

VTF6-04

Faire Trade

A One-Round D&D® LIVING GREYHAWK® VTF Meta-Regional Adventure

Version 4

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A Brewfest Faire is sponsored by the Graf of Falwur in Ket to mark the end of summer. Rich rewards and the glorious title of Champion of Falwur bring many contestants, sponsors, merchants and opportunists. Despite the dramatic increase in recent attacks on merchant caravans, the turnout is astonishing, as the common folk, nobles and clergy celebrate. A VTF meta-regional adventure set in Veluna. This adventure has challenging combats and unique opportunities, for characters levels 4-15 (APL 6-14).

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

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

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (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 PCs 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 PCs playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

Time Units and Upkeep

This is a standard One-round Meta-Regional adventure, set in Dyvers. PCs native to the VTF 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. PCs 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 who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

A highly secretive organization lead by a figure known only as the 'Velvet One' has made moves to disrupt the Mouqol and Zilchus grip on trade and commerce in the region.

In recent months, attacks on key caravans and merchant wagons have caused some unease in the trade community. Many wonder if the Great Western Road is still safe, and why the attackers seem to have so much inside information.

During the Brewfest week, marking the beginning of fall, the Graf of Falwur province in Ket has decided to host a faire on the border with Veluna.

The Graf is a known friend of the Mouqollad Consortium.

The Church of Rao, wishing to ease tensions, has donated the prizes for the event from its church in Veluna, and is sending them to arrive on the last day of the faire.

The Doppelganger Vaile, a servant of the Velvet One, has received a missive from his master telling him to cease his attacks on caravans, and instead lure out the Graf of Falwur into Veluna and kill him.

The true reasons for the assassination attempt and the elaborate plot are not known. However, the potential to disrupt trade, kill an ally of the Mouqollad Consortium and create tension between Veluna and Ket are all obvious benefits to the Velvet One's plans. Other, more devious, reasons might be behind the plot but are not revealed.

Ket Hierarchy

Ket is a feudal system. The Beygraf is effectively like a king of Ket. He also controls the Lopolla Province. The other provinces are controlled by Grafts. These are equivalent to dukes.

Under the Grafts are the Beys. These are the nobles of Ket and generally rule over villages, towns, or hamlets.

The Jurats are judges within Ket and are not part of the official political infrastructure. However, they are also often Mullahs of the Church of Al'Akbar, giving the church a lot of power and influence.

Threshers are the police of Ket. They have the power to arrest. Generally the criminal is then sentenced by a Jurat.

The High Jurats (there is only a handful), a Graf, or the Beygraf, can overturn a Jurats sentencing, but it is very rare and has a lot of political ramifications.

Provinces of Ket

Ket is comprised of six provinces. These are: Lopolla, Molvar, Polvar, Falwur, Bramblewood and Tuflik.

Province of Falwur: This province has very strong ties with the Mouqollad Consortium, due to the trade routes it controls to the Flanaess. Its power and wealth have fluctuated with the recent conflicts. As such it supports a more moderate political approach hoping to keep the status quo.

The current Graf is known to be hot headed at time and as his province borders a number of other countries, feels the need to display a level of strength.

Ket Laws

All visitors and citizens of Ket are aware of the Ket laws. Town criers, public trials, posted copies of the laws, and lecturers from border guards, ensure ignorance is never an excuse.

The DM must warn the PCs of the basics of Ket law. The DM must warn the PC when they are about to commit a crime and warn them as to what the penalty is. For a more detailed description of the laws please refer to Appendix Five - Ket Laws.

Currency of Ket

The coins used in Ket are: Bastion (pp), greatshield (gp), wagon (ep), lance (sp), helm (cp).

Currency of Veluna

The coins used in Veluna are: brilliant (pp), crook (gp), staff (sp), hand (cp).

Weather and Moon Phases

It has not rained in the area for three days and will remain clear for another two.

The temperature during the day is around 70 degrees Fahrenheit, dropping to a cool 45 Fahrenheit at night.

The full moon is in seven days. Luna is waxing crescent and Celene is waning gibbous.

Brewfest is the week between Harvester (the last month of summer) and Patchwall (the first week of autumn).

Monsters in Ket

Ket regards Elves, Asherati, and Centaurs as 'monsters' (but not Half-Elves). These 'monsters' receive little, and

often no, legal protection. It is not uncommon for these races to pay more for goods, or be refused service.

Falsridge

Falsridge is Veluna's gateway to the west. Built on what was the original border of Veluna years ago, it has grown into a thriving city and major mercantile center. The entire city is surrounded by a 25' foot stone wall which is patrolled regularly. All races and nationalities can be found milling around this city.

Adventure Summary

Introduction: The adventure commences with the PCs attending a Faire during the week of Brewfest. The Faire is camped within Ket, near the border with Veluna.

Encounter 1: The PCs have the opportunity to hear some rumors as they check out the Faire.

Encounter 2: The PCs have the opportunity to meet several different merchants, actors and personalities.

Encounter 2a: The PCs may have the opportunity to meet a beautiful bard. She hums unless a PC impresses her with their performance skills in which case she sings in a gut wrenching primal voice, exposing the PC to the primal song and access to the Seeker of the Song Prestige Class.

Encounter 2b: A Ket Puppeteer performs for onlookers. He offers to sell magical puppets to the PCs if they answer a riddle.

Encounter 2c: A horse trader has several Falwur Chargers to sell for the right price. He won't deal with 'monsters'.

Encounter 2d: A jovial woman sells candies, several of which have special properties.

Encounter 2e: A cryptic fortuneteller gives the PC an opportunity to reverse their fortune, but warns that karma will find them.

Encounter 2f: A big man offers a pot of money if anyone can out eat him. It appears the odds are stacked in his favor though.

Encounter 3: The PCs have the opportunity to purchase a rare magical item.

Encounter 4: The Graf of the Falwur Province was expected to attend and he has sponsored three events to select Falwur Champions of Brewfest for 596cy.

The PCs have the opportunity to participate in one of these events but need sponsorship to do so. Four different individuals or organizations are looking to sponsor participants and the PCs have the opportunity to present themselves if they choose to.

Encounter 4a: The Lore competition runs and the champion named.

Encounter 4b: The Archery competition runs and the champion named.

Encounter 4c: The Equestrian competition runs and the champion named. The Equestrian champion is also named Grand Champion.

Encounter 5: As the celebration is about to begin a survivor staggers into the camp and announces the latest attack, not far from the Faire in the mountains.

The area is technically claimed by Veluna and the Ket officials are loathe to cross the border. The PCs have the opportunity to step forward. If not, their patrons will ask them to.

The essence of time is impressed upon the PCs and they are asked to depart immediately.

Encounter 6: If the PCs proceed to the wagon train, they find it destroyed. All animals and people have been taken. Tracks of large apes and a giant are noticeable.

Encounter 7: The PCs find the lair of the attackers. Within they encounter some Xorn.

Encounter 8: Beyond the Xorn area is a Shrieker Mushroom, under an illusion as a rock. If the Shrieker sounds its alarm, the Spellwoven Apes from Encounter 9 will attack prepared.

Encounter 9: If the Shrieker did not set off the alarm, the PCs find the Spellwoven Apes in their lair.

Encounter 10: One of the merchants has been kidnapped and is enspelled to perform a ritual over and over in a room. He is under an illusion to appear more than he is. A simple trap awaits unwary PCs.

Encounter 11: The PCs encounter the giant Gonk. He is waiting in a room behind a secret door. If the PCs set off the trap, he attacks them from behind. Otherwise, the PCs may discover the secret door themselves. The sorcerer Vaile is residing in his own chambers hidden in the ceiling and will join the fray once the PCs are engaged.

Conclusion 1: The PCs did not accept the heroic opportunity and hear of the disappearance of those that went instead.

Conclusion 2: The PCs failed to bring the leaders to justice or retrieve the items.

Conclusion 3: The PCs defeated Vaile and Gonk but did not recover the guardsman alive. Once the final encounter has been defeated, the PCs may find a letter that sheds some light on the proceedings.

Conclusion 4: The PCs defeated Vaile and Gonk and rescued the guardsman alive. They are treated as PCs and receive the thanks of the Mitrik Temple Guard. Once the final encounter has been defeated, the PCs may find a letter that sheds some light on the proceedings.

Preparation for Play

Prior to commencing play, DM's should note which PCs are members of:

- The Mouqollad Consortium (VTF Meta-Org).
- The Walkers of Fharlanghn (VTF Meta-Org).
- Church of Rao (Veluna Meta-Org).
- Mitrik Temple Guard (Veluna Meta-Org).
- Clergy of Mouqol (Ket Meta-Org).
- Puppeteer (Ket Meta-Org).

Also:

- PCs who are priests or paladins of Rao, Zilchus, Mouqol or Fharlanghn.
- PCs carrying a large amount of gems (such as a *helm of brilliance*).
- PCs with mithral or adamantite items.
- Any PC with the animal lord (Apelord) Prestige Class.
- PCs with an ape animal companion.
- PCs with the *greater elemental gem* from **VTF6-03 Red on the Horizon**.

Introduction

The sixth day of Brewfest is bright. There have been clear skies for several days and the temperature is warm but not unpleasant.

The Falwur Graf in Ket has sponsored a Brewfest Faire to mark the end of summer. Rich rewards and the glorious title of High Champion of Falwur bring

many contestants, sponsors, merchants and opportunists to the large field between Falwur, Thornward and Mitrik.

Close to the border with Veluna, some see the Faire as a political statement as much as a celebration and that too increases the interest in the event.

After five days of celebration, drinking, games and haggling, the final day of competition opens.

Perhaps you came for the chance at glory, perhaps the prizes, the opportunity to purchase a rare item, or even just the chance to enjoy the festivities.

Whatever your motivation, you find yourself in a field of bright garb and festivities, having arrived mid-morning.

Several other newcomers stand admiring the scene.

Allow the players an opportunity to describe their characters appearance, and if they are so inclined, introduce themselves to the other PCs.

Once the introductions are finished, read the following:

Stalls, tents, marquees and pavilions are set up in a collage of bright silks and flamboyant flags in a surprisingly orderly manner. Negotiating your way through the throng already present is no easy feat.

Around you are a sea of people, haggling, drinking, hawking wares, taking bets and enjoying the revelries.

Clergymen of The Merchant abound, enjoying this pious display of haggling and exchange. They also appear to be ensuring fair trade as several men lay in stocks, signs simply stating 'Fraud'.

A rough racing track lies just outside the Faire whilst dominating the center of the Faire itself is a massive pavilion with the Ket flag hung from the center pole.

Horses are picketed everywhere.

Merchants offer items of every description, from magnificent stallions to magic bags and bright mithral shirts.

The strangely mixed aromas of sweet candies, spiced wine and horse sweat assault your senses.

Allow the PCs a moment to look around and make plans, then read the following.

With a booming voice, a herald in flowing robes shouts to be heard,

"Hear Ye, Hear Ye. Let it be known that the benevolent Graf of Falwur has opened nominations

for the Champion Competitions of Lore, Archery and Equitation. Contestants must be sponsored to enter an event. Entries close High Noon. Sponsors please gather at the Sponsor Pavilion".

With that, the herald moves on to shout his proclamation to another audience further within the Faire.

If you wish to enter the competition, you'll need to find a registered sponsor before noon.

There are also a number of hawkers, entertainers, merchants and artists that seek your attention. This could be an opportunity to find a rare item you desire.

Characters with Knowledge (local (VTF)) will know the following on a successful skill check:

[DC 5] Traditionally the stalls are only open until noon on the 6th day of Brewfest, as the Competition of Champions holds sway over the afternoon.

[DC 10] An individual may only enter one of the three Champion Competition events.

[DC 15] An entrant needs sponsorship from one of those contributing to the event. Representatives of those sponsors normally reside in a pavilion, interviewing those that seek their approval.

[DC 20] The most prestigious of the events is the Equitation challenge, as Ket has such a strong horse culture. There are a number of festivals this time of year, but this is by far the most prestigious in the province.

[DC 25] The Faire is located as close as possible to the disputed Veluna border near the Fals River. Some say this is a political move by the Graf, as a show of strength and nonchalance. It is likely Veluna has representatives within the Faire to monitor events.

Alternatively, any non-"monster" PCs may simply ask questions of other people at the Faire during the adventure and learn the above information.

Encounter One: The Faire

The Brewfest Faire you have chosen to attend is located within Ket just east of the Fals River, between Falwur, Thornward, and Mitrik. It is very close to the border with Veluna.

The weather is clear skies and pleasantly warm, as expected for the beginning of Patchwall (the first month of Autumn). Luna is waxing crescent whilst Celene is waning gibbous.

The PCs have just over two hours to secure a sponsor if they wish to enter one of the three competitions for the day. Contestants may only enter one of the three.

They have a limited time to secure sponsorship, and look around at the merchant wares before the competition begins.

Several individuals are still interested in sponsoring contestants. These are:

- Gotthilf, a Paladin of Rao “The Mediator”;
- Erwan, a Walker of Fharlanghn “Dweller on the Horizon”;
- Laila, a member of the House of Al’Zarif (Mouqollad Consortium), and;
- Wolfgang, a Clergyman of Zilchus “The Great Guildmaster”.

PCs will also find many different stalls to purchase equipment and performances to entertain.

Stalls run by followers of Mouqol (“The Merchant”) revere bargaining as a form of sacrament and look poorly on those that do not make an effort to haggle over prices.

The PCs have time to do the three following encounters before the competition starts:

- Find a rare magical item (**Encounter Two**);
- Investigate one of the interesting stalls (**Encounter Three**); and,
- Speak to the competition sponsors (**Encounter Four**)

It is recommended to move all PCs through Encounter Two, before moving to Encounter Three, etc.

During the Faire, the PCs may hear a number of rumors. Roll once per Encounters One, Two and Three and randomly select a PC to hear the rumor. Roll twice if a PC with Bard levels is present.

Rumors (roll 1d8):

1. The Graf of Falwur is a silent supporter of the Balance Trust faction in Ket.
2. The Graf of Falwur is very closely tied to the Mouqollad Consortium and some believe he shows bias to their concerns.
3. The House of Al’Zarif is the main Mouqollad Consortium House in Ket.
4. Alishtar Kilar, eldest son of the Bey of Kilar, was heard yelling at an aide shortly after the Graf left unexpectedly.

5. The Graf of Tuflik province is a member of the Church of the Scourge of Battle and supports the Fervent Faction, a group supporting stricter interpretation of the law.
6. The Falwur Graf left in a hurry this morning, bound for some unexpected trouble along the Bramblewood Forest. He will miss the competitions.
7. Merchant wagons have been attacked with increasing frequency across the region in recent months.
8. The Great Guildmaster and The Merchant clergymen are at a loss to stop recent attacks and disruptions to trade. They cannot explain the inside knowledge of their dealings.

Encounter Two: Merchants

PCs may attempt to find any one magical item of their choosing from the following tables in the *Dungeon Master’s Guide* of a value up to 10,000gp: Table 7-17, 7-18, 7-19, 7-23, 7-24, 7-26, 7-27, and 7-28.

Inform the players of this and give them a few moments to review the *Dungeon Master’s Guide* and note which item they wish to try and locate.

Once the PC has identified the item they are looking for, have them roll percentile. There is a 60% chance the item was available and located.

A successful Gather Information check may increase the chance the item is found:

[DC 15] 65% chance

[DC 20] 70% chance

[DC 30] 75% chance

If the roll dictates the item was not available, the PC does not locate it. However, a PC may elect to spend an Influence Point from any region within the VTF Meta-Region and re-roll their check, as they are recognized as someone of significance and merchants bring their wares to the PC. After completing the following, the character gains the AR Award **Rare Find**.

If the PC does not locate the object they were searching for, they run out of time and move on to **Encounter Three**.

If the PC located their object of choice:

Prices are 10% more than listed in the *Dungeon Master's Guide*.

Bargaining is considered a form of sacrament for followers of Mouqol ("The Merchant").

PCs may make a Knowledge (local – VTF) or Knowledge (religion) check:

[DC 10] Merchants that follow The Merchant revere haggling.

Haggling through a successful Diplomacy check reduces the pricing:

[No attempt made] Price is 10% more than listed

[DC 5] Price is as listed

[DC 20] Price is 5% less than listed.

Roleplaying the haggling process provides a +5 circumstance modifier to the check.

A PC may only purchase one item from the above tables.

The item must be purchased during the time preceding the Competitions. It does not count as access for crafting purposes. Write the found item and the pricing difference (if any) on the AR at the end of the adventure under the AR Award – **Rare Find**.

PCs that do not purchase the item during the adventure do not have an opportunity to purchase it in the future.

The item is not immediately available, and a marker is given to the PC to collect the item in the near future.

PCs from the VTF Meta-Region must spend two Time Unit (2 TU's) to collect the item after the adventure. Other PCs must spend an extra two Time Units (4 TU's).

Clergy of The Merchant patrol the Faire to ensure trade is vigorous but not deceitful. Several stocks on the outside of the Faire already contain merchants offering shady wares.

Once the buying process is complete, that PC moves to **Encounter Three**.

Encounter Three: Wandering

Amongst the myriad of hawkers, artists and performers, a number of people catch your attention.

First, an attractive blonde woman plays a lute to a captive audience. Her hands strum effortlessly across a magnificent cedar lute. She seems to hum rather than sing, and you can almost feel a primeval and dangerously beautiful power resonating from her.

If the PC chooses to pursue this, proceed to **Encounter Three A: Songs**

Down another path, a Baklunish Puppeteer entertains his crowd with a comedic performance of the Tusmit High Priest of the Son of Light enticing a red-faced Pasha into a rage until his straw head pops off. Seeing your glance at his performance he gives you a cheeky wink.

If the PC chooses to pursue this, proceed to **Encounter Three B: Puppets**

On the outskirts of the Faire, a bald headed Baklunish man speaks to the crowd in heavily accented Common.

