

BIS7-04

Dark Heart of the Forest

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.0

by Joe Leo, Jay Babcock, Crystal Babcock, and Cameron Logan

Reviewers: Bissel Triad Circle Reviewer: Steven Conforti

Playtesters: Crystal Babcock, Phil Bonder, Bud Britton, Lee Burton, Jon Sedich

The darkest depths of the Barony of Nightwatch have been covered in a strange forest for over a year. Now, darkness is stirring and the land is responding. Wild things known to be there are emerging, and something must be done to reclaim that which has been lost. A Bissel regional adventure for APLs 2-12.

Resources: *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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 jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

Truelight, the capital of the barony of Nightwatch, played a pivotal role in the end of the Second Insurrection. However, the victory did not come without consequences.

Shortly after Evard's fall, a forest started to grow on the plains of Nightwatch, making travel to the baronial seat difficult, at best. Travelers were attacked by bands of fierce, unnatural animals. Finally, in the summer heat, nature seemed to revolt, and the animals drove the people of Truelight from their homes.

As the anniversary of the loss of Truelight rolls around, the March has bigger problems to worry about than a little gardening. However, Great Army patrols still skirt the edges of the Nightwatch Forest, wary of what lurks within.

In the mean time, a group of Ur-Flan druids have decided to take advantage of the situation. They didn't create the forest, but why shouldn't their craft profit thereby?

ADVENTURE SUMMARY

The PCs are called upon to investigate the disappearance of a patrol around the Nightwatch Forest. They must retrace the patrol's path from Thornward into the primeval area around Truelight.

Their first stop is Shakara, seat of Thornward Province. There they learn of a recluse who may have seen what direction the patrol headed crossing into the Barony of Nightwatch.

The recluse is under attack. Once rescued, he tells the PCs to follow a particular trail.

This trail leads the PCs to a camp at the base of a stone monolith. The monolith has carving on it, which indicates a way through the woods.

Deciphering the carvings will lead the PCs to a member of the patrol. Although captured, she can assist the party slightly before fleeing back towards civilization, telling them of the sacrifice of the youngest member of the patrol.

The PCs find themselves in a final battle with the Ur-Flan druids, fighting not only for the captive's life, but also his soul.

Introduction: Seems Like Old Times

Estimated Time: 20 minutes

The PCs are recruited by a lieutenant of a locally-stationed unit. He informs them his nephew was part of a patrol that has recently gone missing, and requests their aid.

Encounter 1: Shakara Your Body

Estimated Time: 10 minutes

Traveling into Shakara, the PCs learn more about the patrol and their likely next waypoint. They learn of a recluse that may have further information.

Encounter 2: A Ride in the Country

Estimated Time: 45 minutes

Riding towards the edge of the forest, the PCs reach the home of the recluse. He is under attack by dire animals.

Encounter 3: An Old Man

Estimated Time: 10 minutes

The PCs speak with an old hermit – the last person to see the missing patrol.

Encounter 4: A Walk in the Woods

Estimated Time: 35 minutes

The PCs continue into the woods. Following a trail they find a monolith with a puzzle to solve. Solving it allows for easier and fast travel through the woods.

Encounter 5: Byrd in a Gilded Cage

Estimated Time: 10 minutes

If the PCs deciphered the puzzle from Encounter 4, they find a patrol member while she is still alive. Bypassing the trap that keeps her held allows her to help the party. Otherwise, she is found dead in her cage.

Encounter 6: The 14 Year Old Virgin

Estimated Time: 75 minutes

The PCs confront the druids that killed the patrol members, with the life of the last patrol member hanging in the balance.

Conclusion A: Gavin the Boy

Estimated Time: 5 minutes

The PCs rescue the victim and return him to safety.

Conclusion B: Gavin the Body

Estimated Time: 5 minutes

The PCs return only the body of the victim - killed by the druids. His uncle looks for somebody to blame for the loss.

PREPARATION FOR PLAY

Before beginning the adventure, check to see if one of the PCs possesses the Strange Orb from *BIS6-05 The Unauthorized Biography of Lady Constance Lendel*. Only one PC can carry the orb with them at the table, so make this determination up front.

As well, check to see if any of the PCs possess the Shrine of Fharlanghn favor from *BIS6-03 Back Taxes*. PCs with that favor will have an advantage in Encounter 4.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: SEEMS LIKE OLD TIMES

Estimated Time: 20 minutes

Near the center of Thornward is a lonely bridge over a quiet stream, bearing only a tarnished copper plaque that reads 'Thrushriver Crossing'. Hundreds of busy citizens pass over its expanse every day, paying it no mind.

However, if they were to stop for a second, and rest on the bank of the stream, they might spot graffiti, carved into one of the support beams below:

"The toughest times are those that demand the greatest resolve."

It is interesting to ponder who took the time to vandalize the bridge with those words of wisdom, and what they were thinking at the time.

