Fortitude saves made to resist unpleasant odours (such as a troglodyte's stench). The effects of clearbreath last for 1 hour.

Darkvision Powder: This plain grey powder is unassuming; it can't be seen with normal vision from more than 10 feet away. When viewed with darkvision, however, it glows brightly. Creatures that have darkvision commonly use this powder to write messages that other creatures cannot read. Each vial contains enough powder for a reasonably lengthy sentence.

Dehydrated Food: Explorers and adventurers of all sorts benefit from alchemically dried food. Although expensive, dehydrated food weighs only half as much as an equivalent supply of trail rations, making it ideal for long journeys where water is plentiful and food is scarce. Characters eating dehydrated food must consume twice as much water per day as they normally require or suffer the effects of going without water (see Starvation and Thirst Dangers in Chapter 3 of the DMG).

Dwarfblind: Dwarfblind stones are small stones treated with alchemical substances, giving them a faint purple sheen. You can throw a dwarfblind stone as a grenadelike weapon. When it strikes a hard surface, it releases a burst of violet light. The light illuminates a 20-foot-wide area for an instant and temporarily interferes with the darkvision of those caught in its effects. Creatures within a 10-foot radius of the stone's impact point must succeed on a Reflex save (DC 15) or lose their darkvision ability for 10 minutes. Dwarfblind has no effect on normal and low-light vision.

Farflame Oil: This thin, light blue oil burns with a blue flame and illuminates a wide area. When used in a lantern, farflame oil sheds light in a 40-foot radius. In a bulls-eye lantern, it illuminates a cone 80 feet long and 25 feet wide. A pint of farflame oil fuels a lantern for 3 hours. A pint of farflame oil covers a 5-foot square area if poured on the ground. If lit, farflame oil burns for 1 round and deals 1d4 points of damage to each creature in the area.

Fleetfoot: This thin blue liquid temporarily loosens the imbiber's muscles and joints, allowing her to run faster and jump farther. When running, a character under the effect of fleetfoot moves at five times her speed. The

effect lasts for 10 rounds + 1 round per point of Constitution modifier. The effects of fleetfoot stack with the Run feat, allowing a character to run at six times her speed and jump half again as far as normal with a running jump. Fleetfoot does not grant a character the ability to exceed her maximum jump distance.

Hawk's Ointment: This thick, acidic gel temporarily sharpens the user's vision. Once its beneficial effects wear off, however, the gel burns and stings the eyes for a few minutes. After spreading the gel over her eyes, a character gains a +1 bonus at Search and Spot checks for 2 minutes. After the duration expires, she takes a -2 penalty on Search and Spot checks for 10 minutes. Characters who spend a round washing out their eyes with clear water halve the duration of the penalty. Applying hawk's ointment is a full-round action that provokes an attack of opportunity.

Instant Rope: When poured from a flask, this viscous grey liquid forms into a long cord usable as a temporary rope. Upon being exposed to air, the liquid rapidly increases in both volume and viscosity swelling to the diameter of a typical hemp rope, then quickly drying. A flask of instant rope forms a 30-foot long cord; it takes 2 rounds for it to solidify and dry enough to be used. The instant rope can be moved during this period without damaging it, but it cannot support more than 10 pounds of weight without breaking. Once completely dry, instant rope can support as much weight as normal hemp rope. After an hour, instant rope becomes too brittle to support any weight and quickly crumbles into dust.

Longbreath: This thick, brown-tinted smoke is great boon to anyone who needs to go without air for more than a few rounds. After inhaling longbreath, a character can hold his breath for 3 rounds per point of Constitution, rather than 2 rounds per point. Longbreath can be used after the character begins holding his breath, but it provides less of a benefit. If a character inhales longbreath after beginning to hold his breath, simply multiply the number of rounds that the character could continue holding his breath by 1.5. Once a character begins making Constitution checks to continue holding his breath, longbreath provides no benefit.

Motelight: This flask contains a clear liquid filled with faintly glowing sparks of light. You can throw a flask of motelight as a grenadelike weapon. When it strikes a hard surface, a flask of motelight creates a small area filled with rapidly moving sparks. The sparks are distracting, but they cause no damage. Creatures within a 5-foot radius attempting to cast spell must succeed on

a Concentration check (DC 5+spell level) or lose the spell. If the caster must make Concentration check for another reason, the motelight applies no additional penalty.

Nature's Draught: This tiny vial contains a murky, pungent liquid. When consumed, nature's draught cause subtle changes in the user's scent. Animals respond well to a character who has consumed nature's draught, finding her less threatening and easier to trust. Drinking a vial of nature's draught provides a +1 circumstance bonus on Handle Animal and Animal Empathy checks made during the next day.

Polar Skin: This dull white cream provides limited protection against cold-based damage. Polar skin becomes ineffective once it has absorbed 5 points of cold damage. Regardless of whether it absorbs any damage, polar skin loses its effectiveness 1 hour after application. Polar skin does not stack with magical protection from cold. Magical effects such as the resist elements spell supersede the protection provided by polar skin. Applying polar skin takes 1 minute.

Signal Torch: These simple items are normal torches treated with a variety of alchemical substances to colour the flames. Signal torches each burn with a differently colored flame. They are available in a variety of colors, the most common being green, blue, and yellow.

Sparkstone: These alchemical devices actually resemble fist-sized lumps of hard, gray clay. You can throw a sparkstone as a grenadelike weapon. When a sparkstone hits a target, it releases a short, violent arc of electricity. A direct hit by a sparkstone deals 1d6 points of electricity damage. If there is another creature within 5 feet of the target, the electricity arcs to that creature, dealing half of the initial damage. The sparkstone only creates one secondary arc, so if more than one creature is within 5 feet of the target, roll randomly to see which creature is affected. If no creatures are within 5 feet of the target, the sparkstone causes no secondary effect.

Stonebreaker Acid: This special form of acid affects only stone. You can throw stonebreaker acid as a grenadelike weapon. Acid ordinarily deals half damage to objects (see Attack an object in Chapter 8 of the PHB). A direct hit on a stone surface ignores hardness and deals 3d10 points of damage. On the round after a direct hit, stonebreaker acid deals a further 2d10 points of damage.

Verminbane: This tightly sealed flask contains a pale green smoke. When released into the air, the smoke fills a 5-foot-square area. Most creatures are unaffected by the smoke, although humanoids generally find the smell unpleasant. Vermin, however, find the smoke

almost intolerable. To pass through an area filled with verminbane, vermin must succeed on a Fortitude save (DC 15). Verminbane lasts for 1 minute, although strong winds may decrease this duration.

Vicious Bleeder: This thick blue gel is a powerful anticoagulant. A wound caused by a weapon coated with vicious bleeder continues to bleed for 2 rounds, dealing 1 additional point of damage on each of those rounds. Applying vicious bleeder to a weapon (of any size) is a full-round action that provokes an attack of opportunity. Once applied to a weapon, vicious bleeder lasts for 1 minute before it evaporates. One flask of vicious bleeder contains enough to coat one weapon of size Large or smaller. Vicious bleeder does not affect constructs, elementals, oozes, outsiders, or undead.

SUPERIOR ITEMS

Animal Training Pole: This hollow pole has a strong, thin cord threaded through it and twisted into a loop at the end. When looped around an animal's neck, it provides an easy way to direct the animal while preventing the animal from moving any closer than the pole's length. An animal training pole provides a +2 circumstance bonus on attempts to teach an animal a task.

Cloak, Forester's: Woven from several pieces of green and brown canvas, these large ponchos aid anyone trying to hide in a forest environment. The carefully chosen colors blend in with the vegetation, and the poncho's loose shape obscures the humanoid form. Forester's cloaks provide a +1 circumstance bonus on Hide checks made in a forest.

Crossbow Sight, Gnome: This device comes in two parts: an eyepiece that attaches to the stock of a crossbow and a sight that is affixed to the end of the weapon. When calibrated properly, the sights allow the user to focus more carefully on a target. The user treats targets as if they were two range increments closer. It has no effect on targets within the first two range increments.

Listening Cone: This device is made for listening through doors and other solid surfaces. It grants a +1 circumstance bonus on Listen checks made through a door or other relatively thin, solid obstacle.

Pack, Framed: This pack distributes weight better than normal packs, allowing creatures to carry slightly more than they otherwise could. However, it is harder to reach into a framed pack while wearing it. When calculating encumbrance for a character with a framed pack, treat the pack and everything inside it as weighing 10% less than normal. Retrieving anything from a framed pack is a full-round action that provokes an attack of opportunity.

Robes, Desert: These loose, light-colored robes offer some protection against the effects of heat. They provide a +2 circumstance bonus on Fortitude saving throws against exposure to high temperatures. Desert robes offer no protection against either mundane or magical fire.