"Horsees. Magnifico Horsees. Best Horsees. See my Horsees..."

If the PC in question is a "monster" (Asherati, Centaur, or Elf), also read aloud the following:

Noticing your features, the man spits at your feet and turns his attention to other passersby. It's obvious he has no interest in dealing with you.

If the PC chooses to pursue this, proceed to **Encounter Three C: Horses**

A rather voluptuous middle-aged Oeridian woman stands like a Queen at her stall, proudly displaying candies and treats whose very smell sets your mouth watering. She wields a rolling pin like a scepter and almost commands you to try her wares.

If the PC chooses to pursue this, proceed to **Encounter Three D: Candies**

Towards the center of the Faire sits a small, black tent with the curtains drawn. A sign simply says 'Fortunes'. Its simplicity stands out like a beacon.

If the PC chooses to pursue this, proceed to **Encounter Three E: Fortunes**

Along a crowded thoroughfare, a man the size of a small, fat mountain yells at the crowd to try and out eat him and win the pot of coin that sits as a squat prize on a table. He looks over at you and yells red-faced, "Hey scrawny, take me on!" A pile of pies sits on the table, surrounded by the remnants of previous competitions.

If the PC chooses to pursue this, proceed to **Encounter Three F: Pies**.

Note: PC's may choose the same Encounter.

Encounter Three A: Songs

The woman is Abigale, a Bard and Seeker of the Song. She is extremely comely (Charisma 18) and has a jovial nature. Whenever she speaks she tilts her head slightly to the side, almost as if she were listening to something in the background.

If any of the PCs comment on her performance, she will ask if they wish to perform for her. PCs that agree make a Perform check:

[DC 9 or less] Abigale claps politely and thanks the PC for their courage in attempting such a difficult performance piece. This PC proceeds to **Encounter Four**.

[DC 10] Abigale applauds the PC and plants a kiss on his/her cheek. This PC proceeds to **Encounter Four**.

[DC 20] Abigale beams a beautiful smile and invites the PC into her tent for a special performance. She will roll her eyes at lewd comments and beckon the PC to accompany her inside the tent.

Within, Abigale sings for the PC, the first time they have heard her singing, as she only hums in public. Read the following box text:

Abigale draws a deep breath and seems to collapse into herself for the space of several heartbeats. Then she opens her mouth and exhales a resonating, primal sound.

Her song feels like a tidal surge of lyrics has hit your soul. For the first time in your life you realize you've sought for something your entire existence without knowing it. You've sought the primal song but until you heard it, you couldn't have imagined how it completed your being.

When she finally finishes it feels like seconds and eternity at the same time. Exhaustion and exhilaration compete and you crave this most primal of songs.

Abigale simply smiles sighs in contentment and resumes her humming outside the tent.

The PC has now heard the primal song prerequisite for Seeker of the Song Prestige Class.

Abigale will speak no more to the PC and just smile dismissively as she entertains the crowd with her humming and lute.

This PC proceeds to **Encounter Four**.

Encounter Three B: Puppets

The Baklunish entertainer is Jamal, a member of the Puppeteer Meta-Org in Ket. Jamal is constantly in motion. Even during a conversation he talks with his hands as much as his mouth.

PCs who are members of the Puppeteer Meta-Org:

They are recognized by Jamal and invited to join in his performance. Read aloud the following to members of the Puppeteers Meta-Org:

Ah, friend, Puppeteer! I am honored to meet another artist of our great craft! Please, do me the honor of joining me!

The PC may then use whichever Performance skill they wish to assist Jamal. If they do so, regardless of the result of the Performance Check, read the following:

Ah, it lightens the soul to share this time together. Listen, friend, comrade, I have upon my person such a wonderful set of puppets. Truly, you will be astonished by them. Yet I find myself hard pressed for coin. Perhaps you wish to take them in exchange for a few gold pieces?

He then offers to sell his magical puppets to the PC.

For PCs who are not members of the Puppeteer Meta-Org:

If they take a general interest in his performance, and do not take an argumentative tone (such as a Tusmit PC who takes offense at the Pasha being displayed in such a satirical fashion) they will be given a riddle. Read aloud the following:

Ah! Hello neighbor. It is good that you enjoyed my performance. Perhaps you can indulge me and answer a simple riddle that has bothered me all day?

If the PC agrees, Jamal speaks further:

A mother, father, and two children have come to the Fals River, and they find a boat. It is small and can only carry one adult or two children at a time. Both children are good rowers, but how can the whole family reach the other side of the river?

Give the player a few minutes to try and figure the solution out.

If they cannot, the PC may make an Intelligence check, PCs with Bard levels receive a +2 circumstance bonus to the check:

[DC 20] Success, you are able to figure out the solution.

Solution: The children row across. One comes back. An adult goes over, and the child comes back. Both children row across again, and one comes back. The other adult rows across and the child comes back. Both children row across again.

If the PC gets the answer incorrect, Jamal pats them on the back and wishes them well, without giving away the answer.

If the PC gets the answer right, read the following:

Ah Ha! Well done, neighbor. I see good wit is not lost on you. Listen, I like you. I have something for you. Special puppets, the like you've never seen. Going real cheap, as I am in need of coin at short notice. What say you?

He then offers to sell his magical puppets to the PC. Refer to the Special section for treasure for the price, or the AR.

Proceed to **Encounter Four**.

Encounter Three C: Horses

Naveed is a Baklunish horse breeder, specializing in the Falwur Charger breed of horses, as well as the standard Ket light warhorses.

He is a fiercely proud Ket citizen and refuses to deal with 'monsters' (Elves, Centaurs and Asherati).

Naveed speaks with a thick Baklunish accent when speaking in common.

For other PCs read the following:

Hello you look for Horsees, yes? See Naveed's horsees, yes? You speak Baklunish, yes?

At this point if any of the characters responds in Baklunish, Naveed immediately warms to them and speaks in clear Baklunish. Naveed still speaks to those that do not speak Baklunish but is not as friendly.

Naveed offers a 5% discount to PCs that speak to him in his native Baklunish tongue. Those that haggle with him may get a further 5% discount.

A successful Knowledge (nature) check or Knowledge (local VTF):

[DC 10] reveals to the PC that some of Naveed's horses are the infamous Falwur Chargers, famed for their devastating use as shock cavalry mounts.

Ket Light Warhorse (17), hp 22, see *Monster Manual* page 266.

Falwur Charger (6), hp 22, as per Warhorse, Light with additional feat of Powerful Charge. When the Falwur Charger makes a charge it deals an extra 2d6 points of damage. This feat is not conferred onto the rider. See *Monster Manual* page 266.

The prices for the horses:

- Ket Light Warhorse: 150gp
- Falwur Charger: 400gp

The price may be discounted through haggling with a successful Diplomacy check:

[DC 20] Price reduced by 5%

A +5 circumstance bonus to the check is given for role-playing the negotiations.

A further 5% discount is given for PCs conversing with Naveed in Baklunish, as noted above.

No PC may purchase more than one Falwur Charger.

PCs may not purchase a Falwur Charger on behalf of another PC.

'Monsters' that ride a Falwur Charger receive a -10 circumstance modifier to all Charisma based checks with citizens of Ket.

PCs with an animal companion class feature may use a purchased Falwur Charger in future adventures in place of a standard Light Horse animal companion, until the Charger is killed.

A PC does not gain access to replace a Falwur Charger that dies.

Proceed to **Encounter Four**.

Encounter Three D: Candies

Rozeen, a middle-aged Oeridan woman, is a baker of extra-ordinary skill and takes great joy in tasting every one of her creations herself. Her large girth, however, cannot hide her happy nature and pride in her candies.

Rozeen treats every customer as though they were children and she their benevolent Aunty. She pats Dwarves on the head, pinches the cheeks of a Half-Orc and generally mothers the PCs.

Rozeen is very excitable when talk about her candies and claps her hands and giggles when discussing the different treats she has available.

Rozeen is not a follower of Mouqol ("The Merchant") and does not respond well to attempts to haggle the price.

When a PC approaches her stall, read aloud the following:

The Oeridan woman looks at you and beams a smile. "Oh, dear, you are all skin and bones! Try one of my candies! Oh, oh, try the Sugar Coated Lemon Slice! Oh, wait, I know, the Cocoa Bosq Sprinkle Tarts! Yes, yes, try one!" With that the woman claps her hands excitedly and indicated a delicious looking treat.

The candies are delicious.

As you try her delicious treats, Rozeen talks lovingly about her nephew, Georri, who traveled extensively through Viscounty of Verbobonc. When you are done, she asks you what you thought of the sweets.

Any PC that expresses obvious delight in the candies is allowed to purchase the special treats, Rozeen's Orange Cough Drops. These are described as preventing chills and giving a sense of well being

A bag of 5 Rozeen's Orange Cough Drops is 500gp and is noted on the AR. A PC may only purchase one bag. Rozeen's Orange Cough Drops act as both an *endure elements* and a *goodberry*.

Proceed to **Encounter Four**.

Encounter Three E: Fortunes

Inside the tent is a priestess of Istus ("Lady of Our Fate"). Her holy symbol, a gold spindle, sits on the table alongside a half-completed tapestry.

The priestess offers the PC an opportunity to view their fate and gives them a cryptic warning.

The PC is given the opportunity to re-roll any one D20 roll once during this adventure. However, what they don't know is that if this is used, the next natural 20 rolled during the adventure is forced to be re-rolled by fate itself, balancing the weave of destiny, accepting the results of the second roll (it itself may not be re-rolled by any means).

As a PC enters, read the following:

Inside the dark tent is a seated figure clad head to toe in black. As you enter, a whispery voice comes from her veiled face, "Enter if you dare pilgrim. Sit, place your hand in the web, but be warned, sometimes the threads weave in unexpected ways"

Upon the table you notice a golden spindle, as the mysterious woman holds a half-finished tapestry

towards you, indicating you should place your hand into it, or leave.

A successful Knowledge (religion) check reveals the following:

[DC 10] The holy symbol is that of The Lady of Our Fate.

Followers of a Baklunish god, or hailing from Ket, Ekbir, Tusmit or Zeif automatically recognize the symbol.

If the PC elects to leave, nothing further happens. Proceed to **Encounter Four**.

If the PC puts their hand into the tapestry, read the following:

As you slide your hand into the empty portion of the tapestry, the woman's hands begin to move. She weaves with amazing speed and skill, creating half-seen images as she rocks slowly back and forward, chanting under her breath.

After a short period, your hand is encased in the tapestry, threads crisscrossing the previously empty gap.

"Hmmm", says the woman in her whispery voice, "Fate gives you two paths and a bridge between. Be careful though, young one, for sometimes it is truly greener on the other side".

With that the woman pulls a single non-descript thread and the weaves fall out, leaving the tapestry as incomplete as when you entered. She goes quiet, and pushes an empty offering plate towards you.

The PC may then leave a donation (mark on their AR as extra gold spent) or not. Either way, the priestess says nothing further.

It is a DC 5 Knowledge (religion) check to know that a minimum of 1sp is the acceptable offering. Anyone from any of the regions of the VTF is aware of this automatically.

When the PC leaves, read the following:

As you leave the tent, and return to the bright morning sun, your vision blurs for a moment. You see another copy of yourself across the Faire, as real as you, and just as surprised. Then your vision shifts again and it is once more just your one self in Ket.

Inform the PC that they now have the ability to re-roll any one d20 roll once during the adventure as they cross the bridge between one fate and the next.

Note that the priestess' warning is the only indication the PC has that cheating fate is not without consequence.

Should the PC use their re-roll during the adventure (and it may only be used this adventure) then have them re-roll the next natural 20 they roll as fate tries to reassert itself, accepting the results of the second roll (it itself may not be re-rolled by any means).

Proceed to **Encounter Four**.

Encounter Three F: Pies

If the PC engages the fat man, Boris, in conversation read this:

"Ah, a contestant! The entry fee is a pitiful 10gold pieces. Nothing for the likes of such a sort as you, aye? Why it's almost money in the bag for you, as I've already had five other contestants today and my belly is getting full!"

Boris is a professional con artist who plays the Faire and tavern circuits in a number of different countries. Unfortunately for him he's overstayed his welcome in a number of locations and he's had to try his con in the most unforgiving and lawful nation – Ket.

Thus far, he's eluded suspicions and made a tidy sum of throughout the Faire. 50gp of these winnings sit in the pot as his ante to entice would-be contestants.

If a PC agrees, Boris explains that the competition is to eat as many meat pies as you can before the sand-glass (an hour glass with one minute of time) runs out.

The rules are simple: whoever eats the most meat pies in the time allotted wins.

Unknown to the PC, Boris has made sure his meat pies are half empty.

In game terms, the PC has ten rounds to eat as many pies as they can. To win, the PC must eat twenty pies in this time.

The first five meat pies require no checks. After the fifth pie, a successful Con check allows the PC to keep down the pie and continue:

[DC 5] For the sixth pie on the Con check, +1 for each pie after the sixth, until twenty pies is reached.

PCs with the Endurance feat may add +4 to their Con checks.

If any of the Con checks fail, the PC is unable to keep down the pies and makes a mess. Boris wins, grins, wipes pie off his chin and takes the 10gp (mark on the PCs AR as extra coin spent).

If the PC succeeds on all Con checks and eats all 20 pies, they beat Boris by one pie and he glumly hands over the 50gp.

Note that if any PC deliberately watches Boris for any deceit, they may make a Spot check versus Boris's Sleight of Hand, to notice his pies are actually half-empty. Only one check may be made.

A DC 22 successful Spot check reveals Boris is eating pies that are only half-full (and Boris is therefore cheating).

Should the PC confront Boris about his cheating, he immediately wants to make amends (and not get caught or turned over to the law). Unless another reasonable offer is made to him, he tries to offer the entire pot (50 gp) and then suggests he is going to leave the Faire. Whether this is true or not is up to the PCs to decide (he does likely intend to go but there are so many more people to fleece here...at least for a few hours more).

Once the contest is complete, proceed to **Encounter Four**.

Treasure

APL A: L: 0 gp; C: 50 gp; M: 0 gp

APL B: L: 0 gp; C: 50 gp; M: 0 gp

APL C: L: 0 gp; C: 50 gp; M: 0 gp

APL A: L: 0 gp; C: 50 gp; M: 0 gp

APL B: L: 0 gp; C: 50 gp; M: 0 gp

APL C: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Four: Sponsors

This encounter provides the PC with an opportunity to gain sponsorship to one of the Champion Competition events.

A PC needs to be sponsored and may only nominate for one event.

'Monsters' (Elves, Centaurs and Asherati) are not normally permitted to enter the Equestrian event. However, Elves and Asherati may use an Influence Point from a VTF region to enter.

Note: PC's may be sponsored by the same sponsor and the same events.

The Sponsors Pavilion is large and open on all sides. Carpets and cushions are scattered across the floor, creating a luxurious and inviting environment.

Transparent silk curtains divide the majority of the pavilion off from the main area.

Through the curtain you can see a number of people. A large, muscular man with hard features and wearing black platemail dominates the room, the holy symbol of The Herald of Hell prominent on his breastplate. A priest of the Restorer of Righteousness jokes with a smaller group of men to the side, whilst the smallest group, just three men, talk quietly in a corner, their well worn traveling cloaks pulled close.

In the main room, four people sit on large cushions. It would appear these are the remaining sponsors.

On the far left sits a bald-headed Oeridian man who greets you with a genuine smile. He wears a chain mail shirt, meticulously polished to shine, whilst around his neck is a white heart made of wood.

A mace is at his side, bound by a leather thong peace knot.

A successful DC 5 Knowledge (religion) check reveals he is a Paladin of Rao (“The Mediator”).

PCs from nations that Rao has a significant presence (such as Veluna or Furyondy) automatically recognize this as a symbol of The Mediator.

Next to him is a bear of a man. His beard is wild and his skin bronzed and leathery from outdoor life. He seems to be in his middle years but his weathered appearance makes it hard to be certain. However, his eyes are bright and alert and full of intelligence. His green cloak is patched in places but made of good wool. Upon his breast is a wooden disk bearing a curved line with an upturned crescent above.

A successful Knowledge (religion) check reveals:

[DC 5] He is a Walker of Fharlanghn (“Dweller on the Horizon”).

[DC 10] He wears green so is still a wandering cleric and not settled.

PCs from the VTF Meta-Region automatically recognize him as a Walker of Fharlanghn.

Third in the line is a plain Baklunish woman, her dark hair woven with silken cloth strips. Her dress and ornaments convey a level of wealth and success. Her gaze flickers on you and her eyes narrow slightly for a moment as she appraises you. Her shrewd look makes you feel like a display piece in a stall.

A successful Knowledge (local VTF) check reveals:

[DC 5] She is a member of the House of Al’Zarif, part of the Mouqollad Consortium.

[DC 10] The Mouqollad Consortium is the largest trade organization in the Baklunish western realms and is a major rival to Zilchus in the neighboring lands.

PCs from Ekbir, Ket, Tusmit and Zeif automatically recognize her as a member of a house of the Mouqollad Consortium.

Last on the line of potential sponsors in a Half-Elven man wearing a practical tunic and sturdy boots. The cut of the boots and the cloth of his clothing denote a level of wealth. Upon his tunic are two hands clutching a bag of gold. He has several pieces of parchment and an ink quill at his side.

A successful DC 5 Knowledge (religion) check reveals he is a priest of Zilchus (“The Great Guildmaster”).

PCs from nations that Zilchus has a significant presence (such as Veluna, Dyvers, Furyondy and Perrenland) automatically recognize the holy symbol of Zilchus.

Interviews

Each of the sponsors interviews any PC that approaches them. PCs that belong to the religion or meta-org relevant to the sponsor are welcomed with open arms and immediately sponsored.