Could it have been a frustrated soldier, stuck in Thornward when Ket conquered the March and occupied the capital? If so, could he imagine that thirteen years later, Ket would attack again – and more so, that Bissel would survive and press back into the Baklunish north? Or that if the Great Army continues its string of victories, the Kettite threat will be defeated once and for all?

Or could it have been a freedom fighter, hiding here during Evard's reign of terror, looking for personal strength as the undead abominations came hunting for them? Could he have imagined that his sacrifice would help defeat the necromancer and drive out the living dead?

Or could it have been a frustrated politician, watching the newly-independent March crumbling under the weight of civil unrest and factioning? Could he imagine that a new Margrave and a new war would reunite Bissel under one banner?

Regardless of the origin, there is insight in the worn letters – the March has been through some extremely tough times, but the strength of her people has helped her forge ahead.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- After a close election, the Council of Barons chose Archpriest Malto Aneur to ascend to the vacant position of Margrave of Bissel. Malto has proven to

be an effective leader of the Church of Heironeous in Bissel, and many expect that he will bring these admirable qualities to his position as ruling monarch.

- The various barons are traveling to Thornward to renew their pledges of fealty to the newly elected Margrave of Bissel, Malto Aneur.
- A rare occurrence – a double lunar eclipse – is expected within the next few days in Nightwatch, Cullen Drae and Thornward Province.
- 500 Knights of the Watch have been dispatched to Bissel to assist in the war against Ket, and Keoland has joined the effort by sending 5,000 troops.
- It seems unbelievable, but Brar the Crusader has now gone 15 straight bouts unbeaten. The underground combat arenas in Sareden have never before seen such a skilled pit fighter.

DC 20

- Little is known about the newly elected Margrave's background except this; Malto Aneur was born a commoner and got his start as a parish priest in the now destroyed township of Clunther.
- The 1st Kynneret, under the leadership of Field Marshall Valiserat, has seized Avernand Keep – the first waypoint along the Irafa Road in Ket. If this progress continues, Bissel will soon be able to end the Kettite threat, once and for all.
- Refugees from Nightwatch – particularly clerics of Pelor – are whispering that the upcoming double eclipse is a dark omen.
- A force is being assembled to delve into the forests of Nightwatch, and retake the abandoned township of Truelight. They should be ready to move within days.

DC 25

- The new Margrave Malto Aneur is elderly and heirless. Many see his election as stopgap measure for some nobles who seek to be his replacement in a few years.
- While boat traffic has resumed across Lake Hasra, a number of keelboat pilots living in New Clunther whisper about a terrible creature lurking beneath the surface.

DC 30

- A few people remember a Malto Aneur working as parish priest in Clunther about 30 years ago. It is said that necromancers murdered his wife and children in a reprisal killing, around CY 560.
- A comet was spotted in the sky during Needfest at the beginning of the year. Most oracles and diviners

see the celestial occurrence as a bad omen, and refrain from talking about it.

- Loud shouting matches have been heard between the Margrave and Field Marshall Valiserat about how to proceed with the next phase of the war.
- Deep cover Mist Chameleon agents in Ket have brought back word that the enemy is advancing a large force down the Irafa Road, presumably to retake Avernand Keep.

Once they are done with rumors, proceed with the following:

The rumble in your stomach tells you that it is time to stop daydreaming and find a mid-day meal. You rise from the riverbank, and make your way towards the busy central square of Thornward.

You've spent enough time here to know that the Prancing Pixie, a demure tavern near the gates of Thornward Keep, has the best fare at lunchtime. Settling into your favorite stool, you observe that there are a number of other patrons about – a few soldiers and army officers, a pair of merchants, and a number of government workers.

Before you can take even a sip of your drinks, the tavern doors burst open, and a gangly boy enters. He seems no older than twelve summers and is ill-suited to the large tabard of blue and black. He holds a sealed note in hand, and quickly scans the room, looking for someone.

If the PCs succeed at a Knowledge [Local – Sheldomar Valley Metaregion] check (DC 10), they recognize the colors of the tabard as those of the Bissel Free Companies.

Allow the PCs a chance to approach or wave over the page, before continuing:

The page looks in your direction and breathes a sigh of relief. He hurries towards you, misses in hand... and goes right past your table to the one past it. He stops, and addresses an army officer sitting there.

"Excuse me, Lieutenant Morghun?" He nervously clears his throat as the man looks up from his meal. "I bear orders from headquarters."

The officer wordlessly takes the message from the page. He breaks the seal, and peruses the contents for a long moment. It is obvious, from the look on his face, that it is not making him happy.

Finally, he slams the parchment down on the table angrily, and storms out of the tavern.

If the PCs think to invade the officer's privacy, and retrieve the crumpled note, give them *Player's Handout 1 – The Crumpled Missive*.