Sheath, Boot: A boot sheath is easily concealed making it useful for those who want to appear unarmed. Boot sheaths can hold only Small or Tiny bladed weapons. Characters attempting to conceal an item in a boot sheath gain a +4 bonus on their Pick Pocket check (opposed by either Spot or Search depending on the situation). If the character using the boot sheath does not have ranks in Pick Pocket noticing the boot sheath requires a successful Spot or search check (DC10).

Sheath, Wrist: This sheath fits along the inside of the forearm, allowing weapons stored inside it to be drawn quickly. A wrist sheath can hold one Tiny weapon, such as a dagger, or one wand. Weapons of unusual shape, like a bladed gauntlet, do not fit into a wrist sheath regardless of their size. Drawing or replacing the contents of a wrist sheath is a move equivalent action.

Races of the Wild

Arrows from Races of the Wild, table 7-1

Weapon	Cost	DMG (s)	DMG (m)	Critical	Range Inc.	Weight	Type
Longbow							
Arrow, blunt (20)	1 gp	1d6	1d8	x2	50'	3lb	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4	1d6	x3	100'	3 lb	Piercing
Arrow, Serpentstongue (20)	3 gp	1d6	1d8	x3	100'	3 lb	Piercing &slashing
Arrow, Swiftwing (20)	20 gp	1d4	1d6	x3	100'	3 lb	Piercing
Longbow, composite							
Arrow, blunt (20)	1 gp	1d6	1d8	x2	60'	3lb	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4	1d6	x3	110'	3 lb	Piercing
Arrow, Serpentstongue (20)	3 gp	1d6	1d8	x3	110'	3 lb	Piercing &slashing
Arrow, Swiftwing (20)	20 gp	1d4	1d6	x3	110'	3 lb	Piercing
Shortbow							
Arrow, blunt (20)	1 gp	1d4	1d6	x2	30'	3lb	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d3	1d4	x3	60'	3 lb	Piercing
Arrow, Serpentstongue (20)	3 gp	1d4	1d6	x3	60'	3 lb	Piercing &slashing
Arrow, Swiftwing (20)	20 gp	1d3	1d4	x3	60'	3 lb	Piercing
Shortbow, composite							
Arrow, blunt (20)	1 gp	1d4	1d6	x2	40'	3lb	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d3	1d4	x3	70'	3 lb	Piercing
Arrow, Serpentstongue (20)	3 gp	1d4	1d6	x3	70'	3 lb	Piercing &slashing
Arrow, Swiftwing (20)	20 gp	1d3	1d4	x3	70'	3 lb	Piercing

TABLE 7-2: ARMOR

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	—Speed— (30 ft.) (20 ft.)		Weight ¹
<i>Light armor</i>								
Leafweave padded	745 gp	+1	+9	0	5%	30 ft.	20 ft.	8 lb.
Thistledown padded	405 gp	+1	+10	0	0%	30 ft.	20 ft.	5 lb.
Wildwood chain shirt	500 gp	+3	+5	-1	15%	30 ft.	20 ft.	19 lb.
Leafweave leather	750 gp	+2	+7	0	5%	30 ft.	20 ft.	9 lb.
Leafweave studded	765 gp	+3	+6	0	10%	30 ft.	20 ft.	15 lb.
Mithral chain shirt	1,100 gp	+4	+6	0	10%	30 ft.	20 ft.	12-1/2 lb.
Mithral scale mail	4,050 gp	+4	+5	-2	15%	30 ft.	20 ft.	15 lb.
Mithral chainmail	4,150 gp	+5	+4	-2	20%	30 ft.	20 ft.	201b.

Mithral breastplate	4,200 gp	+5	+5	-2	15%	30 ft.	20 ft.	15 lb.
<i>Medium armor</i>								
Leafweave hide	755 gp	+3	+5	-1	15%	20 ft.	15 ft.	201b.
Wildwood scale mail	400 gp	+3	+4	-3	20%	20 ft.	15 ft.	22-1/2 lb.
Wildwood chainmail	600 gp	+4	+3	-4	25%	20 ft.	15 ft.	301b.
Wildwood breastplate	700 gp	+4	+4	-3	20%	20 ft.	15 ft.	22-1/2 lb.
Mithral splint mail	9,200 gp	+6	+2	-5	30%	20 ft.	15 ft.	22-1/2 lb.
Mithral banded mail	9,250 gp	+6	+3	-4	25%	20 ft.	15 ft.	17-1/2 lb.
Mithral half-plate	9,600 gp	+7	+2	-5	30%	20 ft.	15 ft.	25 lb.
Mithral full plate	10,500 gp	+8	+3	-4	25%	20 ft.	15 ft.	25 lb.
<i>Heavy armor</i>								
Wildwood splint mail	700 gp	+5	+1	-6	35%	20 ft. ²	15 ft. ²	311b.
Wildwood banded mail	800 gp	+5	+2	-5	30%	20 ft. ²	15 ft. ²	271b.
Wildwood half-plate	1,500 gp	+6	+1	-6	35%	20 ft. ²	15 ft. ²	37-1/2 lb.
Wildwood full plate	3,300 gp	+7	+2	-5	30%	20 ft. ²	15 ft. ²	37-1/2 lb.
<i>Shields</i>								
Buckler, mithral	1,015 gp	+1	-	0	0%	—	—	2-1/2 lb.
Shield, light mithral	1,009 gp	+1	-	0	0%	—	—	3 lb.
Shield, heavy mithral	1,020 gp	+2	-	0	5%	—	—	7-1/2 lb.
Shield, mithral tower	1,030 gp	+4	+4	-7	40%	—	—	50 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 When running in heavy armor, you move only triple your speed, not quadruple.

TABLE 7-3: GEAR

Item	Cost	Weight
Carry net	10 gp	5 lb.
Cargo kite	150 gp	50 lb.
<i>Elven harp</i>		
Hand	150 gp	2 lb
Lap	350 gp	4 lb
Great	1,500 gp	150 lb
<i>Honey leather</i>		
Small tarpaulin	15 gp	1/4 lb.
Big tarpaulin	40 gp	1 lb.
Small pup tent	30 gp	2 lb.
Medium pup tent	60 gp	5 lb
10' square tent	120 gp	20 lb
20' square tent	240 gp	40 lb
Sashling	10 gp	1 lb

Arrow, Blunt: These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal non-lethal damage.

Arrow, Dragonsbreath: a dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a dab of alchemist's fire. Slots in the head force air into the chamber when the arrow is fired, igniting the alchemist's fire and the shaft as well. The slots in the head emit a low screech as the arrow flies through the air. A dragonsbreath arrow deals an extra 1

point of fire damage when it hits a target, and the target must make a DC15 Reflex save or catch fire. A dragonsbreath can't be reused on a miss.

Arrow, Serpentstongue: Arrows aren't very useful for attacking objects, so the olves developed the serpentstongue arrow, which has a forked point with sharp edges on the tips and inside the prongs. A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow.

A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

Arrow, Swiftwing: These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching (the feathers added to the shaft) for extra stability and accuracy on long shots. A swiftwing arrow incurs only half the usual penalty for attacking at range (-1 per range increment rather than the usual -2).

Belt of Hidden Pouches: This item might be made of silk or soft leather, but it's always fairly wide and with a big buckle (usually brass or silver). Hidden inside the belt are ten small pockets, each of which seems big enough to hold only a few coins. Each pocket actually functions as a small *bag of holding* and can hold up to 1/2 cubic foot or 5 pounds of nonliving material. No

object with any dimension exceeding 6 inches can be placed in a pocket. Anything placed inside a pocket effectively has only one-tenth of its normal weight, so a full pocket weighs only half a pound at most.

In addition, two secret pockets lie behind each visible one, for a total of thirty pockets in all. The hidden pockets can be accessed only through a command word. A *true seeing* spell reveals the presence of the hidden pockets but not the command needed to open them.

Even when a pocket is full, it never bulges, so a *belt of hidden pouches* stuffed with 150 pounds of items looks like an ordinary belt.

Accessing any pocket (including the hidden ones) is a move action that does not provoke attacks of opportunity. To place any object in the belt, the wearer merely presses the object into the belt. Doing so while speaking the command word places the object in one of the hidden pockets (if one of them is empty). Naming a stored object and speaking a second command word draws the named object out of the belt and places it in the wearer's hand (though he could also simply reach into one of the ten regular pockets and draw it forth, just as if retrieving a stored object (a move action that provokes attacks of opportunity; see page 141 of the PHB).