The final sponsors realize there is little time left until the event and are willing to be less than picky with their choices at this point.

A PC may only be nominated for one event. The events are: Lore (knowledge based event), Archery and Equestrian (horse racing).

It is possible all PCs may have the same sponsor and nominate for the same event. Alternatively, some PCs may elect not to compete and the rest may be scattered across the sponsors and in different events. It is completely dependent upon alliances, religion, ability to impress their sponsor, and role-playing choices.

The interview process should be fairly rapid and free-flowing.

‘Monsters’ (Elves, Centaurs and Asherati) are not permitted to enter the Equitation event unless they use an Influence Point from a VTF region.

Gotthilf, Paladin of Rao (“The Mediator”)

Male, Oeridian, 48 years old, speaks with a calm, warm voice.

Gotthilf is a capable paladin approaching his late fifties. He is warm, friendly and approachable. He welcomes with open arms other followers of Rao, any followers of

Pelor or members of the Mitrik Temple Guard and immediately grants them sponsorship.

Other PCs he simply asks if he grants them sponsorship, will they uphold the tenants of Peace, Reason and Serenity. Those that agree will be granted sponsorship.

Erwan, Walker of Fharlanghn (“Dweller on the Horizon”)

Male, Human, 37 years old, he has a deep voice.

Erwan welcomes other priests of Fharlanghn, and members of the Walkers of Fharlanghn Meta-Org. These are granted immediate sponsorship.

Other PCs he will ask, ***“When does the journey end?”***

PCs that answer to the effect of, “Never”, receive sponsorship. Other answers are met with a knowing nod and the response, ***“The road calls you to another sponsor. Travel well.”***

Laila, House of Al’Zarif (Mouqollad Consortium)

Female, 31 years old, speaks in pleasant tones.

A shrewd businesswoman, she speaks Common, Baklunish, Velondi, Gnome, Dwarf and Halfling. Laila speaks in the racial/regional tongue of the PC if she knows it.

She asks the PC to convince her why she should sponsor them and what benefit they bring to the table.

A decent case of any sort gains sponsorship. She simply wants the PC to show a willingness to negotiate.

Wolfgang, Clergyman of Zilchus (“The Great Guildmaster”)

Male, Half-Elf, 33 years old, speaks in friendly but practical tones.

Wolfgang is from the Veluna branch of the church. A Dyvers branch has also sent its own sponsor though he is not taking further applications.

Priests of Zilchus are granted immediate sponsorship (though they must also sign the contract as noted below).

For the rest of the PCs, Wolfgang is to the point. He will ask the PC a simple question,

Which is more powerful, Money or Influence?

The answer is neither, both are equally as powerful, and co-dependent for true power. Any answers along those lines grant the PC sponsorship. Any worshipper of Zilchus automatically knows this answer.

Also, a successful DC 5 Knowledge (religion) check gives the PC the answer. The answer is neither: both are necessary and equal.

For those granted sponsorship, Wolfgang pulls forth a ‘Standard Church of The Great Guildmaster Contract of Service Document’, entering the characters name and the details of the contract.

It says words to the effect that the PC represents the interests of The Great Guildmaster at the Brewfest Faire, 596cy and the Church provides ample consideration for the contract by providing sponsorship so the PC may enter the Champion event of their choosing.

Wolfgang does not provide sponsorship without a signed contract, and no alterations are allowed, save the following: the only concession he makes is to add the contract expires at midnight on the 6th day of Brewfest 596cy (that night).

Once the PCs have sought sponsorship, their names and desired event are recorded. They are instructed to present themselves back at the sponsorship pavilion at midday. Gongs are to be sounded at that time as a reminder.

Once all PCs have had the opportunity to seek sponsorship, proceed to **Encounter Four A**.

Encounter Four A: Lore

At midday, the gongs sound and the PCs are to meet at the sponsorship pavilion. All commerce ceases at this time. Many merchants and performers move to the sponsorship pavilion to view the competition events.

Most secure their goods in some way, and a few tie guard dogs to their stalls as further security.

Threshers and Jurats also patrol the stalls and pavilions throughout the competition, ensuring thieves are not permitted opportunity crime.

Above the din of the Faire, numerous large, bronze gongs suddenly twelve times, announcing midday and the summons to the sponsor pavilion.

Commerce ceases and merchants secure their goods. Threshers and Jurats take station throughout the Faire whilst the majority of people head off to watch the competition begin.

When the PCs elect to head to the sponsor pavilion (and they must if they are sponsored and wish to compete):

A swirl of people surrounds the pavilion. A newly raised dais ensures all have a good view as the first competition that of Lore, calls forth the contestants.

If no PC is sponsored for this event, read the following:

Three contestants sit on stage. Their sponsors are introduced as the Church of the Restorer of Righteousness, The Archons in Lopolla and the Church of The Uncaring.

Numerous questions are asked in turn and after sometime, the contestant representing the Restorer of Righteousness is eliminated on a question about the Banner Hills. Eventually the representative of the Church of The Uncaring is hailed the winner, much to the disappointment of the majority of the crowd.

If any PC is sponsored for this event, read the following to them instead:

You are escorted through the throng to the dais. Heads turn as you approach, appraising your worth. Whispered bets echo around the common folk as you sit at on a cushion laid out for you on the dais. Your fellow competitors are introduced as Afshar, a Baklunish man, representing the Church of the Restorer of Righteousness, Zahak, a red-haired woman of mixed descent, representing the Archons of Lopolla, and Gorsa, a thin man well past his prime, representing The Church of The Uncaring.

The competition works as follows:

There are two rounds. The first round consists of three questions and allows the contestants to pick the topics they are questioned on. The second round it is a random question from any category until a winner is decided.

Re-Rolls

Unbeknownst to the PCs, some of the stalls they may have visited may provide them some assistance. The conversations or things they heard provide clues to some of the questions.

The following stalls allow a PC to re-roll a check for that category if the PC interacted with the relevant NPC.

Do not inform the player of this until they require the re-roll. They should not be aware of these re-rolls until they fail that category.

Geography: Rozeen, the Candy Vendor (she chatted about her nephew's travels in Verbobonc).

Nature: Naveed, the Horse Trader (a question regarding horses arises).

Nobility: Jamal, the Puppeteer (a question regarding the Pasha in Tusmit, the focus of his puppet show).

First Round

Each contestant is asked to pick a knowledge skill from the below list.

1. Arcana
2. Architecture and Engineering
3. Dungeoneering
4. Geography
5. History
6. Local
7. Nature
8. Nobility and Royalty
9. Religion
10. The Planes

The PC may elect to answer the question using one of the following: the relevant Knowledge skill, a character level check (see below for details), or a Bardic Knowledge check. The DC is as follows:

[DC 24] A successful Knowledge skill check.

[DC 29] A level check successfully draws upon their adventuring experience. Note: The level check is strictly $d20 + \text{character level}$.

[DC 29] A Bardic Knowledge check successfully recalls some lore that helps them answer correctly.

Remember that PCs may have the opportunity for one-off re-rolls from visiting certain vendors in **Encounter Three**.

This process will be repeated three times. The contestants must pick three different knowledge skills during this round.

At any time if all the PCs are eliminated, read the following:

Eliminated, you are forced to watch the rest of the competition and lament what could have been. Gorsa, representing the Church of The Uncaring, wins the event, disappointing many in the crowd.

At the end of the second set of questions, read the following:

Afshar, representing the Church of the Restorer of Righteousness is stumped by a question on the

Banner Hills and is eliminated. He seems very frustrated with himself.

At the end of the third set of questions read the following:

Three questions successfully answered you move on to round two. Your sponsor seems very happy with your performance thus far and gives you an encouraging nod.

A small barrel is rolled onto the stage and ten colored chits placed into its depths. The judges will randomly draw a category to ask you until a winner is found.

Second Round

Have the PC roll a D10. Compare the result to the table above. The DC for the questions remains the same. The same category can be asked multiple times.

Repeat this process until a winner is decided. After two sets of questions, one NPC is eliminated. After four, the final NPC is eliminated.

After the second set of questions, read the following:

Zahak, representing the Archons, is unable to answer a religious question on the Church of Hextor and is eliminated. Just Gorsa and you remain.

After the fourth set of questions, read the following:

A question on a displacer beast confuses Gorsa and he answers incorrectly. He is eliminated.

Continue the question process until one final PC remains. If it is a draw, then continue until a winner is determined.

Read the following to the winner:

With a triumphant smile from your sponsor you win the Lore event and are the Brewfest Champion of Lore for Falwur. Once the other two events are completed you will be officially presented your prize. The crowd cheers you and the learned folk around you all acknowledge your great prowess of the mind.

Move to **Encounter Four B**.

Encounter Four B: Archery

With a stir, the crowd makes its way towards the Archery range. Targets are set up at thirty, one hundred and fifty and three hundred feet. Contestants are summoned to the shooting area.

Allow PCs who are participating to make their way to the front then read the following text. If no PCs are participating in this event, move directly to the text.

At the shooting line stand three competitors. The first is introduced as Cyrus, representing the Church of the Herald of Hell. He is a tall, muscled, and comely Baklunish man wearing a black tabard emblazoned with the holy symbol of his sponsor.

Beside him is a slim human male with Flan features. He nods to the crowd as he is introduced as Jakob of the Pax Mercuri. He wears a travel worn cloak clasped with the symbol of the Perrenland mercenaries.

The final competitor is La'alla, a half-elven female in highly polished studded leather. Disapproving murmurs run through the crowd regarding her Elven features. The Church of the Creator of Elves in Veluna is announced as her sponsor.

If no PCs are in the event, or all are eliminated, read the following and then proceed to Encounter Eleven:

After a challenging tournament, La'alla of Veluna wins with a final perfect shot. Some of the Ket citizens in the crowd seem less than enthusiastic to have a member of an Elven church as a Champion, and move rapidly to the horse track, an event 'monsters' rarely enter.

If PCs are involved in the event, they are informed that they may wear no magic items, use no spells and must select their bow and arrows from a pile supplied for the tournament.

Two Archons of Ket use *arcane sight* to make sure the rules of the tournament are enforced.

PCs may select any bow, crossbow or composite bow from a selection laid out for the competitors. They are all regular weapons, none masterwork.

A PC with one or more ranks in Craft (bowmaking) is able to select a bow and arrow fletching that suits their draw action. This gives the PC a single re-roll on a shot during the competition.

The competitors fire four arrows at the first set of targets. The AC represents where in the circle the arrow hits and generates points according to the following list. After four shots, the total points generated are added up for a final figure. The top three competitors then progress to the next round. Four arrows are then shot at the second set of targets. The top two progresses to the final round and shoot off for at the last set of targets with another four arrows. Each shot is a single shot in a round, even if the character has multiple shots available to them (as a result of feats or high Base Attack).

The PCs and other competitors are not allowed to use any magic items or spells. *Arcane sight* is used throughout the Archery tournament to ensure this and also to keep others from influencing the results.

Cyrus uses a longbow, Jakob a shortbow, and La'alla uses a composite longbow.

Remind players to factor in range increments for the bow they selected. Feats such as Point Blank Shot may also come into effect.

Targets AC

AC 9 or less: Missed the target

AC 12: Hit the target outside the circle. 1 point.

AC 15: Hit the white circle. 2 points.

AC 18: Hit the black circle. 4 points.

AC 21: Hit the blue circle. 6 points.

AC 24: Hit the red circle. 8 points.

AC 27: Bull's-eye! 10 points.

First Round (30 feet)

The NPC Scores are:

APL 6: Cyrus 9, Jakob 15, La'alla 22.

APL 8: Cyrus 12, Jakob 17, La'alla 26.

APL 10: Cyrus 16, Jakob 22, La'alla 30.

APL 12: Cyrus 20, Jakob 25, La'alla 34.

APL 14: Cyrus 23, Jakob 30, La'alla 38.

The top three competitor's progress.

If no PC progresses, read the block text of the result previously provided and move to **Encounter Five**.

If at least one PC qualifies for the second round, they fire a further four arrows at the second set of targets:

Second Round (150 feet)

It is possible that La'alla and even Jakob are still in the competition at this point.

The NPC Scores are:

APL 6: Jakob 12, La'alla 22.

APL 8: Jakob 16, La'alla 25.

APL 10: Jakob 19, La'alla 28.

APL 12: Jakob 23, La'alla 31.

APL 14: Jakob 26, La'alla 35.

The top two competitor's progress.

If no PC progresses, read the boxed text of the result previously provided and move to **Encounter Five**.

If at least one PC qualifies for the final round, they fire a further four arrows at the third set of targets:

Final Round (300 feet)

It is possible that La'alla is still in the competition at this point.

If required, La'alla's final round score is:

APL 6: La'alla 9.

APL 8: La'alla 13.

APL 10: La'alla 14.

APL 12: La'alla 20.

APL 14: La'alla 24.

In the case of a tie, there is a sudden death shoot off at 300 feet.

If La'alla is still one of those tied, roll off with the PC, one shot at a time. Her attack bonus, including penalties for range is:

APL 6: +6

APL 8: +8

APL 10: +10

APL 12: +13

APL 14: +15

If La'alla wins, read the block text of the result previously provided and move to **Encounter Four C**.

If a PC wins the event, read the following boxed text and then move to **Encounter Four C**:

With a congratulatory nod from your sponsor you win the Archery event and are the Brewfest Champion of Archery for Falwur. Once the final Equitation event is completed you will be officially presented your prize. The crowd cheers you and all acknowledge your great skill with the bow.

If the winning PC is a 'monster' (Elf or Asherati) also read the following:

Some of the Ket citizens in the crowd seem less than enthusiastic to have a 'monster' as a Champion, and move rapidly to the horse track, an event 'monsters' rarely enter.

Encounter Four C: Equitation

The crowd is abuzz with excitement. The final, and most prestigious, event is about to begin. Many are anxious to see who wins the title and glory.

A herald marshals all competitors to the corral to choose their mount.

If no PC's are sponsored for this event, read the following and then progress to **Encounter Five**.

Four competitors choose their mounts and proceed to race through the course.

Graf Tendulkar from the neighboring Ket province of Tuflik has sponsored a rider and many comment that he and the Falwur Graf are political rivals. The Falwur Graf has sponsored a rider of his own and it appears a number of people look forward to the match up.

In the end, the title goes to neither. A young member of the Church of the Son of Light wins the title and the adoration of the crowd. Cheered by the crowd, he leads his mount to the sponsors pavilion for the presentation of Champions. The crowd sweeps you along.

If a PC is part of the competition, instead read the following:

Four competitors are already at the corral, looking over the a dozen horses. The four sponsors are the Falwur Graf himself, Graf Tendulkar of neighboring Tuflik province, the Church of the Son of Light and the Cathedral of The Great Guildmaster in Dyvers.

It appears you must choose the mount you will ride in the event. The horses look similar in abilities but you have an opportunity to inspect them more closely.

A competitor, without assistance from others, must choose a mount. A PC may make a Knowledge (nature) check:

[DC 18] The PC notices a horse that seems well suited to the event and gains a single re-roll to use during the race.

The PC then must saddle and mount the horse. The horses are more spirited at higher APL's. A PC may make a Handle Animal check:

[DC 12+APL] The PC asserts authority and the mount responds well. The PC gains a single re-roll to use during the race.

To successfully navigate the course, the PC has eight hurdles to jump. The hurdles are set at heights proportionate to the APL. If a PC fails a check, they fall behind and do not win. In this case, read the boxed text

with the Son of Light competitor winning the race and proceed to **Encounter Five**.

The hurdles require a successful Ride check:

[DC 12+APL] The PC successfully jumped that hurdle and is still in the race.

If a PC is still in the race after the second hurdle read the following:

The Great Guildmaster representative balks at the second hurdle and falls behind.

If a PC is still in the race after the fifth hurdle:

The competitor sponsored by the Tuflik Graf falls from his horse. The Son of Light and Falwur Province representatives are neck and neck.

If a PC is still in the race after the seventh hurdle:

The Falwur competitor miss times his jump and pulls up short. He's too far back and out of the race.

If a PC is still in the race after the eighth hurdle:

The competitor sponsored by the Church of the Son of Light hesitates slightly at the last hurdle and falls behind by two horse lengths.

If only one PC remains, they have won. If more than one PC remains, have them make a final ride check. The highest check crosses the line first by a nose. Should the final ride check be tied, both (or even more) PCs win the race.

If a PC wins the race:

You win the Equitation event and are Equestrian Champion of the Falwur Brewfest Faire. The crowd roars as you cross the line. The congratulations are free flowing as you are lead to the sponsors pavilion for the award ceremony. Your sponsor gives you a beaming smile across the throng of well-wishers.

If all the PCs are eliminated, read the following and proceed to **Encounter Five**:

A young member of the Church of the Son of Light wins the race and the adoration of the crowd. Cheered by the crowd, he leads his mount to the sponsors pavilion for the presentation of Champions. The crowd sweeps you along.

Encounter Five: Survivor

As the crowd gathers for the naming of the three Champions, worried looks and whispered conversations

are exchanged on the dais. Three cushions stand ominously empty. It would appear the prizes have not yet arrived.

As the crowd starts to speculate, a commotion is heard across from the dais, and two priests of Mouqol escort a man in the dirty garb of a Mitrik Temple Guard.

“M’lords! Woe! Our caravan was attacked and the prizes stolen! All but me were slain! Creatures thirty foot tall tore us to shreds!”

The man is Vilheim. He was part of a small escort, bringing the prizes from Mitrik to the faire. The Churches of Rao and Zilchus in Veluna organized the prizes as their donation to the faire and as a goodwill gesture to continued good relations along the border.

The PCs hear the following conversation and have an opportunity to be drawn into the proceedings. Paraphrase and adapt the conversation if the PCs wish to involve themselves at any point:

“We must sally forth at once!” claims a young member of the Falwur Graf’s court.