Should the PCs leave the tavern after the officer departs, continue with the following:

Leaving the tavern, you spy the Army officer sitting on a nearby bench. His head is in his hands, and he looks very upset.

If the PCs approach the officer, continue with the following:

The officer glances up at your approach. Instantly, he composes himself, and stands tall.

“Yes? What do you want?”

The officer can provide quite a bit of information. Likely questions and answers have been provided:

Who are you? *“My name is Morguhn Sheffield. Lieutenant Morguhn Sheffield, 2nd Misty Hills.*

Where are you currently stationed? *“The 2nd Misty Hills is stationed just outside of Thornward. At least, for now. We’re headed north within the next few days.*

Where is your unit headed? *“To the front, I guess. Anything more is above my pay grade.”*

What’s wrong? *“Most of our qualified soldiers are off fighting the war, so more mundane patrols around the March are staffed almost entirely by green recruits.*

One of our patrols went missing a week ago. That team had... my nephew with them.”

Why don’t you go look for them yourself? *“I tried to do just that. But we’re shipping out soon, and my request was denied.”*

Can you describe your nephew? *“Gavin? Why he’s a short but sprouting lad no more than 14. He’s got strong Oeridian features... especially the nose and chin. With the exception of his blonde hair you’d think him to be pure bred.”*

What about the rest of the team? *“They are all humans, with the exception of the arcanist Tonessa Byrd - she has some elven blood in her. I sent her with them being a bit more experienced than the rest.”*

Where did he/they go? *“They left on a long patrol that would take them through Thornward Province and Cullen Drae.”*

Where would the patrol take them first? *“Shakara, the baronial seat of the Province, is the first waypoint.”*

We could go look for the missing patrol. *“Really?! That would be wonderful! That’s just what I need!”*

What will we be paid? *“I don’t have much in terms of resources... but, I can probably file it as a rescue mission, and get you some overtime pay from the Army.”*

When the PCs are done asking questions, and offer to help the Lieutenant, conclude with the following:

The officer looks you over, and relief crosses his face.

“You would do that for me? You’ll find my lost nephew, and the patrol? I can’t thank you enough!

That takes a load off of my mind.

Good luck. Please return here and let me know as soon as you find them.”

The PCs have the opportunity to make special preparations before departing. If they wish to purchase equipment or services, they are in luck – Thornward is the heart of trade in the March. They can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can’t have spells cast by NPCs). They may purchase any potion, oil, or scroll from the DMG Tables 7-17, 7-23, or 7-24 with a price of 750 gp or less, and any standard spell components up to 2,000 gp in value.

Once they have made any preparations, and wish to head to Shakara, continue with Encounter 1.

All APLs

♣ **Lieutenant Morguhn Sheffield:** Male human
Com6 (Bluff +3, Sense Motive +3); AL LG; hp 45;

ENCOUNTER 1: SHAKARA YOUR BODY

Estimated Time: 10 minutes

Your preparations complete, you make your way out of the Watchtower Gate. Within minutes, you are on your way.

A hard afternoon’s ride brings you to the township of Shakara. It is nearly dusk and the streets are busy as residents seek out rest and relaxation.

Shakara is not really of any particular interest. Lately, it mainly plays host to merchant traffic and passing Army units.

If the PCs spend an hour asking around, and succeed at a Gather Information check (DC 15) they learn that there is a barracks on the eastern edge of town, where most patrols stop to gather provisions.

If the PCs head for the barracks, continue with the following:

Heading to the eastern end of town, you easily identify the Great Army barracks.

As night is falling, the barracks are beginning to fill up with idle soldiers. But you are quickly ushered to a grizzled veteran. He stares at you with the fierceness of a drill sergeant.

“I been told you’re looking for me. Well, you’ve found me. Don’t keep me waiting...”

At this time allow the PCs to introduce themselves. When they explain their purpose, Mr. Blaque will ask them for some evidence of authorization. He will keep interrupting them and reminding them he can't help until he is authorized. If the PCs claim it is official military business and are of officer rank, he will assume that they have the autonomy to do as they please.

Otherwise, the PCs can convince him to cooperate by succeeding at a Diplomacy check (DC 25) or Intimidate check (DC 35). They receive a +5 circumstance bonus on this check if they've specifically mentioned the missing patrol.

Mr. Blaque is particularly afraid of 'secret agents'. If the PCs happen to assert that they are undercover agents of the government (Mist Chameleons, for example), and can succeed at a Bluff check (DC 18), they can intimidate him into cooperating. Of course, actual Mist Chameleons that can prove their affiliation will automatically succeed at this.