Simply frisking the wearer won't reveal any objects placed in the belt, and searching the visible pockets cannot reveal anything stored in the hidden pockets. It is possible to use a Sleight of Hand check to pluck something out of one of the ten visible pockets, but only someone wearing or holding the belt can access the hidden pockets and then only with the correct command word.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 5,000 gp; Weight 1 lb.

Bow, Elvencraft: One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach. Does one stand fast and take the consequences (which can prove painful if not deadly), fall back (not always practical), or drop the bow and draw a melee weapon (inconvenient at best). Elf bowyers have made the choice somewhat less difficult by crafting bows that can stand up to melee combat. Thanks to elven ingenuity, these weapons work just as well as melee weapons as they do as ranged weapons.

An elvencraft bow is thicker and heavier than a normal bow. An elvencraft shortbow functions as a club when wielded as a melee weapon. An elvencraft longbow functions as a quarterstaff when wielded as a melee weapon. The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon.

Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

An elvencraft bow costs 300 gp more than a normal bow.

Forestwarden Shroud: Olves invented this lightweight set of tunic and leggings, though it was quickly adopted by rangers and similar characters of all races.

A forestwarden shroud is worn over a suit of armor. It can be incorporated into any suit of armor during creation, or it can be added later. Its slick surface allows branches and leaves to slide easily across it, negating the effect that undergrowth and heavy undergrowth has on the wearer's Tumble and Move Silently checks [see Forest Terrain, page 87 of the *Dungeon Master's Guide*].

A forestwarden shroud costs 100 gp and adds 2 pounds to the weight of a suit of armor.

Leafweave: As the name suggests, leafweave armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.

The arcane spell failure chance for leafweave armor is reduced by 5% compared to ordinary armor of the same sort, due to its increased flexibility. The armor's maximum Dexterity bonus is increased by +1, and its armor check penalty (if any) is lessened by 2. Leafweave versions of padded, leather, studded leather, and hide armor exist; leafweave studded leather typically incorporates darkwood studs to make it druid-friendly. Creating leafweave armor requires a single successful DC 25 Craft (alchemy) check in addition to the normal Craft (armorsmithing) checks.

Leafweave armor costs 740 gp more than ordinary armor of the same sort. It has hardness 2 and 5 hit points per inch of thickness.

Hideaway Weapon Enhancement: The races of the wild like to travel light. To help satisfy this desire, elf and halfling wizards have developed hideaway weapons, which can be made to fold up simply by pressing a stud on a handle or haft. Hideaway weapons are easy to conceal when folded and not easily recognizable as weapons, making them very popular with rogues.

When folded, a hideaway weapon collapses into a small cylinder small enough to fit comfortably in the wielder's hand. Pressing a second stud unfolds the weapon, which

always appears in the wielder's hand, ready for use. Pressing the stud to fold or unfold the weapon is a free action.

If you use the Sleight of Hand skill to conceal a folded hideaway weapon, you get a +2 circumstance bonus on your check. Since the folded weapon fits easily in your hand, you can attempt to conceal a weapon of any size.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *shrink item*; Price +7,500 gp.

Safewing Emblem: This small feathered token can be worn or carried. If the owner falls at least 5 feet, the emblem becomes a set of feathery wings that allow her to use a *feather fall* effect to descend safely from any height up to 180 feet. The emblem requires no activation. When the owner lands, the token disappears, its magic expended.

Faint transmutation; CL 3rd; Craft Wondrous Item, *feather fall*; Price 250 gp.

Survival Pouch: This mundane-looking leather belt pouch can literally save its user's life in the wilderness. Five times per day, the user of a *survival pouch* can reach into the bag and retrieve his choice of one of the items listed below. The user can draw out the same item five times in one day, draw out five different items, or produce any other combination of up to five items. Drawing an item from the bag is a standard action that does not provoke attacks of opportunity.

Each item lasts for 8 hours unless otherwise indicated.

- Trail rations for one Medium creature for one day,
- Two gallons of water stored in a waterskin. The bag disappears if it is emptied completely.
- A tent and two bedrolls sized for Medium creatures.
- A 50-foot coil of hempen rope, which disappears after 4 hours.
- A shovel.
- A campfire (about 2 feet square). The fire can be left to burn, or it can be pulled apart to produce eight lit torches. Each torch removed reduces the remaining burning time by 1 hour. If the fire is extinguished, any unburnt portion vanishes.
- A composite shortbow (+1 Str bonus) and a quiver of 20 arrows. The bow disappears 1 round after the last arrow has been drawn from the quiver.
- A mule with bit, bridle, saddle, and saddlebags. The bit, bridle, saddle, and saddlebags vanish if removed from the mule.

Moderate conjuration; CL 9th; Craft Wondrous Item, *major creation, mount*; Price 5,000gp; Weight 5 lbs.

Thistledown Suit; Long used in the creation of lightweight padded armor by elven crafters, the silken fabric known as thistledown (see Special Armor Materials, below) has recently been used in other armors as well by inventive halfling armor smiths.

Any armor that normally incorporates an underlying layer of quilted fabric (including chain shirts, as well as any medium or heavy armor normally made of metal) can substitute a thistledown suit for the normal layer of fabric. This alteration increases the armor's armor check penalty by 1 (because of the added bulk) but reduces its arcane spell failure chance by 5% (because the quilted thistledown makes the armor less restrictive for somatic gestures).

A thistledown suit requires a DC 15 Craft (tailoring) check to create and costs 250 gp. It adds no weight to a suit of armor.

Thistledown: This lightweight fabric gets its name from its soft feel and dove-gray color. Olves have made padded armor from this material for centuries, and it is well liked by arcane spellcasters.

Thistledown padded armor weighs only half as much as normal padded armor. It grants its wearer a +2 circumstance bonus on Hide checks in areas of darkness or shadowy illumination, as it blends in with the dim background. It is treated as masterwork armor (the masterwork cost is included in the armor's given cost). Thistledown has 2 hit points per inch of thickness and hardness 0.

Wildwood: The rare *saelas* tree (*saelas* is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities. Not only is it extraordinarily flexible for days after harvesting, but items crafted of wildwood regrow after being damaged. At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into lightweight armor nearly as strong as steel. It is prized by druids, who can wear it without sacrificing their class abilities.

Wildwood armor provides 1 less point of armor bonus than ordinary armor of the same sort. However, the armor's maximum Dex bonus increases by 1, its armor check penalty is reduced by 1 (minimum 0), and its arcane spell failure chance is reduced by 5%. In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.

Armor made from wildwood weighs three-quarters as much as the same item made from metal. Armor not primarily made of metal is not meaningfully affected by being partially made iron wildwood.

As long as it is exposed to sunlight for at least 1 hour per day, 3 suit of wildwood armor naturally "heals" 1 point of damage every 24 hours, if it is left to soak in at least one gallon of water while exposed to sunlight for 8 hours, it heals S points of damage.

Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost). Wildwood armor costs double what ordinary masterwork armor of the same sort costs, but it takes no longer to make than masterwork armor of that sort. For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).

Wildwood has 10 hit points per inch of thickness and hardness 6.

Truly New Item:

Althea's Brew: This non-magical brew, created from a fine selection of natural herbs and secret ingredients, grants the imbiber 1d8 additional temporary hitpoints, as well as a +1 bonus on all Fortitude saves, for 10 rounds. Cost: 50gp.

Althea's Brew first appeared in SND2-01 United We Stand, by Pierre van Rooden.

Appendix 10: New Monsters & Templates

Conflagration Ooze

	Large Ooze (Fire)
Hit Dice	7d10+28 (66 hp)
Initiative	+4
Speed	30 ft. (6 squares), climb 10 ft.
Armor Class	20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple	+5/+15
Attack	Slam +11 melee (2d6+6 plus 1d6 fire)
Full Attack	2 slams +11 melee (2d6+6 plus 1d6 fire)
Space/Reach	10 ft./10 ft.
Special Attacks	Fire in the blood, improved grab, spell-like abilities
Special Qualities	Blindsight 60 ft., damage reduction 5/bludgeoning, immunity to fire, ooze traits, vulnerability to cold
Saves	Fort +6, Ref +4, Will +3
Abilities	Str 23, Dex 10, Con 18, Int 9, Wis 12, Cha 13
Skills	Climb +10, Hide +8, Listen +3, Move Silently +8
Feats	Ability Focus (fire in the blood), Improved Initiative, Lightning Reflexes, Weapon Focus (slam)
Environment	Underground
Organization	Solitary
Challenge Rating	7
Treasure	Standard
Alignment	Usually chaotic evil
Advancement	8–11 HD (Large); 12–21 HD (Huge)
Level Adjustment	—

Conflagration Ooze

(Source: *Monster Manual III*)

This odd creature looks like a massive pudding of flame. Its glistening membrane barely seems able to contain the roaring inferno within it. Flames and fiery fluid swirl and flow through the ooze, and bursts and goutts of flame erupt from occasional breaks in the creature's skin.