“Boy that is across Veluna’s border. You do not lead armed men across a border unless you want a war.” Surprisingly it is the Knight of the Scourge of Battle who speaks. Despite his mocking tone, many murmur agreement.

“If the Graf were here, he’d lead his guard over that border and the Restorer of Righteousness help anyone who gets in his way!” exclaims the young man.

“Aye, he’s brash and bold and would do Ket no good in this. Nay, another solution must be sought, lad”.

“Rashid” calmly speaks a Priest of The Merchant, “we do not want to raise tensions but it is true something must be done. Caravans have been attacked and now the Graf has been insulted. The Ket military cannot cross the border and hope that Veluna looks the other way. It would be no good at all to insult our neighbors. Who knows where the trail leads! No, what we need is some of those wandering adventurers. They are always running to and fro. No-one would think twice if they went chasing brigands.”

With that, the assembled sponsors look to the crowd for any volunteers.

Give the PCs a moment to step forward.

If some or all hang back and they were sponsored for the events, have their sponsors ask them to represent them on this task.

The Church of Zilchus and Mouqol are concerned over the disruption to trade in recent months, whilst the Priests of Fharlanghn and Rao are concerned over the safety of travelers.

All four also wish to avoid any perceived insults (and very real threat) to the Veluna nobility and the authority of the nation itself as a result of crossing the border with a large armed Ket force.

The Zilchus priest will show the signed contract as evidence the PC should pursue the brigands in the interest of the Church.

If there are PCs who do not volunteer and were not sponsored, then they are approached by all four and asked to assist.

If PCs still refuse to sally forth, their adventure ends. They find the rest of the festival is subdued. Proceed to **Conclusion 1**.

The caravan was due to arrive earlier in the day. About six miles away the caravan was attacked (see pp. 162-164 *Player’s Handbook* for travel time to the location. Typically one hour for a horse, two to three hours on foot).

The PCs who volunteer may talk to Vilheim. He can provide the following information:

- The caravan was attacked inside the Veluna border, about one hour ride east;
- A Giant and his pets were over thirty foot tall. They attacked the caravan and tore it to shreds. People were eaten;
- [At APL 8+] The Giant moved with an uncanny grace, avoiding one or two blows that should have landed with some sort of supernatural ease [not supernatural, just his Elusive Target feat, but it is worthy of mention];
- The pets looked like apes but with eight arms and red eyes;
- At least one guard was taken alive;
- The creatures carried off the horses and dead men;
- Vilheim fought bravely but was knocked out and when he came to he ran straight here;
- The creatures headed north.

A successful Sense Motive check reveals:

[DC 10] Vilheim is holding back and nervous.

A +5 is given to the check if a PC notices the inconsistency in Vilheim’s statements.

A successful Diplomacy check to calm Vilheim down reveals the following:

[DC 10] The creatures were only around 12 feet tall. They looked like giant apes. There was a giant with them. They headed north after the attack.

[DC 15] Vilheim ran and hid behind a tree after the initial assault. The giant saw him but did not attack him. The apes and giant carried off the dead, the horses, the prizes and an unconscious guard called Pieter.

[DC 20] The apes seemed to almost blink from place to place on at least two occasions. Vilheim thought it was just the sun in his eyes the first time, but did see it at least two more times. Only the apes traveled in this manner.

Magical means of calming Vilheim or detecting his thoughts reveals the above information.

The giant and apes were sent to capture the prizes, and kill or capture everyone except one survivor who would report what happened. It is a deliberate ploy to entice the Graf to cross the border. Unknown to Vaile the sorcerer, the Graf was called away that very morning and would not be at the faire when the survivor arrived.

If the PCs agree to rescue Pieter and recover the prizes, read the following:

A priest of Rao steps forward and thanks you for volunteering. He asks that you visit Falsridge in Veluna as soon as you rescue Pieter and the stolen prizes, being the closest major city in Veluna – which would have jurisdiction over these events.

When the PCs leave, read the following:

As you leave many of the merchants and artists are already packing their belongings, the mood somber and subdued on this last day of the Brewfest Faire.

Proceed to **Encounter Six**.

Encounter Six: Wagons

Approaching six miles from the Faire, you see smoke on the horizon.

The smoke is from the wagon, which was set alight by the giant to make it easy to be found. It continues to smolder although the wagon itself is mostly ash at this point.

The attackers want the rescue party (they assume it is the Graf) to find the wagon and the easy to follow trail from there.

The attack happened mid-morning, around the time the PCs were arriving at the Brewfest Faire. It was around three hours after this when the PCs heard about the attack. A mounted party would arrive in one hour. A 30foot move party would arrive in just over two hours. A 20foot move party would arrive in around three hours if they immediately.

The wagon is smashed up and generally ash. No human or horse corpses remain for two reasons. Firstly, for food for the giant and apes and secondly, they have had it drilled into them to leave no corpses on any raids, as they want no-one speaking with dead and learning more than they should.

Nothing of value remains on or around the wagons.

When the PCs investigate:

The partly burnt, still smoldering shell of the wagon lies to the side of the road. The horse harnesses lay beside it, severed. There are a number of dark spots on the ground around the wagon.

A successful Survival (with the Track feat) or Search check reveals the following:

[DC 1] A trail leads north. A number of drag marks make it easy to follow.

[DC 6] There is a lot of blood. It looks like the horses were killed and dragged north.

A successful Knowledge (Nature) check on the footprints reveals:

[DC 10] Large ape and giant prints crisscross the scene before heading north.

Drag marks from the horses, and the recent blood trail, indicate the attackers went north into the hills.

The tracks are deliberately easy to follow, as the attackers dragged the corpses of the horses and guards.

If the PCs elect to follow the trail, proceed to **Encounter 7**.

Interlude – Delays

If the PCs rested overnight at any point during the adventure, Gonk and Vaile from the final Encounter are gone (Vaile used a *teleport* scroll) along with the guardsman Pieter – food for Gonk.

Vaile has determined the trap didn't work and larger forces may discover the caverns. He has retreated to another location to continue his service for the Velvet

One. The Spellwoven Apes and Xorn are still present if not yet defeated and may yet be engaged.

Whatever the results of those conflicts (or not), this would lead to **Conclusion Two**.

Encounter Seven: Xorns

The hills bordered by the Fals River are the tail end of the high mountain range known at the Yatils between Ket, Veluna, Highfolk and Perrenland.

The land is rough, with large boulders, overhangs and rugged underbrush. Much of the area, whilst nominally subject to the law of the Archclericy of Veluna, is wild.

In many places mounts are not much faster than a Gnome, as the underbrush and twisting trail leads you further into the hills.

As you start following the trail, you note this area is perfect for ambushes.

Allow PCs the opportunity to use buff spells and similar. The expectation of an ambush around any corner should be apparent.

Once the PCs have had an opportunity to cast spells and prepare in case of ambush, read the following:

The trail winds through the underbrush and rubble, at times harder to find than others.

The PCs may make a Survival check (with the Track feat) or a Search check at this point to follow the trail.

Note that a -1 penalty is applied for each 10 feet from the trail for characters moving above ground, with an additional -5 penalty for characters flying due to the obscuring brush, boulders and overhangs. Advise the PCs the trail is easier to follow along or near the ground:

[DC 8] Success, the PCs follow the trail.

PCs may attempt to reacquire the trail every 30 minutes. This is an exception to the normal rules, as the attackers have deliberately left easy to find tracks at certain points.

Following the tracks takes 1 hour. This assumes a party moving along the ground, moving at half-speed to track.

This time may affect the PCs buff spells.

Adjust the time taken to find the shaft if the PCs use airborne movement, take penalties to their Track check for moving at a faster speed, etc.

Once the PCs have successfully followed the tracks, read the following:

You follow the trail for sometime, alert to the possibility of ambush at any moment. Eventually the trail ends, leading to a rough vertical shaft in the ground.

Wind & Air Currents

When PCs approach the shaft (within 30 feet), they may make a DC 20 Spot check. The air is drawn slightly down into the shaft, providing fresh air below.

The air enters through the shaft and exists in natural fissures further into the caverns. Whilst providing fresh air is the main benefit, it also affects creatures with Scent in the caverns. PCs and their companions with Scent will have their range halved against anything further in the caverns, whilst the apes will have the range of their Scent doubled as the PCs proceed towards them.

Surroundings & Cave System

PCs who wish to investigate alternate methods of entering the cave system discover, after an hour of searching that the cave systems in the area are too extensive to search but some tiny-sized fissures and openings to lead into this particular cave system.

The wind in these fissures is moving towards the outside, meaning Scent for creature's further inside is reduced to 15 feet.

If the PCs find a method to enter these fissures, they actually arrive in the Spellwoven Apes room (**Encounter Nine**) and bypass the Mushroom Shrieker. Potentially the PCs gain surprise over the apes.

Three rounds after the Spellwoven Apes are defeated, the Xorns (**Encounter Seven**) arrive and attack, having noted the PCs moving through the fissures.

The Shaft

The shaft is 15 feet wide and 60 feet deep. The walls are rough but not overly so.

The tunnels are 20 feet high and 15 wide.

It is a DC 20 Climb check along the walls at any point.

It is a DC 25 Climb check along the roof at any point.

Lighting

Lighting is typical for underground caverns, except that various strange luminous mosses grow along the walls, ceiling and floors. The moss sheds light as a faint torch, out to 5 feet.

For those with normal vision using this light source, there will be pockets of shadowy light away from the walls, granting concealment in those areas. PCs with dark vision or low-light vision can see clearly.

As soon as a PC is able to see into the tunnels (around half way down the shaft) read the following:

There seems to be a strange luminescence moss growing along the walls, roof and floor of the single tunnel that leads north. The light it sheds is like that of a faint torch.

Rope

When the PCs are near the hole, they may make Search or Spot checks, adjusted for distance. The PC needs to be above or within 10 feet of the hole to notice the following:

[DC 5] Two iron pitons, about 8 feet apart, are thrust into the top of the hole. Rope is tied to each piton and dangles into the hole.

Each rope is 50 feet long and is not knotted. The Hill Giant uses the two of them, tied to the pitons, to assist his considerable climb skill. The apes and sorcerer (magic) have no need for this assistance. Should the PCs wish to knot the rope, they may do so but have to add some more to have it reach 50 feet (or even right down to 60 feet).

PCs may elect to climb down using the rope and walls to brace against:

[DC 5] Successful climb

PCs may also elect a DC 20 Climb check to go down using just the wall handholds.

Climbing is at $\frac{1}{4}$ normal speed, unless accelerated at a -5 penalty for $\frac{1}{2}$ normal speed movement.

Other alternatives, such as lowering PCs down, using magic, etc are available to the PCs, and adapt the circumstances accordingly.

The rope ends 10 feet from the ground. A successful Jump check or Tumble check is required to avoid damage for a medium sized creature.

The Floor

Once the first creature touches the floor, the Xorns attack. With their tremorsense, they are able to pinpoint anyone touching the ground within 60 feet and are expecting 'visitors'.

Tactics

The Xorns only attack those inside the tunnel or at the base of the shaft (on the ground). The Xorn does not

attack those climbing down the shaft or at the top – this is a long-term instruction to them that was designed to prevent the Xorn from emerging above and potentially being detected.

As soon as the first PC reaches the bottom, the Xorn's attack.

Preference is given for those with a large volume of gems, adamantite and mithral, in that order.

The Xorns are intelligent and use pop-up attacks through the walls/floor, and flanking to maximize their attacks. They tend to concentrate on one threat at a time. They learn from moves conducted by their opponents.

If the PCs move out of range, either by climbing up the shaft or flying beyond reach, the Xorns retreat and await the PCs return or the *earthbind* trap to trigger.

The Xorns fight to the death.

Avoiding the Xorns

If the PCs avoid alerting the Xorns (flying prior to arrival at the shaft and during the decent, as an example), then they do not attack unless the Shrieker in **Encounter 8** sounds the alarm, the Earthbind trap in **Encounter 9** triggers, or the PCs arrive using the tiny fissures into the apes room.

PCs that successfully bypass the Xorns still gain experience for defeating this encounter.

APL 6 (EL 6)

Minor Xorn (3): hp 22, 22, 22; see Appendix One.

APL 8 (EL 8)

Average Xorn (2): hp 52, 52; see Appendix One.

APL 10 (EL 10)

Elder Xorn (2): hp 127, 127; see Appendix One.

APL 12 (EL 12)

Advanced Elder Xorn (2): hp 161, 161; see Appendix One.

APL 14 (EL 14)

Very Advanced Elder Xorn (2): hp 241, 241; see Appendix One.

Encounter Eight: Alarm

A Shrieker has been left at a strategic location. It is fed on a regular basis by the Hill Giant and serves as an alarm

system for intruders. The apes have been trained to respond to any alerts by the Shrieker.

At APL 8-14, the Sorcerer has also covered the Shrieker with a *permanent image* from a scroll. The image is that of a large rock about 5 feet tall. This is the only stand-alone rock in the entire cavern system. As soon as the Shrieker starts sounding its alarm, the illusion is shattered.

APL 6 (EL 1)

Shrieker: hp 11; see *Monster Manual* p.112.

APL 8-14 (EL 2)

Shrieker: hp 11; see *Monster Manual* p.112. *Permanent image* to appear as a 5foot rock, Caster Level 11th.

If the Shrieker sounds the alarm, the apes from **Encounter 9** spend one round buffing then move to attack. One ape casts *death armor* whilst the one closest to the alarm casts *see invisibility*. See Encounter 9 for further information on tactics and description of the apes.

If the Shrieker is defeated without sounding the alarm, or after the apes are defeated, move to **Encounter 9**.

Encounter Nine: Apes

The Spellwoven Ape lair is in the chain room. If they have not been drawn into conflict from the Shrieker in Encounter 8, they remain in this room until they detect the PCs or are called by the Gonk the Hill Giant, or Vaile the Doppelganger Sorcerer.

The apes have Scent. The range is doubled against creatures moving into the caverns due to the PCs being upwind. Unless the PCs have methods to counter this, the apes will detect the first PC to approach within 60 feet. If the PCs are using a light source that gives off smoke, such as a torch, the apes detect the PC at 120 feet.

When the PCs see the room for the first time, read the following:

A cavern opens before you. The ceiling increases in height to 25 feet. Every 5 feet large, thick chains hang from the ceiling to the floor. Thick powdery dust lays across much of the floor. In a far corner corpses of several horses and humans lay in a pile.

The dust is from ground up bones. The Sorcerer has the apes destroy the bones of all the guards and merchants

that are killed (after they are eaten) so they cannot be spoken to or raised post death.

The corpses in the corner are the horses and guards from the wagon attacked today. When a PC checks them out, they find they have been partly eaten.

APL 6 (EL 9)

Spellwoven Ape (2): Large aberration (augmented animal); Ftr1; hp 99 each; see Appendix One.

APL 8 (EL 11)

Spellwoven Dire Ape (2): Large aberration (augmented animal); Ftr2; hp 110 each; see *Appendix One*.

APL 10 (EL 13)

Spellwoven Advanced Dire Ape (2): Large aberration (augmented animal); Ftr3; hp 163 each; see *Appendix One*.

APL 12 (EL 15)

Spellwoven Advanced Girallon (2): Large aberration (augmented animal); Ftr3; hp 162 each; see *Appendix One*.

APL 14 (EL 17)

Half-Fiend Spellwoven Advanced Girallon (2): Large outsider (augmented animal); Ftr2 each; hp 172; see *Appendix One*.

Note on EL: this Encounter has had a +1 environment modifier applied to the EL as the PCs have not had a chance to rest and the cave system reduces ranged attack opportunities.

The Chain Room

This room is the lair of the apes. Thick chains hang from the ceiling every 5 feet so the apes can exercise and keep themselves amused. The chains do not block line of sight but do prevent running or charging.

The chains may be climbed with a DC 10 Climb check.

Each chain can sustain 2000lbs of weight. The chains have Hardness 10, hp 50. A DC 35 break check will break the chains.

Paranoid PCs may incorrectly assume Kyton's (Chain Devil's) or other creatures are present. Record time spent exploring, navigating or destroying this room as some spells may expire prior to the next encounter.

The ceiling increases to 25 feet in this room.

Trap

An *earthbind* trap is recessed into the wall above the entrance to trigger when anyone enters the room. The trap automatically resets after triggering – it could possibly trigger multiple times in the same round if more than one person or creature enters.

ALL APL's (EL 2)

Earthbind Trap: CR 2; magic device; visual trigger (*alarm spell*); automatic reset; Atk +14 ranged touch; spell effect (*earthbind*, Heightened to 7th level, 12th-level sorcerer, Fortitude Save DC 20 or fly speed becomes 0 ft and flying creatures drop to ground); Search DC 15; Disable Device DC 24.

The trap cannot be seen until within 5 feet of the room entrance, and is 25 feet above the floor. Unless the character has means to search this square, it is unlikely to be noticed.

Note that the APL 14 apes are likely be affected by the *earthbind* trap also.

If the apes are not encountered in **Encounter 8** (the Shrieker) then they are either aware of the PCs due to Scent, or surprised.

Regardless of where the PCs encounter the apes, read the following:

An impressive, large ape-like creature stands before you. Its massive forearms end in razor claws and in place of eyes it has red glowing orbs. On its brow sits a golden circlet with a V on the front.

At **APL 14**, add the following:

Large leathery bat-like wings protrude from the creatures back.

Where are the apes encountered?

- If the Shrieker warns the apes: One buffs using *death armor* and the other uses *see invisibility*. They then proceed down the corridor to attack.
- If the apes discover the PCs with Scent: The closest ape proceeds immediately down the corridor to attack. The other uses *see invisibility*. It then proceeds down the corridor to join the other.
- If the apes are surprised: No spells are cast and they all move into attack.