Once the PCs have gained his cooperation, Mr. Blaque can provide some insight. Likely questions and answers are provided:

Who are you? *"Around these parts, they call me Mr. Blaque."*

Why does everyone call you, Mr.? *"I'm a workin' man. I got me to Master Sargeant and never liked being called 'Sarge'. 'Mister' just stuck."*

What do you know about the missing patrol? *"What do you mean missing? They were just here a few days ago. I sent them on an errand... shouldn't have taken more than a few extra hours..."*

What errand did you send them on? *"I sent them to the hermit with supplies. No big deal."*

Who is the hermit? *"Rastus is a crazy old cook. Lives off in the forest, in Nightwatch. Refused to leave when everyone else ran."*

Still, the old man keeps an eye on our patrols, when they go that way... so I keeps him well. He lives a bit over half a day's ride south o' here, not too far into the forest."

Why does he still live there? *"Cause he's a fool, and won't move away. But we aren't going to force people off their land if'n they don' wanna move."*

What do you know about the Nightwatch Forest? *"A bad place that. Rised up almost over night last year and it's only gettin' worse. We patrol the perimeter and lately animals've been getting bolder and fiercer. Started a while ago then died down now it's back ta bein' a problem. 'course you know that."*

Can you give us directions to the hermit's home? *"Shore thing..."*

Once the PCs are ready to head to the hermit's home, continue with Encounter 2.

All APLs

♣ **Master Sergeant Blaque:** Male human War10 (Bluff +0, Sense Motive +2); AL LN; hp 90;

ENCOUNTER 2: A RIDE IN THE COUNTRY

Estimated Time: 45 minutes

The Sun Father's light rises over the eastern wall of Shakara, like a beacon illuminating your path.

Oerth's two moons also hang in the early-morning sky – ominous, dark disks. Word around the barracks is that a rare double-eclipse is to occur soon, within a few days. Some of the more superstitious soldiers say it is a very bad sign.

If the PCs succeed at a Knowledge [arcana] or Profession [Astrologer] check (DC 15) they can recall that such a conjunction is rather rare. While they are generally harmless, some think that such occurrences can carry with them great, untapped power.

The morning air is already humid - not ideal riding weather for the long trip towards Nightwatch.

Even with muggy weather you travel quickly across the broad plains. Over time, the grasslands give way to denser forest. Before long, the sun is almost completely shrouded by the primeval forest looming around you.

A slight trail exists, but even it gives you little reassurance that you aren't hopelessly lost; it appears that no one has been this way for quite some time.

You are about to turn back, when you hear a guttural roar ahead.

Once the PCs decide to investigate, continue with the following:

Pressing on, you come across a slight clearing. There you spot a few buildings and a small vineyard, all overgrown by the encroaching forest.

Large shapes seem to be throwing themselves at the door of the one building with loud thuds, and indignant shouting can be heard from inside.

With a final charge, the door splinters.

If the PCs do not intervene, the creatures will slay the hermit, within a few rounds, effectively ending the adventure. However, if they initiate combat, the creatures will ignore their previous objective.

The recluse's home is a one-floor cottage set apart from a small winery by a shallow, 5-foot wide brook. It is currently under attack by wild animals.

The PCs begin 20' away from the brook, and 120' away from the animals and cabin. Give the animals not engaged in breaking down the door a chance to make a Spot check each round as they approach. PCs interested in getting into melee with the animals will need to cross the brook - it is shallow and counts as difficult terrain for medium or smaller creatures.

APL 2 (EL 5)

☛ **Dire Rats (8):** hp 7 each; see *Monster Manual*, page 62.

☛ **Advanced Dire Squirrel of Legend:** hp 24; see *Appendix 1*.

APL 4 (EL 7)

☛ **Dire Squirrels (6):** hp 14 each; see *Appendix 2*.

☛ **Advanced Dire Rats of Legend (2):** hp 24 each; see *Appendix 2*.

APL 6 (EL 9)

☛ **Dire Boars (3):** hp 63 each; see *Monster Manual*, page 62.

☛ **Advanced Dire Badgers of Legend (2):** hp 108 each; see *Appendix 3*.

APL 8 (EL 11)

☛ **Dire Wolverines (3):** hp 53 each; see *Monster Manual*, page 62.

☛ **Advanced Dire Badgers of Legend (2):** hp 108 each; see *Appendix 4*.

☛ **Death Weed:** hp 120; see *Appendix 4*.

APL 10 (EL 13)

☛ **Dire Elk (4):** hp 132 each; see *Appendix 5*.

☛ **Advanced Dire Snake of Legend:** hp 208; see *Appendix 5*.

☛ **Death Weed:** hp 120; see *Appendix 5*.

APL 12 (EL 15)

☛ **Dire Bears (2):** hp 123 each; see *Monster Manual*, page 62.

☛ **Advanced Dire Snake of Legend:** hp 208; see *Appendix 6*.

☛ **Doom Ferns (2):** hp 137 each; see *Appendix 6*.

Tactics: The animals will attack in a straightforward manner.