Most oozes are mindless hunters, stalking the shadowy places in a constant search for food. But magical or environmental accidents sometimes result in a new breed of monster. Such was the case with the conflagration ooze. Whether the result of some wild magical experiment, an environmental disaster, or something else entirely, conflagration oozes have demonstrated to the unwary that they should not be underestimated or trifled with.

A conflagration ooze looks like a mass of liquid flame, barely held together by a transparent membrane. The fire that roars within it breaks through the protective outer skin on occasion, and the creature radiates an intense heat.

The average conflagration ooze measures 8 feet across and weighs around 1,500 pounds.

Infernal Conflagration Ooze

	Huge Ooze (Evil, Extraplanar, Fire)
	15d10+90 (172 hp)
	+3
	30 ft. (6 squares), climb 10 ft.
	21 (-2 size, +14 natural), touch 8, flat-footed 21
	+11/+29
	Slam +20 melee (3d6+10 plus 1d6 fire)
	2 slams +20 melee (3d6+10 plus 1d6 fire)
	15 ft./10 ft.
	Fire in the blood, improved grab, smite good, spell-like abilities
	Blindsight 60 ft., damage reduction 5/bludgeoning and 10/magic, immunity to fire, ooze traits, resistance to cold 10, spell resistance 20, vulnerability to cold
	Fort +11, Ref +6, Will +8
	Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15
	Climb +10, Hide +12, Listen +6, Move Silently +12
	Ability Focus (fire in the blood), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)
	Nine Hells of Baator
	Solitary
	13
	Standard
	Usually lawful evil
	16–21 HD (Huge)
	—

Conflagration oozes, unlike the majority of their ooze counterparts, are not mindless eaters. They possess a reasonable degree of intellect, allowing them to formulate tactics and basic strategy. One typically claims a series of caverns near a volcano or hot springs as a lair.

It spends most of its time hunting, like other oozes, as it requires a great deal of energy to fuel the massive inferno raging within.

Conflagration oozes also hoard treasure, and some have even been known to conduct magical research. Conflagration oozes love fire, and they sometimes wander out of their lairs to revel in the destruction and panic their coming brings as entire regions of land are consumed in their passing.

Conflagration oozes speak Ignan.

COMBAT

A conflagration ooze begins a battle with its spell-like abilities, hoping to immobilize some of its opponents before engaging in melee. Once it closes in, it attempts to grapple its foes and infuse them with the fiery toxin that surges through its body.

Fire in the Blood (Su): A potent fiery toxin flows through the body of a conflagration ooze.

Any creature grappled or pinned by the ooze must make a successful DC 19 Fortitude save as the

fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap in a plant creature). Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature. Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple.

Each round the creature remains grappled by the ooze, and for 1 round after-ward, it must make another DC 19 Fortitude save to reduce or avoid the same effects.

As a creature that fails its saves takes Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues.

Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose, and mouth, running down the victim's body and giving it an unearthly, terrible appearance. Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability but are still subject to the fire damage.

Improved Grab (Ex): To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Spell-Like Abilities: 1/day -confusion (DC 15), deep slumber (DC 14), hold monster (DC 16). Caster level 10th.

Skills: Conflagration oozes have a +8 racial bonus on Hide checks and Move Silently checks.

INFERNAL CONFLAGRATION OOZE

Infused by evil power, the infernal conflagration ooze is more sinister than its non-fiendish cousin. Infernal conflagration oozes speak Ignan and Infernal. The infernal conflagration ooze presented here adjusts the base creature's statistics by advancing its Hit Dice, adding ability score increases based on Hit Dice, and adding the fiendish template.

COMBAT

Despite its size, the infernal conflagration ooze is quite stealthy. It prefers to attack from ambush, surprising its prey with its confusion, deep slumber, and hold monster spell-like abilities, then following up with melee attacks (opening with its smite good attack). Infernal conflagration oozes use Power Attack frequently unless their foes prove particularly difficult to hit.

An infernal conflagration ooze's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fire in the Blood (Su): The flaming toxin secreted by an infernal conflagration ooze deals 1d6 points of Constitution damage and 3d6 points of fire damage to a grappled foe. The save DC to resist the toxin is 25.

Smite Good (Su): Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Spell-Like Abilities: The save DCs for the infernal conflagration ooze's spell-like abilities increase as follows: confusion (DC 16), deep slumber (DC 15), hold monster (DC 17). Caster level 10th.

Killoren

"Hunter, destroyer, and keeper of ancient knowledge; I am nature's answer to the rising power of man."

—Allailai, killoren ancient.

Note: The Killoren appearing in Seeds are all high level druids (Drd15). If the PCs are dumb enough to attack the killoren, feel free to stomp them.

A newly risen race of powerful Fey, the killoren blend nature's patience and power with the ambition and aggression of the humanoid races.

The ancient places of the world stir with a power of their own. From this power, the killoren have sprung in answer to the growing might of the humanoid races. Whether the work of some great nature deity or the spontaneous creation of the wild power of nature itself, killoren are at once young and eternal, newly brought to the world but with unknowably ancient ties to the heart of nature. As Fey, killoren have a tie to nature unmatched by the humanoid races, but unlike other Fey, killoren are not content to wait in the dark recesses of the dwindling forests.

Killoren are aggressive, ambitious manifestations of nature's presence and power, and they walk through the cities of man as easily as they meditate in the glades of a verdant forest. There are as yet few killoren in the world compared to the population of humans and other humanoid races, but their numbers are quickly growing. So far, these adaptable Fey have only come into isolated conflict with evil powers bent on despoiling nature, but it is obvious that they are destined for more. The killoren have begun to make known their presence in the world, and a few far-seeing and learned sages wonder at the implications of their growing power and numbers.

KILLOREN RACIAL TRAITS

Killoren resemble half-elves, and males and females alike average about 5-1/2 feet in height. They mature quickly, being full-grown by the age of 10, and live very long lives, hardly changing at all in appearance for their first century. Killoren have green or tan skin the texture of a soft, young leaf, and their limbs are unusually long and slender when compared with those of the humanoid races. An individual killoren's hair and eye color depends on which aspect of nature the killoren is currently manifesting.

- Fey: Killoren are of the Fey type and are therefore not affected by spells such as *charm person* and *hold*

person. Unlike other Fey, killoren gain Hit Dice only by acquiring levels in a character class.

- A killoren's base land speed is 30 feet.
- Low-Light Vision: Killoren can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immunity to magic sleep effects and a +2 racial bonus on saves against enchantment spells or effects.
- Racial Skills: Killoren have a +2 racial bonus on Handle Animal and Survival checks.
- **Cold Iron Anathema (Su):** Killoren have a difficult time wielding weapons made of cold iron. Killoren take a -2 penalty on any attack roll they make with a cold iron weapon or a weapon made only partially out of cold iron, such as a cold iron spear or a bow firing cold iron arrows.
- **Manifest Nature's Might (Su):** Killoren are forever bound to the raw forces of nature itself, manifesting this bond even in their physical form. A killoren can only manifest one aspect of nature's might at a time. Each morning as the sun rises, a killoren spends 10 minutes in quiet meditation, filling her spirit with the aspect of nature that is most needed for her current tasks. Once a killoren chooses an aspect, she manifests that aspect until the next morning, when she chooses again which aspect to manifest. Many killoren favor one aspect over the others and rarely choose to manifest one of the other two aspects.

Aspect of the Ancient: While manifesting the aspect of the ancient, a killoren embodies the deep and ancient secrets of nature itself. With this bond to nature's secret lore, a killoren gains a racial bonus on Knowledge (nature) checks equal to her Hit Dice and gains an additional +2 bonus on saving throws against enchantment effects. This bonus stacks with the killoren's normal racial bonus on saving throws against enchantment effects. While a killoren manifests the aspect of the ancient, her hair turns white and her eyes turn to the color of a blue summer sky.

Aspect of the Destroyer: Many races revere nature for its power to destroy, but none more so than a killoren manifesting the aspect of the destroyer. Once per hour (up to a maximum number of times per day equal to the character's Charisma bonus, minimum 1), a killoren manifesting the aspect of the destroyer can make a special smite attack that deals extra damage to the foes of nature. When making this smite attack, a killoren adds her Charisma bonus to her attack roll and deals an extra 1

point of damage per Hit Die. This smite attack works only against aberrations, constructs, humanoids, oozes, outsiders, and undead. If a killoren accidentally smites a creature that is not one of the creature types listed above, the smite has no effect, but the ability is still used up for that hour and counts against the total uses per day. While a killoren manifests the aspect of the destroyer, her hair and eyes turn a deep, lusterless black; many find the gaze of a killoren destroyer's coal-black eyes to be unnerving.