If the apes move to attack the PCs due to the Shrieker or because of Scent, they make some noise moving through the chains. PCs may make a DC 0 Listen check to reveal the sound of metal clanging is heard down the corridor.

The DC has a –2 penalty for every 10 feet from the Chain Room and the DC increases to 30 plus range if the Shrieker is sounding at the time.

Note for Game Balance

For game balance considerations:

- If four PCs (including cohorts but excluding animal companions) started the adventure: The apes have used two of their Quicken Spell-Like Ability uses for the day when attacking the wagons and each has only one use left.
- If five PCs (including cohorts but excluding animal companions) started the adventure: The apes have used one of their Quicken Spell-Like Ability uses for the day when attacking the wagon and each only has two uses left.
- If six PCs (including cohorts but excluding animal companions) started the adventure: The apes have used none of their Quicken Spell-Like Ability uses for the day and each has all three uses left.

Spell-Like Abilities

PCs are allowed a Spellcraft check whenever an ape uses a spell-like ability in view:

DC 20+spell level: The ape has cast a spell-like ability.

PCs are allowed a Spot check anytime they take damage from *death armor*.

DC 20: The damage taken is not healing the apes.

Ape Tactics

The apes (except at **APL 14**) are not overly intelligent (along the lines of a typical half-orc fighter...) and still maintain some level of their beast territorial ways. They often make impulsive decisions that are not necessarily the most tactically sound option.

The apes use their Quickened Spell-Like Ability as often and as soon as possible, so all the apes can attack the same target. They randomly attack one target within reach of the first ape to act each round and both will concentrate their attacks on that target until it goes down, if possible. This is especially effective when coupled with their Quickened Spell-Like Ability (*benign transposition*).

Note that the *benign transposition* spell needs both line of effect and line of sight between both targets to work properly.

The apes communicate in a basic guttural Giant tongue.

The apes are not overly bright and often do not deliberately move into beneficial flanking positions. The

exception to this is **APL 14**, where the Half-fiend Spellwoven Apes are as intelligent as the average human, and prone to making sound tactical decisions accordingly.

Target Priority

The apes will attack a random target in range each round, concentrating on the same target when possible.

However, certain conditions may mean a target is singled out:

- If any of the potential targets posses the Greater Elemental Gem from **VTF6-03 Red on the Horizon**, the apes always target them when possible over other potential targets. They also attack that character with the entirety of their attacks in a single round, not halting once the character has dropped (unlike others);
- If an Animal Lord (Apelord) or ape animal companion is present, these too receive priority over other threats (save the Elemental Gem, which takes precedence), as territorial instincts take over. Against these ape targets, they always use full power attack.

Circllet of the Servant

The apes have Fast Healing 2 from their circllets. These circllets are cursed however and give a -5 penalty to all Will saves.

Anyone touching a corpse wearing the circllet must make a DC 20 Reflex save or they are now wearing the circllet. They gain Fast Healing 2 but a -5 to all Will saves. The item is cursed and takes up the head slot. Any other magic items previously in the head slot fall off unharmed.

Knowledge

Few have ever encountered these creatures before as they are recent experimentations. A PC may make a Knowledge (dungeoneering) check to determine some of their abilities, however the DC is increased by 5 due to the unique nature of creatures encountered.

A PC may make a DC 15 Knowledge (nature) check to learn that these apes still retain territorial instincts and will likely react poorly to the presence of other apes.

Once the PCs have moved past the Chain Room, move to **Encounter Ten**.

Encounter Ten: Deception

After the PCs exit the Chain Room in **Encounter 9**, read the following:

Proceeding deeper, you hear faint chanting.

The PCs may make a DC 10 Listen checks that reveals that makes out words in some foul tongue that brings shivers up their spine.

If the PC understands Infernal they make out, “We summon thee, we summon thee.” repeated over and over.

The chanting is coming from the cavern deeper in.

It is possible though unlikely that PCs may find one or both of the secret doors that the Hill Giant and sorcerer are behind, prior to the trap being triggered. If so, adapt this encounter to include **Encounter 11**. See **Encounter 11** for details on the secret doors and the search DC to locate them.

Any PC that looks into the Chanting Room sees the following:

A robed figure has its back to you. It stands in front of an altar covered in black cloth. Black candles burn within human skulls along the altar, as the robed figure continues to chant, arms making ritualistic gestures.

If not already done so, roll initiative. This should ensure the PCs perceive the robed figure as a potential threat and increase tension.

The robed figure and the chanting is actually an illusion created by a *permanent image* spell.

The Captured Guard

At APL 6-10:

The captured guard, Pieter, is unconscious and bundled behind the altar. He cannot be seen from the doorway.

At APL 12-14:

The captured guard, Pieter, is wearing a black robe and has had *lesser geas* cast on him to make him perform a similar set of hand movements to that of the illusion, over and over. He also wears a black robe over his Mitrik Temple Guard garb. He stands in the same area as the illusion figure and is covered by the illusion.

PCs with abilities to see through illusions may still be uncertain over what is transpiring when they note a robed figure is making ritualistic gestures beneath the illusion.

Unless the PC can see through the illusion they do not see the guard. However, those seeing through the illusion notice him. He is doing ritualistic movements, but without the chanting.

A PC seeing the actual Pieter may make a DC 20 Spellcraft check to show that the gestures the man is making are rudimentary and not magical in nature.

The Trap

The room is an elaborate trap, designed to split would-be attackers (quite honestly, to lure in the Graf of Falwur, who is noted to be impulsive).

Unless the trap is detected, as soon a creature enters the third square into the Chanting Room, the trap triggers, sealing the room with the door that is hidden in the ceiling (much like a portcullis). The trap is beneath the illusion, making it unlikely a PC can detect it without having seen through the illusion.

Once the trap is triggered, the illusion disappears.

ALL APLs

Metal Door from Ceiling: CR 1; magic device; visual trigger (*true seeing*); manual reset; no attack roll (no damage, door drops and closes, no damage - large or greater creatures occupying squares on both sides of the door, roll % for which side of the door they are on); Search DC 15 (trigger) Search DC 35 (doors); Disable Device DC 35. The door is reinforced steel, hardness 12, hp 180 each.

The trap is set to trigger for medium or larger creatures only.

Note for APL6-8: At APL 6 and 8, the door is not solid – it is a portcullis with 2” gaps between the bars. This allows ranged combat with cover for both sides, and may be attacked through with piercing melee weapons. At APL 10+ the door is solid.

When the trap triggers read the following;

With a massive BOOM! The entrance to the room is suddenly barred!

Opening the Door/Grate

The door can be opened by one of the following:

- With the lever in the Giants Room.
- A successful DC 35 Disable Device check, which may only be performed from the Chanting Room side.

- A successful DC 30 Strength check to lift a door. This may be from either side of the door, or a combination there of.
- Smashing the door down, hardness 12, hp 180.

Once the door slams shut, proceed to **Encounter 11**.

Encounter Eleven: End Game

Gonk, the Hill Giant, and Vaile, the Doppelganger Sorcerer, are behind secret doors. If the Shrieker sounded or the PCs fought the apes (and they were not subject to *silence* the entire fight) then Gonk and Vaile are prepared and waiting on the PCs.

If the PCs managed to arrive at this point without raising the alarm, then Gonk and Vaile are expecting 'guests' but Vaile has not pre-cast buff spells and the like.

Regardless of whether they have warning (and are thus pre buffed) or not, Gonk and Vaile are encountered here and will not move from their hiding places to assist the apes or xorn.

Attack!

Gonk attacks when one of the following occurs:

- The trap in **Encounter 10** is triggered (using a move action to open his door);
- His secret door is opened;
- Vaile calls for him (Gonk then uses a move action to open his door).

Vaile attacks when one of the following occurs:

- One round after Gonk attacks (two rounds if he has not had the opportunity to buff);
- His secret door is opened.

APL 6 (EL 9)

Gonk: Large giant; War1; hp 110; see *Appendix One*.

Vaile: Medium monstrous humanoid (shapechanger); Sor4; hp 44; see *Appendix One*.

APL 8 (EL 11)

Gonk: Large giant; Ftr2; hp 135; see *Appendix One*.

Vaile: Medium monstrous humanoid (shapechanger); Sor6; hp 53; see *Appendix One*.

APL 10 (EL 13)

Gonk: Large giant; Ftr4; hp 156; see *Appendix One*.

Vaile: Medium monstrous humanoid (shapechanger); Sor8; hp 74; see *Appendix One*.

APL 12 (EL 15)

Gonk: Large giant; Ftr6; hp 177; see *Appendix One*.

Vaile: Medium monstrous humanoid (shapechanger); Sor10; hp 85; see *Appendix One*.

APL 14 (EL 17)

Gonk: Large giant; Ftr8; hp 198; see *Appendix One*.

Vaile: Medium monstrous humanoid (shapechanger); Sor12; hp 96; see *Appendix One*.

Gonk

When Gonk is first encountered, read the following:

The hulking brow of the Giant in the doorway half conceals his menacing gaze. His ragged clothing and stench are in stark contrast to the shining breastplate on his chest.

A multicolored cloak hangs from the Giant's massive shoulders.

Bits of flesh, bone and organs from his last meal still lay matted and stained across his face and arms as he hefts a mighty greatclub and attacks.

For APL 12-14 add the following:

The massive club seems fragile and pitted across its surface but coated with some sort of wet substance.

For APL 14 also add:

A large emerald seems embedded in the shaft of the weapon.

Experimented On

Gonk's weapons are medium sized versions. Due to an unaccountable side effect of a previous experiment, any weapon or armor that Gonk possess resize to suit him. They retain their normal state when Gonk is not in possession. This means if Gonk is disarmed, his weapon would revert to a medium-sized version again until he picks it up.

Tactics - Gonk

Gonk is fiercely loyal to the charming Vaile and fights to the death. Vaile, whilst fond of his bodyguard, is willing to sacrifice both their lives out of a fanatical dedication and fear of the Velvet One.

Gonk is not the brightest of bodyguards but is an accomplished fighter. A natural follower, he was lost

after the recent failures of his earthen elemental masters. Vaile and his persuasive skills have given him a new purpose (and Gonk respects his power). He uses his combat abilities effectively but anything other than physical combat and he is often lacking. He has no spell craft ability and is wary of casters.

Gonk uses his feats and reach whenever possible. If given the choice, obvious spell casters (those wearing robes) are his preferred targets. Gonk will try and use his feats and size to minimize the abilities of other melee opponents.

Opponents who tumble or otherwise gain entrance to his room always become his priority target.

Gonk is under instructions to use non-lethal damage. He will do so until he reaches 50% hit points, then he switches to lethal damage out of self-preservation.

Gonk is an accomplished fighter and aware of tactics such as Elusive Target.

Vaile

When Vaile is first encountered read the following:

The Baklunish man has finely carved features and a well groomed goatee. His pants, vest, shirt and gloves are all finely tailored. The belt around his waste is lined with pockets. He does not seem pleased to see you.

At APL 14 also add:

A beautiful statue of ivory is thrust into his belt.

Tactics - Vaile

Vaile always drinks his *elixir of reckoning* prior to combat. He has a fanatical "won't take me alive and you're coming with me" mentality. He does not wish to be taken prisoner at any cost, but neither will he flee.

If the Shrieker or apes warned of the PCs approach, he has drunk the elixir prior to **Encounter 10**, along with his longer timed buffs.

Vaile is a smart combatant. He will try and use levitate to stay away from melee reach. If a silence spell or similar is used in his vicinity, he'll use his levitate spell to propel himself along the roof above the PCs, until out of range.

Vaile communicates tactics to Gonk in Giant if the need arises, though generally he leaves Gonk to his own devices.

Vaile will not use any lethal spells until either Gonk dies or Vaile himself is below 50% total hit points. Then he pulls no punches and tries to use damaging spells as well.

At APLs 6-12, when close to death, Vaile tries to be within 'exploding' distance of as many of the PCs as possible.

At APL 14, he has a *contingency* spell that will *dimension door* him into the Giants Room near the door lever when he reaches 50% hit points. If given the opportunity he will place his *exploding spike* and then move outside its range, to take out PCs as they rush to get him/use the lever.

Vaile uses all the resources available to him. He is fanatical unto death but would still rather beat the PCs than fail. It is obvious the object of his mission, the Graf, is not present and he would like to eliminate those that interrupted his superior's plans.

Vaile appears as a Baklunish human and has no plans to change shape during the fight.

Wanting to interrogate the PCs, he does not use lethal damage spells until either he is reduced to 50% hit points or Gonk dies.

Vaile is aware that he gains concealment against those without low light vision in certain areas (such as the middle of the cavern roof) and will use that when available.

Detect thoughts can give Vaile an insight in combat and he'll use it to his best advantage.

Note for Game Balance

The Trap can potentially divide the group. Rather than modify EL by +1, Gonk and Vaile have been adjusted to utilize non-lethal combat for at least part of the fight as indicated in Tactics sections above.

The Lever

The lever for the trap door in the Chanting Room is contained in the Giants Room.

The lever has an up, middle and down position. Moving the lever is a movement equivalent action. The positions are:

- UP: Disarm the trap
- MIDDLE: Arm the trap
- DOWN: Open the door.

The lever is currently in the middle position.

Room Descriptions

Gonk's Room

This room has Gonk's cot in the corner, not much more than a heap of furs and blankets.

The lever for the trap door is located in here.

Various boxes and goods from previous merchant trains lay in corners, though most are empty (having been sent by Vaile to his contacts). Three boxes containing the champion prizes are sitting near Gonk's cot.

The prizes are:

- An arrow made of mastodon tusks, with a golden arrow head, fletched with exotic plumes from the Pomarj.
- A masterful brooch made from opal, in the shape of an open book. Golden scrollwork across the pages says in Baklunish script, "Learned One".
- A rearing horse almost a foot long carved from cedar, its eyes are small pearls. It rests upon a golden base.

The room has a slight smell of stale sweat.

Nothing of value is located in this room except for the champion prizes.

Vaile's Room

This room is above the corridor. Vaile gains access via *levitate* and manipulation of the secret door that slides effortlessly and silently.

Vaile's room has functional furniture: a plain cot, a writing table, and a small chest full of spell casting components.

If the PCs defeated Vaile, they find a *teleport* scroll in the chest (his escape plan).

The note from the Velvet One is on the table, **Player Handout #1**.

PCs may take the spell casting components to sell.

Treasure

APL 6: L: 25 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+1 vest of resistance* (83 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *elixir of reckoning* (69 gp per character), *qaal's feather token (whip)* (42 gp per character), *scroll of teleport* (94 gp per character).

APL 8: L: 25 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+1 vest of resistance* (83 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *elixir of reckoning* (69 gp per character), *qaal's feather token (whip)* (42 gp per character), *scroll of teleport* (94 gp per character), *ring of counterspells* (333 gp per character), *potion of remove blindness/deafness* (67 gp per character), *wand of magic missiles (1st)* (63 gp per character).

APL 10: L: 25 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+2 vest of resistance* (333 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+1 greatclub* (192 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *elixir of reckoning* (69 gp per character), *scroll of teleport* (94 gp per character), *ring of counterspells* (333 gp per character), *ring of counterspells* (333 gp per character), *potion of remove blindness/deafness* (67 gp per character), *gloves of arrow snaring* (333 gp per character).

APL 12: L: 0 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+2 vest of resistance* (333 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+1 corrosive greatclub* (692 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure serious wounds* (63 gp per character), *elixir of reckoning* (69 gp per character), *scroll of teleport* (94 gp per character), *ring of counterspells* (333 gp per character), *ring of counterspells* (333 gp per character), *potion of magic circle against good* (63 gp per character), *gloves of arrow snaring* (333 gp per character), *metamagic rod of sculpting (lesser)* (450 gp per character).

APL 14: L: 0 gp; C: 131 gp; M: *+2 cloak of resistance* (333 gp per character), *bracers of quick strike* (100 gp per character), *+3 vest of resistance* (750 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+1 corrosive greatclub*, *earth elemental power (large)* (1525 gp per character), *+4 cloak of charisma* (1333 gp per character), *potion of cure serious wounds* (63 gp per character), *elixir of reckoning 10d6* (138 gp per character), *scroll of teleport* (94 gp per character), *ring of greater counterspells* (1333 gp per character), *potion of magic circle against good* (63 gp per character), *gloves of arrow snaring* (333 gp per character),

metamagic rod of sculpting (lesser) (450 gp per character), *exploding spike* (125 gp per character).

Interlude: Veluna and Conclusions

Note for all **Conclusions** – the PCs must return to Falsridge after being intercepted by the Mitrik Temple Guard in the Yatils, or choosing to return to Falsridge on their own. There they conclude as follows (depending on the results). The majority of the time is spent in Veluna as a result, with all the questioning after this fact, allowing purchases in the Region of Veluna and the module is therefore set in the region.

Conclusion One: Not Heroes

This conclusion applies if the PCs fail to answer the call to rescue the guard and prevent possible diplomatic tensions rising in **Encounter 5**.

The PCs receive no further benefits or experience from the Faire other than those they already secured.

Read the following:

With no adventurers rising to the occasion, several members of the Ket military mount an expedition. The rest of the Brewfest Faire is a somber affair and sometime later you hear the expedition was never heard from again...

Hand out the Adventure Records, many of the rewards and access items will not have been discovered by the PCs and cross off accordingly.

Conclusion Two: Failures

This conclusion applies if the PCs answer the call but do not face the final encounter. Either because they elected to withdraw, were defeated (but recoverable) or rested overnight at some point.

Despite your best intentions, you failed to locate the missing guardsmen, recover the stolen items, and bring to justice those responsible.

Many thank you for your efforts but they are clearly disappointed.

Merchants talk about the dangers of traveling and increase in costs to try and protect themselves, wistfully hoping more able bodies had been available to stop this latest menace to trade.

Hand out the Adventure Records, some of the rewards and access items will not have been discovered by the PCs and cross off accordingly.