If the opponents include a spell-casting plant, it will remain hidden in the nearby brush. Spotting it, before it has acted, requires a Spot check (DC 40). After it has acted, the check is easier (DC 25). This DC is increased, as usual, by +1 for every 10 feet of distance.

Treasure: The spellcasting plants have spell components, the only available treasure for this encounter.

APL 8: L: 5 gp, C: 0 gp, M: 0 gp.

APL 10: L: 5 gp, C: 0 gp, M: 0 gp.

APL 12: L: 10 gp, C: 0 gp, M: 0 gp.

Developments: If the PCs defeat the animals, they will have saved Rastus. Circle 'Yes' on Critical Event 1 on the Critical Event Summary at the end of the adventure. Otherwise, circle 'No'.

☑ **Critical Event 1:** Did the PCs rescue Rastus from the attacking animals?

Once the animals are defeated, continue with Encounter 3.

ENCOUNTER 3: AN OLD MAN

Estimated Time: 10 minutes

Slaying the last of the beasts, you finally get a chance to see the interior of the cottage. An old man – likely the source of the cries – appears from wherever he was hiding. The crusty old codger has a wild mop of white hair and a soiled brown tunic. He ignores you for a moment, as he quickly surveys the cottage and steps to the doorway. He takes in the carnage outside, before turning to your party,

“You ARE going to clean up those carcasses, yes?”

The old man heads towards the small kitchen, then pauses and turns back to you,

“Well, don’t just stand there... close the door and let me get a look at you.”

The PCs will want to question this old man. Likely questions and answers are given here:

Who are you? *“Someone that knows to leave well enough alone. Hmph... fine. I’m called Rastus. You’re on my land.”*

Why are you here? *“This vineyard’s been in the family for some five generations. I’ll be darned if I’m gonna pack up my things and leave over a few animals...”*

Any idea what caused this forest to grow like this? *“Nope, just that it grows faster than I can deal with it. It’s taken over most of my vineyard rows.”*

Do you get animal attacks here often? *“Not usually... but it’s the darndest thing... For the last few months, them critters have gotten bolder and bolder, used to be they’d keep their distance.*

Now? They walk right out here, plain as day. Plus critters that shouldn’t be working with one another are traveling together. I hear that dogs and cats living together is a sign of the end of times. But what about badgers and snakes? And out here I seen stranger’en that!

What do you know of the missing patrol? *“Oh yes, they came through here five... Maybe six days ago. Came to see me, I reckon. They didn’t stick round here too long... hmph... the nerve.”*

Anywho... I told them that I thought I saw some people tromping through the woods, and they took off to check it out. Just like that.”

Where did the patrol go? *“Off that way, deeper into the woods. There is a road that used to pass not more than a short ways from here. Now it is almost entirely overgrown. That’s not to say you can’t follow it... but it isn’t a road any more.”*

We’re hurt. Can you help us? *“None of you look all that much worse for wear. I recall a young rogue who ran afoul of a thaskor once, now THAT was an injury to write songs about...” He grins, “Actually some did!”*

Once the PCs are done with questions continue with the following.

Rastus finally puts up a hand,

“I’m tired, beat up, I need to meditate before too long. We should do something about them carcasses before it attracts any more of them critters. You’re welcome to stay for supper - I can put you up in the wood shed, since there’s not enough room here. It’s nice and cool on a hot night like this.”

Sure enough, by the time you finish taking care of the animals and Rastus is done preparing the meat it is getting dark out. Over a dinner of [insert encountered critters here] steaks, tubers and a fairly decent wine, Rastus waxes on about how the past was so much better than the present, and the downfall of mankind.

Once dinner is over, Rastus retires to his hut and leaves you to the shed.

The aging shed is refreshingly cool and there are several comfortable beds of hay in the nooks between the great oaken casks. The night is punctuated by strange sounds: animal cries, some familiar, some deeper and fiendish; others sound almost tortured.

Once the PCs are ready to head after the missing patrol, continue with Encounter 4.

All APLs

♣ **Rastus:** Male human Com10 (Bluff +0, Sense Motive +0); AL CG; hp 54.

ENCOUNTER 4: A WALK IN THE WOODS

Estimated Time: 35 minutes

In the morning, your party bids farewell to Rastus. He has prepared breakfast - hardboiled snake eggs, cheese, and spiced [insert Encounter 3 critters here]

sausages wrapped in greasy parchment to take with you.

If any of the PCs pause to examine the greasy parchment that their breakfasts are wrapped in, they will discover it to be copies of the Oath of Loyalty required of all arcane casters in Bissel.

Trudging out into the forest undergrowth, you quickly lose sight of the old hermit’s home and vineyard. The flora is thick here, making passage all but impossible.

After about a half-mile, the thick brush breaks, and you step out on to what must have once been a merchant road.

The PCs need to find some evidence of which way the patrol went.