Aspect of the Hunter. The hunt affects nearly every aspect of nature and claims a place of great prominence and importance in the cycle of life. A killoren manifesting the aspect of the hunt is bound to nature's ancient tradition of the hunt, and her senses sharpen to an amazing degree. While manifesting the aspect of the hunt, a killoren gains a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +2 racial bonus on initiative checks. While a killoren manifests the aspect of the hunter, her hair and eyes turn a deep forest green, and her skin tone becomes a deeper brown than when manifesting one of the other aspects.

- Automatic Languages: Common, Sylvan. Bonus Languages: Aquan, Auran, Elven, Gnome, Ignan, Terran.
- Favored Class: Druid.

KILLOREN SOCIETY

The killoren have no organized kingdoms and only a few scattered communities. They live comfortably in nearly any climate, and their dwellings and communities blend beautifully with the natural world around them. Few members of humanoid races are knowledgeable enough about nature to recognize where the wilds end and a killoren community begins.

Lands: As yet, killoren claim no lands as their own. Killoren concepts of property and land ownership differ greatly from those of the humanoid races: They see the world as belonging to nature itself. As stewards and manifestations of nature, they might at some point deny others the right to settle or despoil part of the wild, but their numbers are few enough that this has not yet come to pass. In the small conflicts that have cropped up between killoren and particular groups of evil humanoids, the killoren have not claimed ownership of the land, instead claiming only that they guard the land from evil.

Settlements: Their small communities blend with the natural world, but many killoren are drawn away from their home community to mingle with the populations of the humanoid races. A killoren community might be as simple as a few families dwelling among the boughs and shade of a peaceful forest or as remote as a small group of killoren following game across the frozen steppes of the far north.

Power Groups: Killoren communities are usually governed by a group of elder druids and wizards, but any individual killoren might rise to leadership depending on his or her personal exploits. These leaders act more as councilors and protectors than as an organized form of government, the small size of killoren communities keeping their roles relatively simple compared to the politics of the humanoid races.

As the number of killoren grows, so too does their difference in outlook. A small group of elder killoren, some having walked among the humanoid races for a hundred years or more, believe they have seen enough of humans and the allied civilized races. Calling themselves simply *The Wild*, these powerful killoren have chosen to defend their refuges with magical and physical force. Many of these killoren are druids and wizards, and their radical outlook is quickly drawing the attention of both other killoren and the armies of the human kingdoms.

Beliefs: Most killoren revere the silent might of nature itself, although some, particularly clerics, pay homage to the god Obad-Hai. Killoren do not simply admire nature—they are part of it. A killoren cannot look at a distant mountain range without feeling its power and beauty stir her, nor can a killoren walk through a forest glade without being moved by the peace and strength of nature. Nature is more than a distant ideal to the killoren; it is life itself.

Relations: Although tension grows between the killoren and the humanoid kingdoms, for the most part killoren remain a curiosity in the eyes of the humans and their allies. Killoren walk freely within the cities of almost every civilized race. Of all the humanoid races, the olves are closest in outlook to the killoren, but even the olves remain curious about the killoren's recent origin and their ultimate role in nature's plan.

KILLOREN CHARACTERS

Killoren characters range from powerful and zealous defenders of nature to inquisitive and insightful students of humanoid cultures. The killoren's ability

to manifest different aspects of nature's power lets them fill multiple roles in a party of adventurers, depending on the expected encounters and adventures. Killoren NPCs hint at the growing unrest of powerful natural forces, adding a sense of mystery and danger to the wild places of the campaign world.

Adventuring Killoren: Killoren adventure to learn about the world. Unlike other Fey, killoren are driven by the nameless powers of nature to learn about the humanoid races and customs. Killoren match the aggression and ambition of humanoids, but they also maintain the eternal connection to nature that all Fey embody. As killoren grow in power and number, they form ever-changing opinions of humans and their allies, helping the causes that they deem to be one with nature's design and opposing those who would despoil or destroy nature's beauty. Experienced killoren might adventure with a more definite purpose— working to thwart the schemes of a particular religious cult, protecting nature from wild ores and goblinoids, or hunting powerful outsiders that are beyond the reach of nature's other servants.

Character Development: Killoren characters are best served by focusing on one aspect and ensuring that the abilities they favor work well with the choices they make concerning skills, feats, and class levels. Because of their obvious connection with nature, many adventuring killoren advance as rangers and druids. Perhaps more intriguing, however, are those killoren who take levels in other classes such as wizard or paladin, yet retain their unswerving connection to the power of nature.

Character Names: Killoren have only one name, and they choose this name themselves upon declaring their own maturity, usually near the beginning of their tenth year of life. Killoren names always have three syllables, the last of which denotes their family in the same way that a human's family name shows his or her relation. Example killoren names include Durmindin, Ennimbel, Kettenbar, and Shallahai.

ROLEPLAYING A KILLOREN

With the power of nature forever bonded to their souls, killoren characters have both the enigmatic outlook of the Fey and the inquisitive drive of the humanoid races. This unique outlook, combined with the unusual ability to manifest different aspects of nature's own power, makes killoren a challenge to roleplay. When roleplaying a killoren, you must

make the reverence of nature a subtle yet ever-present aspect of your personality without overdoing it, and you must be ready to express markedly different aspects of your character's personality depending on which aspect of nature you choose to manifest each day.

Personality: Killoren have an innate connection to nature's power; as such, the natural world and its best interests are never far from their thoughts. Killoren also differ from other races in that they have three different aspects of their personality that correspond with their ability to manifest different aspects of nature's might. Killoren who manifest the destroyer aspect are arrogant and aggressive, those who manifest the aspect of the hunter are stealthy and subtle, and those who manifest the aspect of the ancient think carefully and look deep into the heart of a matter before voicing their thoughts.

Roleplaying Application: Make the most of the different aspects of nature that you manifest by accentuating the changes in your character's personality with each change. Don't overdo it—this ability is not a case of three separate personalities. Rather, it's an opportunity to build multiple aspects of one character. The best way to do this is to make a short list of common sayings or expressions your character uses and then change the tone and delivery depending on the aspect that your character is manifesting.

Behaviors: Just as their personality changes slightly when they manifest a different aspect, the behaviors of individual killoren change slightly depending on the aspect that they are manifesting.

Role playing Application: The best way to reinforce the differences between the aspects of nature that your character manifests is with body language. Sit forward in your chair and speak a little bit louder when manifesting the aspect of the destroyer; sit back and think before speaking when manifesting the aspect of the ancient; and make quick, darting movements when manifesting the aspect of the hunter. Develop one or two obvious idiosyncrasies that only surface when your character is manifesting a specific aspect.

Language: Killoren make a great effort to speak as those around them speak. Learning the speaking styles as well as the language of the humanoids they are with gives them greater insight into the culture and attitudes of their friends.

Roleplaying Application: Make it a point to pick up on the sayings and speaking rhythms of those you

are with. This includes notable NPCs as well as your fellow player characters. Don't go so far as to mimic anyone; that is not the killoren way. Rather, pay attention to the way others speak as well as what they say and try to slip a few sayings of theirs into your own dialogue.

Redcaps

(source: *Monster Manual III*, page 138)

	Young Redcap	Elder Redcap
	Small Fey	Small Fey
Hit Dice	4d6+8 (22 hp)	12d6+72 (114 hp)
Initiative	+5	+9
Speed	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class	13 (+1 size, +1 Dex, +1 natural), touch 12, flatfooted 12	21 (+1 size, +5 Dex, +5 natural), touch 16, flatfooted 16
Base Attack/Grapple	+2/+4	+6/+12
Attack	Medium scythe +3 melee (2d4+7/×4)* or Medium sling +4 ranged (1d6+3)	Medium scythe +11 melee (2d4+13/×4)* or Medium sling +13 ranged (1d6+7)
Full Attack	Medium scythe +3 melee (2d4+7/×4)* or Medium sling +4 ranged (1d6+3)	Medium scythe +11/+6 melee (2d4+13/×4)* or Medium sling +13 ranged (1d6+7)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.
Special Attacks	Eldritch stone, powerful build	Eldritch stone, powerful build
Special Qualities	Damage reduction 5/cold iron, low-light vision	Damage reduction 10/cold iron, low-light vision
Saves	Fort +3, Ref +5, Will +5	Fort +10, Ref +13, Will +9
Abilities	Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13	Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13
Skills	Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9	Hide +24, Intimidate +16, Listen +18, Move Silently +20, Spot +18, Survival +16
Feats	Improved Initiative, Power Attack	Alertness, Cleave, Improved Initiative, Power Attack, Track
Environment	Temperate hills	Temperate hills
Organization	Solitary, gang (3 or 5), or band (7, 9, or 11)	Solitary, gang, (1 plus 2 or 4 young redcaps), or band (2 plus 3, 5, 7, or 9 young recaps)
Challenge Rating	2	7
Treasure	1/2 coins only (plus 1 redcap tooth)	1/2 coins only (plus 1 redcap tooth)
Alignment	Always chaotic evil	Always chaotic evil
Advancement	5–20 HD (Small)	13–20 HD (Small)
Level Adjustment	+4	+4

*Includes adjustments for Power Attack feat.