Conclusion Three: Good News, Bad News

This conclusion applies if the PCs defeated Vaile and Gonk, but the guardsman was killed or not discovered. Effectively they receive most of the Adventure Record items, but do not receive the thanks from the Mitrik Temple Guard.

If the PCs investigate Vaile's Room they find a note. Provide **Player Handout #1**.

Once the PCs travel to Falsridge, read the following:

You have stopped the menace in the hills and recovered the stolen items. Unfortunately you have bad news for the Mitrik Temple Guard who hoped you would return with their companion alive. You are thanked by many for your efforts and given good meals, lodging and the opportunity for a bath.

Conclusion Four: Heroes

This conclusion applies if the PCs defeat the final encounter and rescue the Mitrik Temple Guardsman alive.

If the PCs investigate Vaile's Room they find a note. Provide **Player Handout #1**.

Once the PCs travel to Falsridge, read the following:

Your arrival in Falsridge creates a stir. You are saluted and cheered for your efforts and wined and dined as great heroes. The Mitrik Temple Guard also states they will not forget your brave deeds. It is days like this that make it good to be a hero.

Hand out the Adventure Records, and mark off any rewards/items not earned.

These PCs receive **Thanks of the Mitrik Temple Guard** AR reward.

Conclusion – Everyone

For anyone who succeeded at one of the Championship contests, they are presented with a trophy in an elaborate ceremony in Veluna – the actual trophy is returned to the Graf for display but the PC may ask to see it at any point over the course of the next calendar year they are in Falwur and are granted immediate access – this has no actual in-game impact but is a great way to show off a trophy! They are provided with the AR Award **Falwur Brewfest Faire Champion** of _____. (fill in the blank for them).

In addition, anyone declared a Champion pays no lifestyle for this adventure (their expenses were covered after the fact, save those costs that they incurred themselves which are specifically noted in the Encounters).

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 role-playing) to each character.

Encounter Seven (Xorns)

Defeat or bypass the Xorns

APL 6 180 xp

APL 8 240xp

APL 10 300 xp

APL 12 360 xp

APL 14 420 xp

APL 14 60 xp

Encounter Nine (Apes)

Defeat the Apes

APL 6 270xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp

APL 14 510 xp

Encounter Eleven (Final)

Defeat Vaile and Gonk

APL 6 270xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp

APL 14 510 xp

Story Award

Rescuing the guardsman alive:

APL 6 45 xp

APL 8 110 xp

APL 10 135 xp

APL 12 155 xp

APL 14 180 xp

Discretionary role-playing award

APL 6 45 xp

APL 8 115 xp

APL 10 135 xp

APL 12 160 xp

APL 14 180 xp

Total possible experience:

APL 6 900 xp

APL 8 1,125 xp

APL 10 1,350 xp

APL 12 1,575 xp

APL 14 1,800 xp

Treasure Summary

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

Encounter Three F: Pies

APL A: L: 0 gp; C: 50 gp; M: 0 gp

APL B: L: 0 gp; C: 50 gp; M: 0 gp

APL C: L: 0 gp; C: 50 gp; M: 0 gp

APL A: L: 0 gp; C: 50 gp; M: 0 gp

APL B: L: 0 gp; C: 50 gp; M: 0 gp

APL C: L: 0 gp; C: 50 gp; M: 0 gp

Note: 50 gp only achieved for those characters that succeeded at this particular encounter.

Encounter Eleven:

APL 6: L: 25 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+1 vest of resistance* (83 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *elixir of reckoning* (69 gp per character), *quaal's feather token (whip)* (42 gp per character), *scroll of teleport* (94 gp per character).

APL 8: L: 25 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+1 vest of resistance* (83 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *elixir of reckoning* (69 gp per character), *quaal's feather token (whip)* (42 gp per character), *scroll of teleport* (94 gp per character), *ring of counterspells* (333 gp per character), *potion of remove blindness/deafness* (67 gp per character), *wand of magic missiles (1st)* (63 gp per character).

APL 10: L: 25 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+2 vest of resistance* (333 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+1 greatclub* (192 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure moderate wounds* (25 gp per character), *elixir of reckoning* (69 gp per character), *scroll of teleport* (94 gp per character), *ring of counterspells* (333 gp per character), *ring of counterspells* (333 gp per character), *potion of remove blindness/deafness* (67 gp per character), *gloves of arrow snaring* (333 gp per character).

APL 12: L: 0 gp; C: 6 gp; M: *cloak of elemental protection* (83 gp per character), *bracers of quick strike* (100 gp per character), *+2 vest of resistance* (333 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+1 corrosive greatclub* (692 gp per character), *+2 cloak of charisma* (333 gp per character), *potion of cure serious wounds* (63 gp per character), *elixir of reckoning* (69 gp per character), *scroll of teleport* (94 gp per character), *ring of counterspells* (333 gp per character), *ring of counterspells* (333 gp per character), *potion of magic circle against good* (63 gp per character), *gloves of arrow snaring* (333 gp per character), *metamagic rod of sculpting (lesser)* (450 gp per character).

APL 14: L: 0 gp; C: 131 gp; M: *+2 cloak of resistance* (333 gp per character), *bracers of quick strike* (100 gp per

character), *+3 vest of resistance* (750 gp per character), *+1 breastplate* (113 gp per character), *scroll of earthbind* (13 gp per character), *+1 corrosive greatclub*, *earth elemental power (large)* (1525 gp per character), *+4 cloak of charisma* (1333 gp per character), *potion of cure serious wounds* (63 gp per character), *elixir of reckoning 10d6* (138 gp per character), *scroll of teleport* (94 gp per character), *ring of greater counterspells* (1333 gp per character), *potion of magic circle against good* (63 gp per character), *gloves of arrow snaring* (333 gp per character), *metamagic rod of sculpting (lesser)* (450 gp per character), *exploding spike* (125 gp per character).

Total Possible Treasure

APL 6: L: 25 gp; C: 56 gp; M: 954 gp - Total: 1035 gp

APL 8: L: 25 gp; C: 56 gp; M: 1417 gp - Total: 1498 gp

APL 10: L: 25 gp; C: 56 gp; M: 2396 gp - Total: 2477 gp.

APL 12: L: 0 gp; C: 56 gp; M: 3404 gp - Total: 3460 gp

APL 14: L: 0 gp; C: 187 gp; M: 6765 gp - Total: 6952 gp

Appendix I: APL 6

Encounter Seven

Minor Xorn (3): CR 3; small outsider (extraplanar, earth); HD 3d8+9; hp 22; Init +1; Spd 20 ft., burrow 20 ft.; AC 24 (+1 size, +1 dexterity, +12 natural), touch 12, flat-footed 23; Base Atk +3; Grp +1; Atk +6 melee (2d8+2, bite); Full Atk +6 melee (2d8+2, bite) and three +4 melee (1d3+1, 3 claws); Space/Reach 5ft./5 ft.; SQ all-round vision, earth glide, DR 5/bludgeoning, dark vision 60', immunity to cold/fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +5, Ref +4, Will +3; Str 15, Dex 12, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +11, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +4, Search +6, Spot +8, Survival +6; Toughness, Multi-attack.

Encounter Nine

Spellwoven Ape (2): CR 6; Large aberration (augmented animal); Ftr1; HD 8d8+1d10+57; hp 99; Init +4; Spd 30 ft., climb 30 ft.; AC 18 (-1 size, +4 dexterity, +5 natural), touch 13, flat-footed 14; Base Atk +7; Grp +21; Atk +17 melee (1d8+10, claw); Full Atk two +17 melee (1d8+10, 2 claws) and +11 melee (1d6+5, bite); Space/Reach 10ft./10 ft.; SQ low-light vision, scent, spell-like abilities, immunity to blindness; AL NE; SV Fort +14, Ref +10, Will -1; Str 30, Dex 19, Con 22, Int 6, Wis 14, Cha 5.

Skills and Feats: Climb +20, Listen +9, Spot +9; Alertness, Improved Natural Attack (Claws), Toughness, Quicken Spell-like Ability (Benign Transposition 3/day), Weapon Focus (Claws).

Spell-like Abilities (Sp): At will – *benign transposition**; 3/day – *death armor**; 1/day – *see invisibility*. CL 10th

Possessions: *Cirlet of the Servant* (provides Fast Healing 2, -5 will saves – the latter is already included above).

* New Rule - See Appendix Two: New Rules.

Encounter Ten

Vaile: Sor4; CR 7; medium monstrous humanoid (shapechanger); HD 4d8+4d4+16; hp 44; Init +3; Spd 30 ft.; AC 17 (+3 dexterity, +4 natural), touch 13, flat-footed 14; Base Atk +6; Grp +6; Atk +6 melee (1d6, slam); Full Atk +6/+1 melee (1d6, slam); Space/Reach

5ft./5 ft.; SQ detect thoughts, change shape, immunity to sleep and charm effects; AL N; SV Fort +7, Ref +11, Will +12; Str 10, Dex 17, Con 14, Int 15, Wis 16, Cha 20.

Skills and Feats: Bluff +14, Concentration +9, Diplomacy +7, Disguise +13, Intimidate +7, Knowledge (arcane) +7, Listen +7, Sense Motive +7, Spellcraft +6, Spot +7; Great Fortitude, Combat Casting, Spell Focus (enchantment).

Spells Known (6/8/4; DC = 15+Spell Level or 16+Spell Level for **enchantment**); 0 Lvl – *detect magic, light, mage hand, message, open/close, read magic*; 1st Lvl – **charm person, mage armor, ray of enfeeblement**; 2nd Lvl – *levitate*.

Possessions: +1 vest of resistance, scroll of *earthbind**, +2 cloak of charisma, elixir of reckoning (5d6)*, quaal's feather token (whip).

*New Rule – See Appendix Two: New Rules.

Gonk: CR 7; Large giant; War1; HD 13d8+52; hp 110; Init -1; Spd 30 ft.; AC 23 (-1 size, -1 dexterity, +9 natural, +6 for +1 breastplate), touch 8, flat-footed 23; Base Atk +10; Grp +21; Atk +18 melee (2d8+10, masterwork greatclub) or +16 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +18/+13 melee (2d8+10, masterwork greatclub) or two +16 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10ft./10 ft.; SA rock throwing; SQ low-light vision, rock catching; AL NE; SV Fort +14, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +8, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (Greatclub).

Possessions: cloak of elemental protection, bracers of quickstrike, +1 breastplate, masterwork greatclub, greatclub, clubs (3), bag of rocks (3), *potion of cure moderate wounds*.

Encounter Seven

Average Xorn (2): CR 6; medium outsider (extraplanar, earth); HD 7d8+21; hp 52; Init +1; Spd 20 ft., burrow 20 ft.; AC 25 (+1 dexterity, +14 natural), touch 11, flat-footed 24; Base Atk +7; Grp +10; Atk +10 melee (4d6+3, bite); Full Atk +10 melee (4d6+3, bite) and three +8 melee (1d4+1, 3 claws); Space/Reach 5ft./5 ft.; SQ all-round vision, earth glide, DR 5/bludgeoning, dark vision 60', immunity to cold/fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +7, Ref +6, Will +5; Str 17, Dex 12, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +11, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +11, Search +10, Spot +10, Survival +10; Cleave, Improved Toughness*, Multi-attack, Power Attack.

* New Rule - See Appendix Two: New Rules.

Encounter Nine

Spellwoven Dire Ape (2): CR 8; Large aberration (augmented animal); Ftr2; HD 8d8+2d10+63; hp 110; Init +4; Spd 30 ft., climb 15 ft.; AC 19 (-1 size, +4 dexterity, +6 natural), touch 13, flat-footed 15; Base Atk +8; Grp +21; Atk +16 melee (1d8+9, claw); Full Atk two +16 melee (1d8+9, 2 claws) and +11 melee (1d6+4, bite); Space/Reach 10ft./10 ft.; SA rend 2d8+18; SQ low-light vision, scent, spell-like abilities, immunity to blindness; AL NE; SV Fort +15, Ref +10, Will +3; Str 29, Dex 19, Con 22, Int 6, Wis 14, Cha 5.

Skills and Feats: Climb +19, Listen +8, Move Silently +6, Spot +8; Alertness, Combat Reflexes, Improved Natural Attack (Claws), Toughness, Power Attack, Quicken Spell-like Ability (*benign transposition* 3/day), Weapon Focus (Claws).

Spell-like Abilities (Sp): At will – *benign transposition**; 3/day – *death armor**; 1/day – *see invisibility*. CL 10th

Possessions: *Cirlet of the Servant* (provides Fast Healing 2, -5 will saves – the latter is already included above).

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* New Rule - See Appendix Two: New Rules.

Encounter Ten

Vaile: Sor6; CR 9; medium monstrous humanoid (shapechanger); HD 4d8+6d4+20; hp 53; Init +3; Spd 30 ft.; AC 17 (+3 dexterity, +4 natural), touch 13, flat-footed 14; Base Atk +7; Grp +7; Atk +7 melee (1d6, slam); Full Atk +7/+2 melee (1d6, slam); Space/Reach 5ft./5 ft.; SQ detect thoughts, change shape, immunity to *sleep* and charm effects; AL N; SV Fort +8, Ref +12, Will +13; Str 10, Dex 17, Con 14, Int 15, Wis 16, Cha 20

Skills and Feats: Bluff +18, Concentration +11, Diplomacy +7, Disguise +13, Intimidate +7, Knowledge (arcane) +7, Listen +7, Sense Motive +7, Spellcraft +8, Spot +7; Great Fortitude, Combat Casting, Heighten Spell, Spell Focus (enchantment).

Spells Known (6/8/6/4; DC = 15+Spell Level or 16+Spell Level for **enchantment**); 0 Lvl – *detect magic, light, mage hand, mending, message, open/close, read magic*; 1st Lvl – **charm person, mage armor, magic missile, ray of enfeeblement**; 2nd Lvl – *glitterdust, levitate*; 3rd Lvl – **hold person**.

Possessions: +1 *vest of resistance, scroll of earthbind**, +2 *cloak of charisma, elixir of reckoning (5d6)*, wand of magic missiles (1st level), quaal's feather token (whip), ring of counterspells (dispel magic).*

*New Rule – See Appendix Two: New Rules.

Gonk: CR 9; Large giant; Ftr2; HD 12d8+2d10+70; hp 135; Init +1; Spd 30 ft.; AC 25 (-1 size, +1 dexterity, +9 natural, +6 for +1 *breastplate*), touch 10, flat-footed 24; Base Atk +11; Grp +24; Atk +21 melee (2d8+13, masterwork greatclub) or +19 melee (1d4+9, slam) or +11 ranged (2d6+9, rock); Full Atk +21/+16/+11 melee (2d8+13, greatclub) or two +19 melee (1d4+9, 2 slams) or +11 ranged (2d6+9, rock); Space/Reach 10ft./10 ft.; SA rock throwing; SQ low-light vision, rock catching; AL NE; SV Fort +16, Ref +5, Will +5; Str 29, Dex 12, Con 21, Int 6, Wis 12, Cha 5.

Skills and Feats: Climb +10, Jump +10, Listen +4, Spot +7; Blind-Fighting, Cleave, Combat Brute*, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (Greatclub).

Possessions: *cloak of elemental protection, bracers of quickstrike, +1 breastplate, masterwork greatclub, greatclub, clubs (3), bag of rocks (3), potion of cure moderate wounds, potion of remove blindness/deafness.*

*New Rule – See Appendix Two: New Rules.

Encounter Seven

Elder Xorn (2): CR 8; large outsider (extraplanar, earth); HD 15d8+60; hp 127; Init +1; Spd 20 ft., burrow 20 ft.; AC 26 (-1 size, +1 dexterity, +16 natural), touch 10, flat-footed 25; Base Atk +15; Grp +26; Atk +21 melee (6d8+7, bite); Full Atk +21 melee (6d8+7, bite) and three +19 melee (1d6+3, 3 claws); Space/Reach 10ft./10 ft.; SQ all-round vision, earth glide, DR 5/bludgeoning, dark vision 60', immunity to cold/fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +13, Ref +10, Will +9; Str 25, Dex 12, Con 19, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +15, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +19, Search +22, Spot +22, Survival +18; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (bite), Multi-attack, Power Attack.

Encounter Nine

Spellwoven Advanced Dire Ape (2): CR 10; Large aberration (augmented animal); Ftr3; HD 12d8+3d10+93; hp 163; Init +4; Spd 30 ft., climb 15 ft.; AC 19 (-1 size, +4 dexterity, +6 natural), touch 13, flat-footed 15; Base Atk +12; Grp +26; Atk +21 melee (1d8+10, claw); Full Atk two +21 melee (1d8+10, 2 claws) and +15 melee (1d6+5, bite); Space/Reach 10ft./10 ft.; SA rend 2d8+20; SQ low-light vision, scent, spell-like abilities, immunity to blindness; AL NE; SV Fort +17, Ref +13, Will +6; Str 30, Dex 19, Con 22, Int 6, Wis 14, Cha 5.

Skills and Feats: Climb +21, Listen +10, Move Silently +6, Spot +10; Alertness, Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Natural Attack (Claws), Toughness, Power Attack, Quicken Spell-like Ability (*benign transposition* 3/day), Weapon Focus (Claws).

Spell-like Abilities (Sp): At will – *benign transposition**; 3/day – *death armor**; *see invisibility*; 1/day – *magic fang* (*superior*). CL 15th

Possessions: *Cirlet of the Servant* (provides Fast Healing 2, -5 will saves – the latter is already included above).

* New Rule - See Appendix Two: New Rules.