Once the PCs start examining the area, and one of them has the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel*, they receive a vision. Give that player Vision 1 from *Player Handout #2 – Glimpses of Horror*. Read the following to the other PCs, modifying it for the particular situation:

[Name of Orb bearer] gets a blank look on his face as he reaches into his pack and pulls forth a small glass orb. As he gazes into it, a look of uncertainty crosses his face.

He approaches the tree and begins searching for hand and footholds. He quickly scales the tree and finds the largest limb upon which to perch. He stares down intently at the road for a moment. His head pans up the road – watching something.

Then, without a sound, he leaps, arms spread wide. He plummets, landing face first in the overgrown brambles along the side of the road.

He gets up, unhurt; bewilderment apparent on his face.

The orb bearer is seeing a vision of the missing patrol, from the perspective of one of the Ur-Flan druids.

If they succeed at a Search check (DC 25), they can find several footprints that appear to be heading down the trail to the north.

If a PC has the Track feat, and succeeds at a Survival check (DC 25), they can tell that about a half-dozen booted medium-sized humanoids passed by here, leaving to the north, within a few days.

If all else fails, the PCs can make a Knowledge [geography] check (DC 10) to identify the northern path as that heading deeper into the forest.

Once the PCs head north, continue with the following:

The woods are teeming with wildlife. Yet, anyone can tell that nature is angry at your presence here and is not behaving normally. The song of the birds seems irritated, almost defiant, and some of the woodland critters come to the edge of the path to watch you pass. At one point, you could swear that a large grey squirrel actually raised a small fist and shook it at you.

At times, the road seems impossibly overgrown with brambles, which must be cut away in order to proceed.

The sun quickly disappears behind the canopy of the forest, as rain begins to fall. You are forced to seek shelter for the night.

If one of the PCs has the Shrine of Fharlanghn favor from BIS6-03 *Back Taxes*, read the following:

Within minutes of deciding to camp, you come upon a small clearing at the edge of the road. There you see a familiar shrine to Fharlanghn.

You are able to gather enough food and water from a nearby spring, and your campfire keeps back the chill in the air. When you finally bed down for the night, you sleep soundly.

If the PCs do not have the favor, but succeed on a Survival check (DC 25), read the following:

You manage to find a suitable clearing in which to pass the night. Travel through the forest has been taxing, and you are all a little worse the wear for it. A good night of rest will do you well.

The ground is hard, and the rain unending, but your skill at finding a suitable site pays off, and you are able to weather out the night.

If they failed the Survival check, and do not have the favor, the PCs begin the next day exhausted. Read the following:

Try as you might, you are only able to find mediocre shelter from the storm. Travel through the forest has been taxing, and you are all a little worse the wear for it. A good night of rest would have been helpful. Unfortunately, you will not get it this night.

Regardless of their success, continue with the following:

You break camp as the sun rises, and continue following the road.

Around noon of your second day in the forest, you catch the scent of death and decay in the air.

If the PCs seek out the source of the scent, continue with the following:

Following the odor, you come to another clearing not far from the road. At the center are the remains of an abandoned campsite. Two tents have been shredded, one lies half buried, and two are barely

standing. Several bodies litter the site and there are clear indications that a fight took place here recently. You can plainly make out the Great Army uniforms on the corpses.

If the PCs succeed on a Heal check (DC 15) they can tell that the soldiers have been dead for several days. They perished from blood loss, due to claw wounds and electrical burns.

The PCs may wish to search the site. The following are bits they can pick up with a Search check that beats the DC listed.

DC 15

- Footprints lead to a small path at the edge of the clearing.

DC 20

- A page from a journal is found in the remains of one of shredded tents (Player Handout #3 –*Shredded Journal*).
- Two drag marks head to the west. There is no sign of what was dragging them. The trail disappears after about 10 yards.

DC 25

- A short distance past the edge of the clearing, a corpse of one of the soldiers is found bound to an oak tree with ivy bonds. A six-foot circle of living ivy surrounds the base of the tree. A successful Heal check (DC 15) will reveal that he is dead about two days, and that his skin was flayed from his back and his lungs removed while he was still alive.
- There are patches of slightly discolored soil all around the site. A Knowledge [nature] check (DC 15) or a Survival check (DC 20) reveals that wherever the rust colored patches appear, no new growth has taken root. A success Alchemy check (DC 15) will reveal this is an iron/cadmium mixture that has made the soil toxic.

Once the PCs find the body tied to the tree, and one of them has the Strange Orb from BIS6-05 *The Unauthorized Biography of Lady Constance Lendel*, they receive a vision. Give that player Vision 2 from Player Handout #2 – *Glimpses of Horror*. Read the following to the other PCs, modifying it for the particular situation:

[Name of Orb bearer] gets a blank look on his face as he reaches into his pack and pulls forth a small glass orb. As he gazes into it, a look of terror crosses his face.