REDCAP

You see a very short, tough-looking old man with leathery skin, iron boots, and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Redcaps are the most evil Fey you're ever likely to meet. They are mass-murdering psychotic killers who live on other creatures' pain. A redcap stands 3 to 4 feet tall, weighs about 50 pounds, and looks like a tough old man with protruding teeth. On their heads redcaps wear bright red hats—kept fresh and moistly colored by dipping in their victims' blood—and on their feet they wear boots of iron. Redcaps prefer to roost in old abandoned keeps and towers, preferably ones left vacant by some horrific tragedy. These Fey absorb some of the essence of every creature they kill. Thanks to this ability, a redcap that manages to live a long life can amass tremendous strength and near invulnerability. When a redcap dies, it vanishes from the world, leaving only a single tooth behind.

Redcaps speak Common and Sylvan

COMBAT

Redcaps prefer to attack from ambush, usually waiting until their intended victims are preparing to settle in for the evening. Brutal combatants, redcaps attack without mercy, opening up combat with their slings and magic stones but quickly closing to finish opponents with their wicked scythes. A redcap normally attacks using its Power Attack feat, taking a –2 penalty on its attack rolls and gaining a +2 bonus on damage rolls (+4 if using a scythe).

Eldritch Stone (Su): Bullets from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons

designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

ELDER REDCAP

The elder redcap entry represents a redcap that has advanced to 12 HD by slaying victims and absorbing their essence (see Advancement, below).

Combat

An elder redcap fights in a similar manner to the younger version, relying on ambush whenever possible. It is capable of tracking weak or wounded prey for miles, waiting until the intended victims let down their guard.

ADVANCEMENT

After a redcap has slain a victim, it dips its cap into the victim's blood, thereby gradually gaining strength and power. This ability is reflected in special rules for advancement that apply only to redcaps. For each additional Hit Die a redcap has, it gains +1 Strength, +1 Dexterity, and +1 Constitution as well as the normal benefits for advancing in Hit Dice. For every 2 additional Hit Dice, an advanced redcap gains +1 natural armor. The redcap's damage reduction also improves as its Hit Dice increase, as indicated on the table below.

Redcap's Total HD	Natural Armor	Damage Reduction	CR
5-6	+2	5/cold iron	3
7-8	+3	5/cold iron	4
9-10	+4	10/cold iron	6
11-12	+5	10/cold iron	7
13-14	+6	10/cold iron	8
15-16	+7	15/cold iron	10
17-18	+8	15/cold iron	11
19-20	+9	15/cold iron	12

SOCIETY

Redcaps assemble in small bands, occasionally squatting in old ruins or caves after slaughtering the previous tenants. Redcaps argue and fight with each other constantly, and flaring tempers often result in bloodshed. They will massacre each other with little provocation, but they do not douse their hats in each other's blood, fearful that some curse will be visited upon them. It takes one or more red-cap elders to maintain some semblance of control over a group, essentially bullying the younger redcaps into submission. Redcaps can live up to 150 years,

although they typically die at a much younger age. They are asexual creatures that propagate by budding.

A redcap buds once or twice in its lifetime, carrying each bud on its back like a hump for six months before it falls off and sprouts a head and limbs. A newborn redcap must fend for itself immediately and quickly develops a ravenous and foul demeanor. It grows to its full size within a year after its birth. Redcaps have their own elaborately interwoven superstitions. They believe rivers contain water spirits that can snatch their souls, so they bathe only in still water. Dubious of even-numbered quantities, they always travel in odd-numbered groups, and no redcap will carry an even number of coins in its pouch. Redcaps are not devout creatures, but redcaps who live near human settlements sometimes worship Erythnul, the god of slaughter. Redcap adepts are rare, and redcap clerics rarer still.

REDCAP'S TOOTH

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with Fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

Tauric Template

(Source: *Savage Species*)

A tauric creature is a hybrid being possessing the head, arms, and upper torso of a humanoid, and the legs and lower body of an animal, beast, or vermin. Some are created as the result of magical experiments or as divine punishment for failing their deities. Tauric creatures of the same kind form a unique race with its own culture, language, and religion. Tauric creatures are not to be confused with two-legged humanoid/creature hybrids such as the minotaur or the satyr, which have different traits from their apparent component creatures.

Tauric creatures speak the languages of both of their component creatures, as well as any language they have developed as a people.

CREATING A TAURIC CREATURE

"Tauric" is a template that combines two creatures into one hybrid creature. The template can be added to any Small or Medium-size corporeal humanoid (referred to hereafter as the base humanoid) and any Medium-size or Large corporeal animal, beast, or vermin with at least four legs (referred to hereafter as the base creature). A tauric creature's type changes to monstrous humanoid. It otherwise uses all the base creature's attributes and special abilities except as noted below.

Size: Same as base creature.

Hit Dice: Add the base humanoid's and base creature's Hit Dice to get the tauric creature's Hit Dice, each of which changes to a d8. A humanoid that normally has a class instead of 1 Hit Die counts as a 1 HD creature.

AC: A tauric creature has the natural armor bonus of the base creature or the base humanoid, whichever is better.

Attacks and Damage: A tauric creature retains the natural weapons and base damage of the base humanoid and the base creature, provided that the tauric creature's physical form is capable of delivering those attacks. The absence of the base creature's head always results in the loss of the base creature's bite attack, if the creature loses its primary attack in this fashion, all of its remaining natural attacks are still secondary. A tauric creature has the base attack bonus of a monstrous humanoid of the tauric creature's total nonclass Hit Dice.

Special Attacks: A tauric creature retains the special attacks of the base humanoid and the base creature, provided that the tauric creature is capable of delivering the attack. The absence of the base

creature's head always results in the loss of the base creature's breath weapon or gaze attack.

Special Qualities: A tauric creature retains the special qualities of the base humanoid and the base creature.

Saves: For each saving throw, use the base save for either the base creature or the base humanoid, whichever is higher.

Abilities: A tauric creature uses the base humanoid's Intelligence, Wisdom, and Charisma scores, and it uses the base creature's Strength, Dexterity, and Constitution scores.

Skills: A tauric creature gains skill points as a monstrous humanoid of its nonclass Hit Dice. Treat skills from both the base creature's list and the base humanoid's list as class skills. If the creature has a class, it gains skill points for class levels normally.

Feats: A tauric creature gains feats as a monstrous humanoid of its nonclass Hit Dice. It favors the feats of the base creature and the base humanoid.

Climate/Terrain: Same as either base humanoid or base creature, whichever is more restrictive.

Organization: Same as either base humanoid or base creature, whichever uses the smaller number ranges.

Challenge Rating: Same as base creature +1.

Treasure: Same as base humanoid.

Alignment: Same as base humanoid.

Advancement: By character class of base humanoid.

Divine Oracle

(Source: *Complete Divine*)

Some people call them mad, and certainly some divine oracles are driven insane by the visions they see. Some people doubt their words; indeed, some divine oracles are destined never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Adaptation: The divine oracle is designed to work well with both arcane and divine spellcasters; the idea behind the class is that you're getting divine guidance that manifests itself in a number of ways. But it doesn't have to be that way. By adjusting the requirements, you could push the class in an arcane or divine direction. It's also easy to add a requirement that limits it to worshippers of a deity of time, hue, or divination.

Hit Die: d6.

Appendix 11: New Prestige Classes

To qualify to become a divine oracle, a character must fulfill the following criteria.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast at least 2 divination spells.

CLASS SKILLS

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions. **Skill Points at Each Level:** 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on; This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

TABLE 2-8: THE DIVINE ORACLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Oracle domain, scry bonus	+1 level of existing class
2nd	+1	+0	+0	+3	Prescient sense, trap sense+1	+1 level of existing class
3rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5th	+2	+1	+1	+4	Trap sense +2	+1 level of existing class
6th	+3	+2	+2	+5	Improved uncanny dodge (can't be flanked)	+1 level of existing class
7th	+3	+2	+2	+5	—	+1 level of existing class
8th	+4	+2	+2	+6	Trap sense+3	+1 level of existing class
9th	+4	+3	+3	+6	—	+1 level of existing class
10th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

REQUIREMENTS

For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day and spells known.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain [+2 caster level for divination spells], and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This increases to +2 at level 5 and +3 at level 8.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* and *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

Improved Uncanny Dodge (Ex): At 6th level and higher, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is when an attacker has at least 4 more rogue levels than the target has divine oracle levels.