Encounter Ten

Vaile: Sor8; CR 11; medium monstrous humanoid (shapechanger); HD 4d8+8d4+36; hp 74; Init +3; Spd 30 ft.; AC 17 (+3 dexterity, +4 natural), touch 13, flat-footed 14; Base Atk +8; Grp +8; Atk +8 melee (1d6, slam); Full Atk +8/+3 melee (1d6, slam); Space/Reach 5ft./5 ft.; SQ detect thoughts, change shape, immunity to *sleep* and charm effects; AL N; SV Fort +9, Ref +13, Will +15; Str 10, Dex 17, Con 14, Int 15, Wis 16, Cha 21.

Skills and Feats: Bluff +21, Concentration +13, Diplomacy +7, Disguise +13, Intimidate +7, Knowledge (arcane) +7, Listen +7, Sense Motive +7, Spellcraft +11, Spot +7; Great Fortitude, Combat Casting, Heighten Spell, Improved Toughness*, Spell Focus (enchantment).

Spells Known (6/8/7/6/4; DC = 15+Spell Level or 16+Spell Level for **enchantment**); 0 Lvl – *detect magic, light, mage hand, mending, message, open/close, prestidigitation, read magic*; 1st Lvl – **charm person, mage armor, magic missile, ray of enfeeblement, shield**; 2nd Lvl – *glitterdust, levitate, touch of idiocy*; 3rd Lvl – *fireball, hold person*; 4th Lvl – **Geas, lesser**.

Possessions: +2 vest of resistance, scroll of *earthbind**, +2 cloak of charisma, elixir of reckoning (5d6)*, ring of counterspells (*dispel magic*), ring of counterspells (*greater dispel magic*), gloves of arrow snaring.

*New Rule – See Appendix Two: New Rules.

Gonk: CR 11; Large giant; Ftr4; HD 12d8+4d10+80; hp 156; Init +1; Spd 30 ft.; AC 25 (-1 size, +1 dexterity, +9 natural, +6 for +1 *breastplate*), touch 10, flat-footed 24; Base Atk +13; Grp +26; Atk +23 melee (2d8+14, +1 *greatclub*) or +21 melee (1d4+9, slam) or +13 ranged (2d6+9, rock); Full Atk +23/+18/+13 melee (2d8+14, +1 *greatclub*) or +21 melee (1d4+9, 2 slams) or +13 ranged (2d6+9, rock); Space/Reach 10ft./10 ft.; SA rock throwing; SQ: low-light vision, rock catching; AL NE; SV Fort +17, Ref +6, Will +6; Str 29, Dex 13, Con 21, Int 6, Wis 12, Cha 5.

Skills and Feats: Climb +11, Jump +11, Listen +4, Spot +7; Cleave, Dodge, Elusive Target*, Mobility, Three Mountains*, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (*greatclub*).

Possessions: *cloak of elemental protection, bracers of quickstrike, +1 breastplate, +1 greatclub,*

greatclub, clubs (3), bag of rocks (3), *potion of cure*
moderate wounds, potion of remove
blindness/deafness.

* New Rule - See Appendix Two: New Rules.

Encounter Seven

Advanced Elder Xorn: CR 10; large outsider (extraplanar, earth); HD 19d8+76; hp 161; Init +1; Spd 20 ft., burrow 20 ft; AC 26 (-1 size, +1 dexterity, +16 natural), touch 10, flat-footed 25; Base Atk +19; Grp +31; Atk +26 melee (6d8+8, bite); Full Atk +26 melee (6d8+8, bite) and +24 melee (1d6+4, 3 claws); Space/Reach 10ft./10 ft.; SQ all-round vision, earth glide, DR 5/bludgeoning, dark vision 60', immunity to cold/fire, resistance to electricity 10, tremorsense 60 ft; AL N; SV Fort +15, Ref +12, Will +11; Str 26, Dex 12, Con 19, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +19, Intimidate +22, Knowledge (dungeoneering) +22, Listen +22, Move Silently +23, Search +26, Spot +26, Survival +22; Awesome Blow, Blind-Fighting, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (bite), Multi-attack, Power Attack.

Encounter Nine

Advanced Spellwoven Girallon: CR 12; Large aberration (augmented magical beast); Ftr3; HD 13d10+91; hp 162; Init +5; Spd 40 ft., climb 40 ft; AC 20 (-1 size, +5 dexterity, +6 natural), touch 14, flat-footed 15; Base Atk +13; Grp +28; Atk +23 melee (1d6+11, claw); Full Atk +23 melee (1d6+11, 4 claws) and +18 melee (1d8+5, bite); Space/Reach 10ft./10 ft.; SA rend 2d6+16; SQ: dark vision 60', low light vision, scent, spell-like abilities, immunity to blindness; AL NE; SV Fort +16, Ref +13, Will +3; Str 32, Dex 21, Con 22, Int 6, Wis 14, Cha 5.

Skills and Feats: Climb +19, Listen +5, Move Silently +10, Spot +7, Jump +13; Cleave, Improved Bull Rush, Improved Natural Attack (claws), Improved Toughness*, Iron Will, Power Attack, Quicken Spell-like Ability (*benign transposition* 3/day).

Spell-like Abilities (Sp): At will – *benign transposition**; 3/day – *death armor**; *see invisibility*; 1/day – *magic fang* (*superior*). CL 13th

Possessions: *Cirlet of the Servant* (provides Fast Healing 2, -5 will saves – the latter is already included above).

* New Rule - See Appendix Two: New Rules.

Encounter Ten

Vaile: Sor10; CR 13; medium monstrous humanoid (shapechanger); HD 4d8+10d4+42; hp 85; Init +3; Spd 30 ft.; AC 17 (+3 dexterity, +4 natural), touch 13, flat-footed 14; Base Atk +9; Grp +9; Atk +9 melee (1d6, slam); Full Atk +9/+4 melee (1d6, slam); Space/Reach 5ft./5 ft.; SQ detect thoughts, change shape, immunity to *sleep* and charm effects; AL N; SV Fort +10, Ref +14, Will +16; Str 10, Dex 17, Con 14, Int 15, Wis 16, Cha 21.

Skills and Feats: Bluff +21, Concentration +15, Diplomacy +7, Disguise +13, Intimidate +7, Knowledge (arcane) +11, Listen +7, Sense Motive +7, Spellcraft +13, Spot +7; Great Fortitude, Combat Casting, Heighten Spell, Improved Toughness*, Spell Focus (enchantment).

Spells Known (6/8/8/7/6/4; DC = 15+Spell Level or 16+Spell Level for **enchantment**); 0 Lvl – *dancing lights, detect magic, light, mage hand, mending, message, open/close, prestidigitation, read magic, 1st Lvl – charm person, mage armor, magic missile, ray of enfeeblement, shield*; 2nd Lvl – *glitterdust, levitate, mirror image, touch of idiocy*; 3rd Lvl – *fireball, heroism, hold person*; 4th Lvl – *dimension door, Geas, lesser*; 5th Lvl – *wall of force*.

Possessions: +2 vest of resistance, scroll of *earthbind**, +2 cloak of charisma, elixir of reckoning (5d6)*, ring of counterspells (*dispel magic*), ring of counterspells (*greater dispel magic*), gloves of arrow snaring, *metamagic rod of sculpting, lesser**.

*New Rule – See Appendix Two: New Rules.

Gonk: CR 13; Large giant; Ftr6; HD 12d8+6d10+90; hp 177; Init +1; Spd 30 ft.; AC 25 (-1 size, +1 dexterity, +9 natural, +6 for +1 *breastplate*), touch 10, flat-footed 24; Base Atk +15; Grp +28; Atk +25 melee (2d8+14 +d6 acid, 19-20, +1 *corrosive greatclub*) or +23 melee (1d4+9, slam) or +15 ranged (2d6+9, rock); Full Atk +25/+20/+15 melee (2d8+14 +d6 acid, 19-20, +1 *corrosive greatclub*) or two +23 melee (1d4+9, 2 slams) or +15 ranged (2d6+9, rock); Space/Reach 10ft./10 ft.; SA rock throwing; SQ low-light vision, rock catching; AL NE; SV Fort +18, Ref +7, Will +7; Str 29, Dex 13, Con 21, Int 6, Wis 12, Cha 5.

Skills and Feats: Climb +12, Jump +12, Listen +4, Spot +7; Blind-Fighting, Cleave, Dodge, Elusive Target*, Mobility, Three Mountains*, Improved Bull

Rush, Improved Critical (greatclub), Improved Sunder, Power Attack, Weapon Focus (greatclub).

Possessions: cloak of elemental protection, bracers of quickstrike, +1 breastplate, +1 corrosive greatclub, greatclub, clubs (3), bag of rocks (3), potion of cure serious wounds, potion of magic circle against good.

* New Rule - See Appendix Two: New Rules.

Encounter Seven

Elite Elder Xorn: CR 12; large outsider (extraplanar, earth); HD 21d8+147; hp 241; Init +2; Spd 20 ft., burrow 20 ft; AC 27 (-1 size, +2 dexterity, +16 natural), touch 11, flat-footed 25; Base Atk +21; Grp +35; Atk +30 melee (6d8+10, bite); Full Atk +30 melee (6d8+10, bite) and +28 melee (1d6+5, 3 claws); Space/Reach 10ft./10 ft.; SQ all-round vision, earth glide, DR 5/bludgeoning, dark vision 60', immunity to cold/fire, resistance to electricity 10, tremorsense 60 ft; AL N; SV Fort +19, Ref +14, Will +13; Str 30, Dex 14, Con 24, Int 10, Wis 13, Cha 8.

Skills and Feats: Hide +22, Intimidate +23, Knowledge (dungeoneering) +24, Listen +25, Move Silently +26, Search +28, Spot +29, Survival +23; Awesome Blow, Blind-Fighting, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Natural Attack (bite), Multi-attack, Power Attack.

Encounter Nine

Half-Fiend Spellwoven Advanced Girallon: CR 14; Large outsider (augmented magical beast); Ftr2; HD 12d10+96; hp 172; Init +7; Spd 40 ft., climb 40 ft., flight 40ft. (average); AC 23 (-1 size, +7 dexterity, +7 natural), touch 16, flat-footed 16; Base Atk +12; Grp +29; Atk +24 melee (1d6+13, claw); Full Atk +24 melee (1d6+13, 4 claws) and +19 melee (1d8+6, bite); Space/Reach 10ft./10 ft.; SA rend 2d6+19, smite good; SQ damage reduction 10/magic, dark vision 60', low light vision, scent, spell-like abilities, immunity to blindness, immunity to poison, resistance to acid 10, cold 10, electricity 10, fire 10, spell resistance 22; AL NE; SV Fort +17, Ref +14, Will +2; Str 36, Dex 35, Con 24, Int 10, Wis 14, Cha 5.

Skills and Feats: Climb +19, Jump +13, Listen +5, Move Silently +10, Spot +7; Awesome Blow, Cleave, Improved Bull Rush, Improved Toughness*, Iron Will, Power Attack, Quicken Spell-like Ability (*benign transposition* 3/day).

Spellwoven Spell-like Abilities (Sp): At will – *benign transposition*, 3/day – *death armor*, *see invisibility*; 1/day – *magic fang (superior)*. CL 12th

Half-Fiend Spell-like Abilities (Sp): 3/day – *darkness*, *desecrate*, *poison*, *unholy blight*; 1/day – *blasphemy*, *contagion*, *magic fang (superior)*. CL 12th. Save DC is Charisma-based.

Possessions: *Circlet of the Servant* (provides Fast Healing 2, -5 will saves – the latter is already included above).

* New Rule - See Appendix Two: New Rules.

Encounter Ten

Vaile: Sor12; CR 15; medium monstrous humanoid (shapechanger); HD 4d8+12d4+48; hp 96; Init +3; Spd 30 ft.; AC 17 (+3 dexterity, +4 natural), touch 13, flat-footed 14; Base Atk +10; Grp +10; Atk +10 melee (1d6, slam); Full Atk +10/+5 melee (1d6, slam); Space/Reach 5ft./5 ft.; SQ detect thoughts, change shape, immunity to *sleep* and charm effects; AL N; SV Fort +12, Ref +16, Will +18; Str 10, Dex 17, Con 14, Int 15, Wis 16, Cha 24.

Skills and Feats: Bluff +25, Concentration +17, Diplomacy +8, Disguise +14, Intimidate +8, Knowledge (arcane) +13, Listen +7, Sense Motive +7, Spellcraft +15, Spot +7; Great Fortitude, Combat Casting, Heighten Spell, Improved Toughness*, Spell Focus (enchantment), Sudden Maximize*.

Spells Known (6/8/8/8/7/6/4; DC = 17+Spell Level or 18+Spell Level for **enchantment**); 0 Lvl – *dancing lights*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*; 1st Lvl – **charm person**, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd Lvl – *glitterdust*, *levitate*, *mirror image*, **touch of idiocy**, *web*; 3rd Lvl – *fireball*, **heroism**, **hold person**, *protection from energy*; 4th Lvl – **charm monster**, *dimension door*, **geas**, **lesser**; 5th Lvl – **dominate person**, *wall of force*; 6th Lvl - *contingency*.

Possessions: +3 *vest of resistance*, *scroll of earthbind**, +4 *cloak of charisma*, *elixir of reckoning (10d6 version)**, *ring of greater counterspells (greater dispel magic)**, *gloves of arrow snaring*, *metamagic rod of sculpting*, *lesser**; ivory statue, *exploding spike**.

*New Rule – See Appendix Two: New Rules.

Gonk: CR 13; Large giant; Ftr8; HD 12d8+8d10+100; hp 198; Init +1; Spd 30 ft.; AC 25 (-1 size, +1 dexterity, +9 natural, +6 for +1 *breastplate*), touch 10, flat-footed 24; Base Atk +17; Grp +31; Atk +27 melee (2d8+20 +d6 acid, 19-20, +1 *corrosive greatclub*) or +26 melee (1d4+9, slam) or +17 ranged (2d6+9, rock); Full Atk +27/+22/+17/+12 melee (2d8+20 +d6 acid, 19-20, +1 *corrosive greatclub*) or +26 melee (1d4+9, 2 slams) or +17 ranged (2d6+9, rock); Space/Reach 10ft./10 ft.; SA

rock throwing; SQ low-light vision, rock catching; AL NE; SV Fort +20, Ref +9, Will +9; Str 30, Dex 13, Con 21, Int 6, Wis 12, Cha 5.

Skills and Feats: Climb +14, Jump +14, Listen +4, Spot +7; Blind-Fighting, Cleave, Dodge, Elusive Target*, Mobility, Three Mountains*, Improved Bull Rush, Improved Critical (greatclub), Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: +2 cloak of resistance, bracers of quickstrike, +1 breastplate, +1 corrosive earth elemental power (large) greatclub, greatclub, clubs (3), bag of rocks (3), *potion of cure serious wounds*, *potion of magic circle against good*.

* New Rule - See Appendix Two: New Rules.

Appendix Two: New Rules Items

Combat Brute [Tactical] as presented in *Complete Warrior*

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty $\times 1\frac{1}{2}$ or $\times 3$ if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Elusive Target [Tactical] as presented in *Complete Warrior*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

Sculpt Spell [Metamagic] as presented in *Complete Arcane*

You can alter the area of your spells.

Prerequisites: Any Metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its

shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level high than the spell's actual level.

Sudden Maximize [Metamagic] as presented in *Complete Arcane*

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any Metamagic feat.

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

Three Mountains [Style] as presented in *Complete Warrior*

You are a master of fighting with powerful bludgeoning weapons.

Prerequisites: Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub).

Benefit: If you strike the same creature twice in the same round with your heavy mace, morningstar, or greatclub, it must make a Fortitude saving throw (DC 10 + ½ your character level + your Str modifier) or be nauseated by the pain for 1 round.

NEW MAGIC ITEMS

Bracers of Quick Strike as presented in *Miniatures Handbook*

The bracers provide the bearer with incredible speed. Once per day, when taking a full attack action as a swift action the wearer may make an additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the *haste* spell, nor does it actually grant an extra action.) The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*, Price 1,200gp

Cloak of Elemental Protection as presented in *Miniatures Handbook*

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.

The cloak can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*, Price 1,000gp

Corrosive as presented in *Dungeon Master's Guide II*

A corrosive weapon harnesses the effects of acid, burning enemies with every blow.

Description: The surface of a corrosive weapon looks dark and pitted, and the portion the deals damage to foes actually appears fragile, as if the first blow might break it. This appearance is deceptive, however, since the weapon is as strong as any other magic weapon.

When activated, a corrosive weapon becomes slick with a thick layer of acidic fluid. Small drops fall from its surface to the ground, hissing as if in anticipation of combat.

Activation: Activating or deactivating the corrosive ability is a standard action.

Effect: A corrosive weapon deals an extra 1d6 points of acid damage on each successful hit. The wielder takes no damage from the corrosive properties of the acid coating the weapon. Once activated, the effect lasts as long as the wielder desires.

Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.

Aura/Caster Level: Moderate conjuration; CL 10th.

Construction: Craft Magic Arms and Armor, *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*.

Price: +1 bonus.

Earth Elemental Power (Synergy) as presented in *Dungeon Master's Guide II*

Much like an air elemental power weapon, a weapon with this ability allows the wielder to call forth a powerful ally to aid him in battle. In this case, the ally takes the form of an earth elemental, which the wielder directs as desired.

Description: Earth elemental power weapons are sturdily crafted, much like the elementals they summon. Even the most elegant one appears thicker of blade or haft than normal, and the weapon is decorated with earthlike motifs. A single emerald is always set in the pommel or grip.

An earth elemental power weapon gives its wielder an added feeling of stability. When it is used to summon an elemental ally, its surface seems to grow craggy and rocky, roiling as if an avalanche had spilled down its length.

Prerequisite: The earth elemental power ability can be added only to a weapon that already has the corrosive ability or the acidic burst ability (both described above).

Activation: The wielder of an earth elemental power weapon can summon an earth elemental once per day as a standard action.