He approaches the body, and reaches down as if to grab one of the vines encircling the tree. Walking twice around the tree, he makes as if to secure an imaginary rope.

He then pounds his hands against the tree, stripping the bark off like it was skin. He reaches into the desiccated chest cavity of the corpse and pulls out his empty, fisted hands.

He pulls himself away from the tree, and looks around at you, confusion evident on his face.

The orb bearer is seeing a vision of the death of one of the patrol members, from the perspective of the Ur-Flan murderer.

If a PC has the Track feat, the following can also be obtained with a Survival check that beats the DC listed.

DC 10

- The scuffle took place just a few days ago.
- Footprints lead to and from a small path at the edge of the clearing. The makers were medium-sized humanoids wearing boots.

DC 15

- Two drag marks head to the west. Likely unconscious or dead bodies, there is no sign of what was dragging them. The trail disappears after about 10 yards.

When the PCs follow the path at the edge of the clearing, continue with the following:

The path would be easily mistaken for a game trail, were it not for the signs of recent passage. About a hundred yards from the campsite, it leads you to another clearing, framed by a natural arbor where vines have dragged the tops of the two mighty oaks together.

At the center of the clearing is an imposing stone monolith with a curious pattern engraved on its face. Writing borders the pattern.

Give them Player Handout #4 – The Monolith and give the players some time to work the puzzle.

The monolith contains forty numbered holes. Each one pierces the monolith entirely, and in a unique direction.

If the PCs solve the puzzle, they should obtain the number '2'. **Make no indication as to whether they have guessed the correct answer, or not.** If they look through the hole numbered 2, they will see... nothing; it looks like any other direction through the overgrown forest. The same goes for the view through any other holes. If they head in this correct direction, continue with the Right Way section, below. Otherwise, continue with the Wrong Way.

The Right Way

You head out of the clearing, wondering if you've chosen the correct direction. Your fears are abated, however, when you find more of the drag marks

heading in the same direction. You quicken your pace, and continue following them.

An hour later, you hit a break in the trees, just as the nearby sound of drums catches your ears...

Proceed with Encounter 5.

The Wrong Way

You head out of the clearing, wondering if you've chosen the correct direction. You guess not, as you wander aimlessly for several hours.

Then, the sound of drums in the distance catches your ears...

If the PCs head towards the sound, proceed with Encounter 5.

ENCOUNTER 5: BYRD IN A GILDED CAGE

Estimated Time: 10 minutes

As you step into this clearing, the woods grow eerily silent, but for the rhythmic sound to the west.

For the first time since you entered the Nightwatch Forests, the canopy above you opens up, and you can see the sky. The sun hangs low in the sky, but is barely visible behind the black disks of Oerth's two moons; the eclipse will happen within moments.

A number of crates lie open around the clearing, their contents strewn about them, including incense, exotic herbs, and a few wickedly curved knives.

A pair of wooden cages hangs from a tall tree near the center of the clearing. One of them appears to be occupied.

Treasure: The crates around the campsite contain a few valuable items:

APL 2: L: 100 gp, C: 0 gp, M: 320 gp, masterwork great crossbow (37 gp), masterwork mountain plate (283 gp).

APL 4: L: 100 gp, C: 0 gp, M: 506 gp, divine scroll of animal growth (93 gp), divine scroll of summon nature's ally V (93 gp), masterwork great crossbow (37 gp), masterwork mountain plate (283 gp).

APL 6: L: 100 gp, C: 0 gp, M: 1,506 gp, boots of speed (1,000 gp), divine scroll of animal growth (93 gp), divine scroll of summon nature's ally V (93 gp), masterwork great crossbow (37 gp), masterwork mountain plate (283 gp).

APL 8: L: 100 gp, C: 0 gp, M: 1,506 gp, boots of speed (1,000 gp), divine scroll of animal growth (93 gp), divine scroll of summon nature's ally V (93 gp), masterwork great crossbow (37 gp), masterwork mountain plate (283 gp).

APL 10: L: 100 gp, C: 0 gp, M: 3,939 gp, boots of speed (1,000 gp), divine scroll of animal growth (93 gp), divine

scroll of summon nature's ally V (93 gp), masterwork great crossbow (37 gp), masterwork mountain plate (283 gp), python rod (1,083 gp), riverine breastplate (1,350 gp).

APL 12: L: 100 gp, C: 0 gp, M: 4,797 gp, boots of speed (1,000 gp), divine scroll of animal growth (93 gp), divine scroll of summon nature's ally V (93 gp), masterwork great crossbow (37 gp), masterwork mountain plate (283 gp), python rod (1,083 gp), riverine full plate (2,208 gp).

In particular, the crates contain notes relevant to the forest and animal attacks. Give the PCs *Player Handout #5 – Research Notes*, and the *Foundation of the Forest* favor on the Adventure Record.