If a character already has levels of a class that could gain uncanny dodge, the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a standard action during a surprise round, unless she is physically restrained from doing so. If there is no surprise round then this ability doesn't help.

OCCULT SLAYER

(Source: *Complete Warrior*)

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways—although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies. The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters, although barbarians and rangers often take this path as well. Monks and rogues have also been known to embrace this calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling. Clerics, druids, sorcerers, and wizards—the primary targets of occult slayers—tend not to adopt this prestige class, although such turnarounds are not without precedent.

NPC occult slayers seldom form organizations, because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them. Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches. Otherwise, the occult slayer operates alone, traveling between venues in search of matches that involve spellcasters. Because of the inherent discretion that occult slayers display, a candidate for this prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

Hit Die: d8.

Requirements: To qualify to become an occult slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

TABLE 2-25: THE OCCULT SLAYER Base

Level	BAB	Fort	Ref	Wil	Special
1 st	+1	+0	+0	+2	Magical defense +1, weapon bond
2 nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 rd	+3	+1	+1	+3	Auravision, magical defense +2
4 th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 th	+5	+1	+1	+4	Blank thoughts, magical defense +3

Feats: Improved Initiative, Weapon Focus (any weapon).

Class Skills: The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wts), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the spell turning spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60' as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clearaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

RAVAGER

(Source: *Complete Warrior*)

Feared by many and understood by few, the infamous ravager is an individual who has dedicated himself to the service of Erythnul, deity of slaughter. Living a life of violence and savagery, the ravager seeks to spread this deity's malignant influence wherever he goes, never resting long in one place, lest the forces of good and law pursue him.

Ravagers who come from the ranks of fighters and barbarians find that the ravager's offensive capabilities enhance their combat skills, while wizard, sorcerer, cleric, and druid ravagers find that their ability to cause terror in their foes is a very useful defensive measure. Ravagers spend much of their time with others of their kind, roaming the land in small, close-knit warbands, striking unsuspecting communities without warning, and retiring back into the wilderness to plan their next terrible raid. Sometimes the clergy of Erythnul commands a lone ravager to undertake some mission or project that obliges the ravager to join up with other individuals, but such alliances are usually temporary and must be managed carefully, lest they lead to quarrels or worse.

NPC ravagers are usually encountered in small warbands of from two to six individuals, but sometimes a lone ravager may be encountered when undertaking a special mission.

All ravagers are readily identified by the bizarre and fearsome facial tattoos they wear to mark themselves as Eryth-nul's instruments.

HitDie: d10

TABLE 2-29: THE RAVAGER

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Pain touch 1/day
2nd	+2	+3	+0	+0	Aura of fear 10 ft. 1/day
3rd	+3	+3	+1	+1	Cruellest cut 1/day
4th	+4	+4	+1	+1	Pain touch 2/day
5th	+5	+4	+1	+1	Aura of fear 20 ft. 2/day
6th	+6	+5	+2	+2	Cruellest cut 2/day
7th	+7	+5	+2	+2	Pain touch 3/day
8th	+8	+6	+2	+2	Aura of fear 30 ft. 3/day
9th	+9	+6	+3	+3	Cruellest cut 3/day
10th	+10	+7	+3	+3	Visage of terror

Requirements

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

Alignment: Chaotic evil or neutral evil.

Base Attack Bonus: +5.

Skills: Intimidate 3 ranks, Knowledge (religion) 3 ranks, Survival 4 ranks.

Feats: Improved Sunder, Power Attack.

Special: Must survive the ravager initiation rites

Class Skills: The ravager's class skills (and the key ability for each skill) are Intimidate (Cha), Knowledge (religion) (Int), Move Silently (Dex), Profession (Int), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level. The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day as given on the table. Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Ex): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The character must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cut once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Visage of Terror (Sp): A 10th-level ravager has plumbed the true depths of horror and hopelessness. Once per day, he can trigger a spell-like ability similar to the arcane spell *phantasmal killer* (save DC 10 + the ravager's class level + the ravager's Cha bonus) as a standard action. To the foe the ravager selects, he seems to take on the visage of what the target fears most. In all other respects, this ability functions as the spell described in the *Player's Handbook*.

Appendix 12: New Feats and New Spells

FEATS

Hear The Unseen [General] (CV)

Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.

Prerequisites: Listen 5 ranks, Blind-Fight.

Benefit: As a move action that does not provoke attacks of opportunity, you can attempt a DC 25 Listen check. If successful, you can pinpoint the location of all foes within 30 feet, as long as you have line of effect to them. This benefit does not eliminate the normal miss chance for fighting foes with concealment, but it ensures that you can target the correct square with your attacks.

If you are deafened or within an area of *silence*, you can't use this feat. If an invisible or hidden opponent is attempting to move silently, your Listen check is opposed by your opponent's Move Silently check, but your opponent gains a +15 bonus on this check. This feat does not work against perfectly silent opponents, such as incorporeal creatures.

Hold the Line [General] (CW)

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus+2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Insightful Reflexes [General] (CV)

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Natural Bond [General] (CV)

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add 3 to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the PHB). This bonus can never make your effective druid level exceed your character level.

Power Critical [General] (CW)

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 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.

Practiced Spellcaster [General] (CA)

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

Prerequisites: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus. For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD). This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells. **Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

SPELLS

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warlock 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

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.

Arrow of Bone

Necromancy [Death]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One projectile or thrown weapon touched

Duration: 8 hours or until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You scribe runes of dire power on a single missile or thrown weapon (usually an arrow, bolt, dart, javelin, or spear), changing the weapon into a sinister missile of cold, enhanced bone. When thrown or fired at a creature as a normal ranged attack, the weapon gains a +4 enhancement bonus on attack rolls and damage rolls. In addition, any living creature struck by an *arrow of bone* must succeed on a Fortitude save or be instantly slain. A creature that makes its save instead takes 3d6 points of damage +1 point per caster level (maximum +15). Regardless of whether the attack hits, the magic of the *arrow of bone* is discharged by the attack, and the missile is destroyed.

Material Component: A tiny sliver of bone and a vial of blood mixed with powdered precious gems worth 50 gp, used to paint the runes on the projectile.

Bestow Curse, Greater

Transmutation

Level: Bard 6, cleric 7, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The spellcaster places a curse on the creature touched, choosing one of the three following effects:

- One ability score is reduced to 1, or two ability scores suffer -6 penalties (minimum 1).

- -5 penalty on attack rolls, saving throws, ability checks, and skill checks.

- Each turn, the subject has a 25% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those listed above, and the Dungeon Master (DM) has final say on the curse's effect.

The *greater* curse cannot be dispelled, nor can it be removed with a *break enchantment*, limited *wish*, or *remove curse* spell. A miracle or wish spell removes the *greater curse*, but each *greater curse* also must have a single means of removing it with some deed that the spellcaster designates. The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately). For example, the deed might be "slay the dragon under Castle Bluecraft," or "climb the tallest mountain in the world." The cursed victim can have help accomplishing the task, and in some cases another character can lift the curse (see the Curses section of Chapter 2 for curse guidelines).

Blessed Aim

Divination

Level: Blackguard 2, cleric 3, paladin 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. spread, centered on you

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

Brilliant Blade

Transmutation

Level: Cleric 8, sorcerer/wizard 6

Components: V

Casting Time: 1 standard action

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

Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, thrown weapon, or group of projectiles into a weapon of brilliant energy. A brilliant energy weapon sheds light as a torch (20-foot radius) and ignores nonliving matter. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through

armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, or objects. If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Burning Blood

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save.

Burning *blood* does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

Castigate

Evocation [Sonic]

Level: Cleric 4

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic; good or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A

Fortitude saving throw is allowed for half damage from this spell.

Curse of Ill Fortune

Transmutation

Level: Blackguard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the subject, giving her a -3 penalty on attack rolls, saving throws, ability checks, and skill checks. Curse *of ill fortune* is negated by any spell that removes a bestow curse spell.

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, war-mage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

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

Material Component: A bit of sulfur.

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

Fire Shield, Mass

Evocation [Fire or Cold]

Level: Sorcerer/wizard 5, warmage 5

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One or more allied creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Save: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *fire shield* (see page 230 of the Player's *Handbook*), except as noted above.