Effect: A weapon with this ability allows the wielder to summon a powerful earth elemental ally. The exact kind of earth elemental summoned depends on the potency of the special ability. The least powerful version summons a Large elemental, and more powerful versions summon Huge, greater, or elder earth elementals.

The amount of time that the elemental remains on a plane other than its native one depends on its kind, as follows.

Large (11 rounds), Huge (13 rounds), Greater (15 rounds), Elder (17 rounds).

The elemental can be dismissed before its duration expires, but doing so wastes any unused rounds.

The wielder can communicate with the summoned elemental as if fluent in the Terran language. He can give the elemental direction and suggest tactics in battle, or even induce it to provide services other than battle. For example, an elemental summoned with an earth elemental power weapon can break down a wall, perform reconnaissance using its earth glide ability, or perform special combat maneuvers, such as the aid other action.

Aura/Caster Level: Moderate or strong conjuration; CL 11th (Large); 13th (Huge); 15th (Greater); 17th (Elder).

Construction: Craft Magic Arms and Armor, *acid fog* or *Melf's acid arrow*, plus *summon monster VI* (Large); *summon monster VII* (Large); *summon monster VIII* (Large); *summon monster IX* (Large).

Price: +1 bonus (Large); +2 bonus (Huge); +3 bonus (greater); +4 bonus (elder).

Elixir of Reckoning as presented in *Dungeon Master's Guide II*

A character who consumes an *elixir of reckoning* is assuming the worst. Its power activates only when the imbiber falls in battle, detonating his body in a spectacular explosion. Though suicide troopers in the service of evil warlords commonly use *elixirs of reckoning*, PCs sometimes find use for them when they face odds they know they cannot overcome.

Activation: Like all elixirs, an *elixir of reckoning* is a one-use item that is activated on consumption.

Effect: After consuming an *elixir of reckoning*, the imbiber's body is filled with unstable magical energy. If she dies (that is, if her hit points fall to -10 or lower) within 1 hour of imbibing the elixir, her body explodes in a blast of eldritch energy that does 5d6 points of damage to every creature and object within a 20-foot radius. Targets in this area can attempt a DC 14 Reflex save to halve the damage. Remnants of the imbiber's body survive the blast but are discarded around the periphery of the blast radius.

If the imbiber is not slain (that is, if her hit points do not fall to -10 or lower) within 1 hour of consuming the elixir, it has no effect.

Aura/Caster Level: Faint abjuration; CL 5th.

Construction: Craft Wondrous item, *glyph of warding*, 413gp, 33 XP, 1 day.

Variants: Rumors abound of more potent versions of the *elixir of reckoning*. Each such elixir deals 10d6 (rather than 5d6) points of damage when the imbiber is slain. The more powerful version costs 1,650gp, and its aura strength is moderate.

Price: 825gp

Exploding Spike as presented in *Miniatures Handbook*

Warm to the touch, this red spike pulses with stored energy. The spike does nothing until it is planted firmly in the ground (a standard action). One round

later, the spike becomes invisible. Any creature that thereafter comes within 10 feet of the spike causes it to explode in a *fireball* that deals 10d6 points of fire damage (Reflex DC 14 half) to every creature within 20 feet of the spike. This blast destroys the spike.

Moderate evocation; CL 11th; Craft Wondrous Item, *fireball*; Price 1,500gp

Metamagic Rod, Sculpting (lesser) as presented in *Complete Arcane*

Lesser Metamagic Rods: Lesser rods can be used with spells of 3rd level or lower.

The wielder can cast up to three spells per day whose areas can be modified as though using the Sculpt Spell feat.

Strong (no school); CL 17th; Craft Rod, Sculpt Spell; Price 5,400 gp (lesser).

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

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

Ring of Greater Counterspells as presented in *Dungeon Master's Guide II*

Activation: Countering a spell using the stored spell requires no action, as noted in the description of the *ring of counterspells*, page 230 of the *Dungeon Master's Guide*. Activating the ring's secondary effect, however, is an immediate action.

Effect: The ring can hold a spell of 1st through 6th level, much like a *ring of counterspells*. This ability is usable by anyone.

Once stored, a spell cannot be cast out of the ring. Instead, should that spell ever be cast upon the wearer, it is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell stored within the ring is gone, and a new spell (or the same one as before) can be placed upon it.

A spellcaster capable of countering a spell on his own can access the ring's secondary ability – to counter a spell. Once per day as an immediate action, the wearer can attempt to counter a single spell cast by a spellcaster he can see, provided the latter is within 100 feet. Like the ring's other power, using this one requires no preparation or knowledge on the wearer's part. He need not make a Spellcraft check to identify

the spell being cast, and the spell he uses to counterspell can be of any level. This counterspell attempt functions like *dispel magic* used to counter a spell, except that the wearer adds his caster level to the counterspell check (maximum +20). Thus, a 12th level wizard wearing a *ring of greater counterspells* would roll 1d20+12 when activating this ability.

Aura/Caster Level: Strong evocation and abjuration; CL 15th.

Construction: Forge Ring, *imbue with spell ability*, *dispel magic*, 8,000 gp, 640 XP, 16 day.

Price: 16,000 gp.

Vest of Resistance as presented in *Complete Arcane*

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

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

NEW SPELLS

Benign Transposition as presented in *Spell Compendium*

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Target: Two willing creatures of up to Large Size

Duration: Instantaneous

Spell Resistance: No

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Death Armor as presented in *Spell Compendium*

Necromancy

Level: Sorcerer/wizard 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: You
Duration: 1 round/level
Spell Resistance: Yes

The black flames generated by this spell injure creatures that contact them. Any creature striking you with its body or handheld weapons takes 1d4 points of damage +1 point per two caster levels (maximum +10). If the creature has spell resistance, it applies to the damage. Weapons with reach, such as longswords, do not endanger their users in this way.

Material Component: paste made from ground bones.

Focus: An onyx worth 50 gp.

Earthbind as presented in *Spell Compendium*

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hinder the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

Magic Fang, Superior as presented in *Spell Compendium*

Transmutation

Level: Druid 4, ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Superior magic fang gives every natural weapon you possess an enhancement bonus on attack rolls and damage rolls equal to +1 per four caster levels (maximum of +5 at 20th level).

Spellwoven Creature

Spellwoven is an inherited template that can be added to any corporeal aberration, animal, magical beast or monstrous humanoid (it is more limited than the Spell-Warped Template in MMIII from which it is derived). Instead of using the energies of spells targeting the creature, however, the initial weavings of the spell create an ability to use spells directly into the templated creature itself, although of a limited nature. The influx of magical energies heightens all senses, preventing blinding.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwoven creature has all the special qualities of the base creature, plus the following:

Spell-like abilities (Sp): The creature gains the ability to use a limited number of spell-like abilities per day. The spells chosen cannot that directly damage or impair other creatures or items, but can be used to enhance or improve or increase the abilities of the base creature. For example, no *fireball* or *cone of cold* but *fly* or *jump* are acceptable. Spells chosen must come from the abjuration, divination, necromancy, transmutation or conjuration (teleportation) schools alone. Spell-like abilities granted (and times per day) are as follows:

1-4 HD - One 1st level spell (3/day)

5-8 HD - One 1st level spell (3/day), 1 2nd Level Spell (1/day)

9-12 HD - One 1st level spell (unlimited), 1 2nd level spell (3/day), 1 3rd level spell (1/day)

13+ HD - One 1st level spell (unlimited), 1 2nd level spell (unlimited), 1 3rd level spell (3/day), 1 4th level spell (1/day)

In addition to the above, the spellwoven creature is restricted per day to a maximum number of spell like ability uses equal to Caster level.

Caster Level is 10 or HD, whichever is greater. All save DC's, if applicable, are Constitution-based.

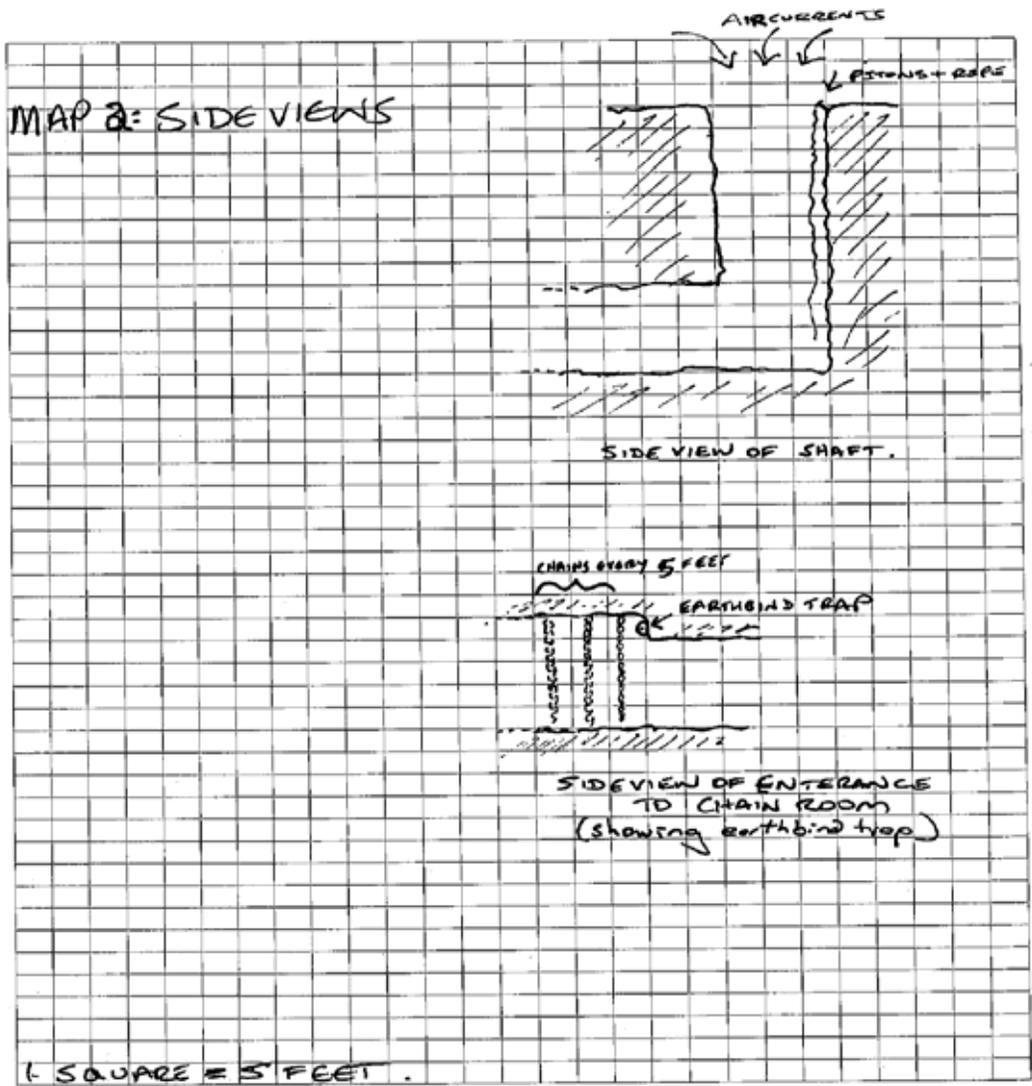
Immune to Blindness (Ex): The creature is immune to blindness.

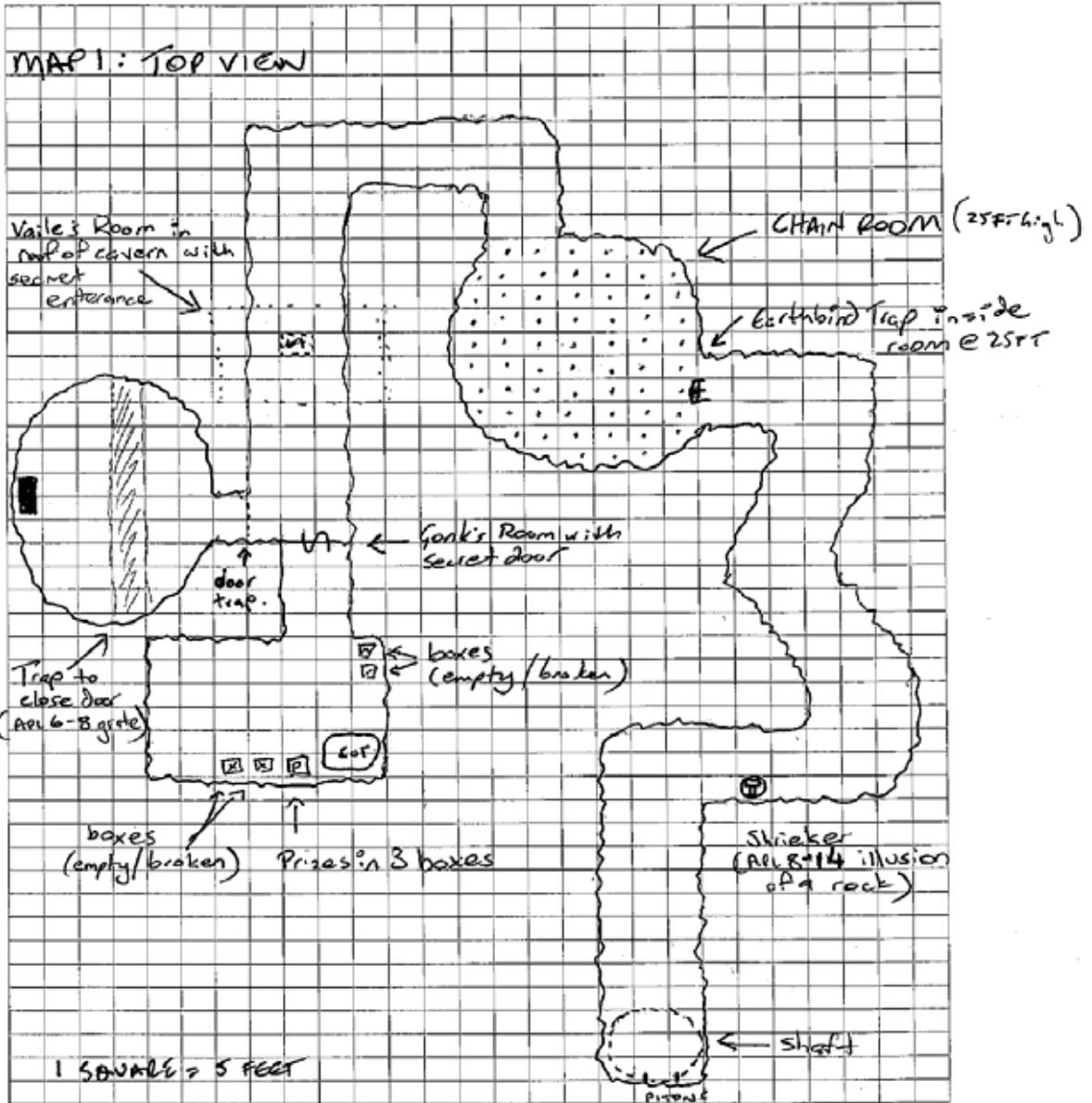
Abilities: Increase from the base creature as follows:
Str +4, Dex +2, Con +4, Int +4

Challenge Rating: +1 for 1-8 HD, or +2 for 9+ HD

Alignment: Usually evil (any), spellwoven creatures are typically selfish and cruel.

Appendix Three – Maps





ROOF = 20FT high unless otherwise noted.
 CAVERN = 15FT wide in most places
 CHAIN ROOM = Roof 25FT high.

Appendix Four – Player Handouts

Vaile,

Wheels are turning. Merchants are growing restless. Your efforts have been a great success. A new opportunity awaits us. The Falwur Graf in Ket and his Mouqollad friends will be at the Brewfest Faire on the border. He is overly anxious to appease his friends and assert his authority. Lure him into crossing the border and kill him. Abandon your hideout and bring his corpse to me. I include details of the caravan bringing the champion trophies to the Faire.

V.O.

PS: I have more pets for you.

Appendix Five – Ket Laws

These are a summary of some of the crimes and punishments for crimes that may occur during play. Crimes, punishments, and mitigating circumstances should be recorded on the AR.

Play req's	Title	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder	Death, kidnapping, torture or rape of a citizen of Ket.*	Life in the mines	
	Kidnapping		26 TU in the mines	Self defense **
	Rape			
	Torture			
	Manslaughter***	Death, kidnapping, torture or rape of a resident of Ket, or a horse.*	52 TU in the stocks	
	Kidnapping		0 TU in the stocks	Self defense **
	Rape			
	Torture			
	Aggravated Assault causing:	Death, kidnapping, torture or rape of a person (not a citizen or resident).*	10 TU in the stocks	
	Death		0 TU in the stocks	Self defense **
	Kidnapping			
	Rape			
	Torture			
	Aggravated Assault	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
5 TU in the stocks			If the damage inflicted on the victim did not reduce them to negative hit points.	
2 TU in the stocks			Repairing lethal damage reduces the sentence to that of minor assault	
Assault	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks		
		0 TU in the stocks	Any reasonable excuse is provided where the PC did not initiate the combat.	
Vandalism				
Property damage	Damage to property, earnings not reported, items stolen, killing of	Gp fine equal to double amount stolen / damaged / not reported.		If PC has enough money to cover the fines.
Tax Evasion				

	Theft Killing an Elf	an elf.	1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labor.	This is an alternative punishment for those who cannot pay the fines.
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* Paying for a successful *raise dead* automatically reduces the sentence to that of aggravated assault.

** Or any other similarly reasonable excuse (DM's discretion)

*** Also include penalties of Theft/Property damage in the case of a horse.

NOTE: Characters who are not able to provide a suitable mitigating circumstance to reduce their penalty may instead try to reduce their sentence with legally wrangling and influence. A successful Diplomacy or Profession (law) check [DC 20+APL] will reduce the maximum TU penalty by half. Characters may not use both a mitigating circumstance and legal wrangling to reduce their sentence further.