Omen of Peril

Divination

Level: Cleric 1, druid 1

Components: V, F

Casting Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

A brief supplication gives you (and only you) a vision that hints at how dangerous the immediate future is likely to be. Based on an assessment of the caster's immediate surroundings and likely path of travel, the caster receives one of three visions: safety, peril, or great danger.

The base chance for receiving an accurate reply is 70% + 1% per caster level, to a maximum of 90%; the DM makes the roll secretly.

If the *omen of peril* is successful, you get one of three visions, which lasts just a second or two:

- **Safety.** The caster isn't in any immediate danger. If he continues on his present course (or remains where he is if he's been stationary for some time before casting the spell), he'll face no significant monsters, traps, or other challenges for the next hour or so.
- **Peril.** The caster will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.
- **Great danger.** The caster's very life is at grave risk. He will likely face powerful NPCs or deadly traps in the next hour.

If the roll fails, you get one of the other two results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolls secretly.

Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the party's likely courses of action and what dangers they're likely to face.

The exact form that an *omen of peril* takes depends on whether the caster worships a specific deity, venerates nature as a druid, or simply upholds abstract principles. A druid might see a white dove for safety, a dark cloud obscuring the sun for peril, and a forest fire for great danger. A cleric of Fharlanghn might get a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger.

Unlike the more powerful *augury*, an *omen of peril* doesn't respond to a specific question. It only indicates the

level of danger likely for the next hour, not what form the danger will take.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value

Orb Of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid.

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

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

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

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th Level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like lesser orb of acid, except that it deals cold damage.

Orb of Sound

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sonic energy

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of add*, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an orb of sound must make a Fortitude save or be deafened for 1 round instead of being sickened.

Orb of Sound, Lesser

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Reciprocal Gyre

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

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

Spell Resistance: No

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

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

reciprocal gyre, but a spell cast by a *wand of invisibility* could be.

Material Component. A tiny closed loop of copper wire.

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Repair Minor Damage

Transmutation

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken. The spell repairs 1 point of damage.

Resonating Bolt

Evocation [Sonic]

Level: Bard 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise, it stops.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject succeeds at the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Revenance

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a *raise dead* spell had been cast upon her, except that she

does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Scholar's Touch

Divination

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: One book/round

Duration: Concentration, up to 1 round/level

With this spell you can touch a book or scroll and absorb the knowledge contained within as if you had just read it. This is equivalent to a solid reading but not deep study—the character does not gain perfect recall of the information, just whatever he would have gotten from reading it completely once. If you can't read the language of the source, the spell has no effect. This spell cannot be used to prepare spells or to cast magical scrolls, nor does it have any effect when reading a magical book (such as a *tome of understanding*).

Material Component: A scrap of parchment and a pinch of tinder. *Focus:* A thin crystal disc.

Spiritwall

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms resembling tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or flee in panic for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature passing through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or gain one negative level.

The barrier is semi-material and opaque, providing cover and total concealment against physical attacks, and it

blocks magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Component: A clear cut gemstone.

Unluck

Divination

Level: Bard 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of a broken mirror.

Vigor

Conjuration (Healing)

Level: Cleric 3, druid 3

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell is the same as lesser vigor, except that it grants fast healing at the rate of 2 hit points per round.

Vigor, Lesser

Conjuration(Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell.

Vigor, Mass Lesser

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

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

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. Mass lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

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

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

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

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: One humanoid

Duration: 1 round/level

Saving Throw: fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Player's Handout 1: A letter from Chaldea

Dear friend,

I trust this letter finds you well, despite the war ravaging our land.

With Longwood burned to the ground, my villagers scattered across the land, either joining the army to fight, or going north, to rebuild and hold on. My family and I went to Newkeep, to the Queen's halls, to try and find a reason for this invasion. I suspected the strange yellow flowers that suddenly appeared this spring might have something to do with it, and it seems I was right. I have found several intriguing documents that indicate a link worth investigating.

However, further research requires entering Menowood, and I dare not leave my daughter that long. I fear the loss of her home affected her greatly. She is also terribly worried about both her husband and daughter since they ran off to fight the cursed bullywugs, it is all she can do to get through the day. And so I call upon you, hoping you will help, and are willing to enter the Fairy Forest where, gods willing, you may find a way to stop this madness before nothing is left of our land.

You will find me at the Queen's Halls, hoping for your swift arrival.

Yours sincerely,

Chaldea Starglow

Player's Handout 2: The Sun Child

Sun Child

Named for its tendency to bloom only when caressed by the rays of Pelor (to the point of refueling when the sky is overcast), this flower is native to the swamps of the Tilvanot Peninsula.

The Sun Child is part of the Viola family, and shares many characteristics with its more common relatives: size, the shape of the leaves, and its fine seeds that the wind can blow for many miles. Still, even the common man can easily see the differences in the shape and size of the flower head, which set it apart as its own species.

The most interesting feature of the Sun Child is its defense mechanism. Prey to a variety of bugs, the plant has developed an odour detectable only by amphibians, which attracts them and entices them to live near the plants, thus creating a personal defense guard for the plant. Exactly why the frogs I observed would prefer to be near a plant even after all the bugs have been eaten escapes me, but they certainly were noisy in their expressions of content, and their amorous activities all but made me blush.



THIS IS THE PLANT I SAW GROWING IN
SUCH ABUNDANCE NEAR THE RUINED TOWER.
THE OLE MERCHANT SUGGESTED MAY HAVE
BEEN TAREADOR'S HOME. TOO BAD MY
RESEARCH KEEPS ME OCCUPIED SO MUCH;
NEXT TOWER HOLDS MANY SECRETS!

Player's Handout 3: The Leaf of Menarden

The Leaf of Menarden

Deep within the reaches of Menowood stands Menarden, oldest of Dreads and wisest of druids, in solitary contemplation on an ancient hill. None know how many winters he saw sweep by, though it is said they outnumber the leaves of his mighty crown, making him older than the Great Kingdom itself.

Once, when he was somewhat younger, Menarden thwarted an evil mage, who sought to kill a unicorn for his own petty gain. The mage, named Sargandor, swore vengeance, creating a vile poison that would cause a dreadful wasting sickness in plant and animal alike, so they would wither and die, and in their turn become as poisonous to others until all of Menowood was turned into a blighted waste.

But Faromir, a young halfling bard, caught wind of Sargandor's plans, and came to warn Menarden, so that when Sargandor entered Menowood in disguise, to plant and spread his curse, Menarden was waiting for him. In a terrible battle that lasted 3 days, Menarden slew Sargandor, and spread his ashes on the winds. But the poison still existed, as did Sargandor's notes on creating it. And so while Menarden guarded the poison, Faromir took it upon himself to find Sargandor's lair and destroy it, and learn whatever he might on ways to destroy the poison itself.

As a token of his thanks, and to aid Faromir in his quest, Menarden enchanted a leaf from his crown, so that Faromir could follow Sargandor's trail, and walk without danger through the wild. And because the leaf was part of Menarden himself, some of his knowledge and wisdom came with it, and Faromir found himself looking upon nature as he had never done before. Long did he travel, overcoming many dangers, but when, years later, he returned to Menowood, Faromir brought the tale of the destruction of Sargandor's Sower, and the knowledge to destroy the poison and undo its evil.

The Leaf of Menarden is an amulet cut from a single perfect emerald in the shape of a leaf. The nerves and stem of the leaf are made of gold. A student of herbal lore may easily identify the leaf as that of a Dread. Druids and inhabitants of Menowood will easily recognise the leaf for what it is, and may try to establish if the wearer is worthy of it.

Player's Handout 4: Riddles

Ispalion's Riddle:

*In a marble hall white as milk
Lined with skin as soft as silk
Within a pool crystal-clear
A golden apple doth appear.
No doors or windows in this hold,
Yet thieves break in to steal its gold.*

Ascenin's Riddle:

*Bright as diamonds,
Loud as thunder,
Never still,
A thing of wonder.*

Ispalion's Riddle:

*In a marble hall white as milk
Lined with skin as soft as silk
Within a pool crystal-clear
A golden apple doth appear.
No doors or windows in this hold,
Yet thieves break in to steal its gold.*

Ascenin's Riddle:

*Bright as diamonds,
Loud as thunder,
Never still,
A thing of wonder.*

Player's Handout 5: The Prophecy

The Prophecy:

*To find what you seek
Is no task for the weak.
In the hall where no man begs
Outrun the one that has no legs
In the land without rain
Outsmart the ones without brain
And before homewards you fly
Defeat the one that can't die.
Then recall the first
To where shell never thirst
She will give what you need
To ban the foully tainted seed*

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