The clearing is about 100 feet in diameter. The cage is suspended thirty feet off of the ground from a large tree branch, and can be lowered by untying a nearby rope. Nothing special can be seen about the cage from this distance. Characters with *detect magic* running can note a strong Necromancy aura on the tree.

Trap: As soon as a character moves within 20 feet of the tree, the trap is triggered. Any PC in the clearing must make a Listen check (DC 15 + APL) to notice the plants around the clearing moving of their own accord, a split second before the effect is activated. A character that fails this check is surprised. Roll initiative for the PCs AND the trap, allowing those not surprised to act in the surprise round.

On the trap's turn a thorny vine reaches up from each 5-ft. square of the floor, and tries to touch any targets in the clearing. A struck creature suffers a spell effect depending on the APL. Characters that cover more than one square are affected by every vine in their space.

As well, at APLs 4-12, creatures in the clearing are subjected to an *entangle* effect. This effect repeats every round, so a character that saves or breaks free in one round may become entangled in the next.

The PCs can do two things:

- Destroy the individual vines. Doing so prevents further attacks in that square.
- A hidden totem of petrified wood is embedded in the side of the tree. Finding it requires a Search check (DC 15 + APL). Destroying the totem destroys the entire trap.

APL 2 (EL 2)

↗ **Weak Inflict Light Vines Trap:** see Appendix 1.

APL 4 (EL 4)

↗ **Inflict Light Vines Trap:** see Appendix 2.

APL 6 (EL 6)

↗ **Inflict Moderate Vines Trap:** see Appendix 3.

APL 8 (EL 8)

↗ **Poisoning Vines Trap:** see Appendix 4.

APL 10 (EL 10)

↗ **Enervating Vines Trap:** see Appendix 5.

APL 12 (EL 12)

↗ **Slaying Vines Trap:** see Appendix 6.

Development: Once the PCs have bypassed the trap, they can safely lower the cage. If they solved the puzzle in Encounter 4, then Byrd is alive. Circle 'Yes' on Critical Event 2 on the Critical Event Summary at the end of the adventure, and continue with the Byrd Alive subsection, below. Otherwise, circle 'No' and continue with the Byrd Dead subsection.

Critical Event 2: Did the PCs help Tonessa Byrd escape alive?

If the PCs ignore Byrd for now, and head for the sound of the drums, continue with Encounter 6. She will have died before they return.

Byrd Alive

A woman with Elven features lies curled in a fetal position in the bottom of the cage, her breathing labored. Her military uniform is torn and shredded, baring a shoulder and most of her right leg. Spiral strips of skin have been cut from her.

If the PCs succeed at a Heal check (DC 10), they can tell that this prisoner is near death (currently -5 hp, and bleeding) and will die very soon, without help. If the PCs heal her enough to wake her up, continue with the following:

You complete your ministrations, and the prisoner gasps for breath. Her eyes snap open, and she looks around in a panic. She begins intoning words of power and making archaic gestures when suddenly she stops, and sighs in relief.

"You're not them."

The wizard looks up at the sky, and the impending eclipse. She mutters a curse under her breath as she struggles to sit up.

"We haven't much time... no, we're out of time. Listen carefully! We happened upon these creeps out here. I don't know what they are doing... but they..."

She pauses for a moment, collecting her breath and her thoughts.

"We were trying to investigate when we were ambushed. Men and beasts... we knew of the beasts... but the men... and they could control the beasts." She shudders. "Half of us dead before the rest could react... then captured."

The wizard struggles to catch her breath and is about to continue when a change in the pace of the drumming in the distance breaks the silence. Her head snaps around and she cries in anguish,

“Too late! I have to get help and...” she struggles to stand but falters. “So weak...”

“You must hurry. I’m no good in a fight, right now. I don’t know what they are doing... but I think they mean to kill him! Here... I stole this off of one of them, when they grabbed me.”

She hands you a scrap of parchment, before passing out.

Give them Player Handout #6 – Stolen Scrap.

The PCs earn the Favor of the Arcane Path on the Adventure Record.

Once they are ready to investigate the drumming, continue with Encounter 6.

All APLs

♣ **Tonessa Byrd:** Female half-elf Wiz4 (Bluff +2, Sense Motive +2); AL NG; hp 16.

Byrd Dead

A woman with Elven features lies curled in a fetal position in the bottom of the cage. She does not seem to be breathing. Her military uniform is torn and shredded, baring a shoulder and most of her right leg. Spiral strips of skin have been cut from her.

If the PCs succeed at a Heal check (DC 10), they can tell that this prisoner is dead, but hasn’t been for very long.

If the PCs search the body, they find a scrap of parchment. Give them Player Handout #6 – Stolen Scrap.

Once they are ready to investigate the drumming, continue with Encounter 6.

ENCOUNTER 6: THE 14 YEAR OLD VIRGIN

Estimated Time: 75 minutes

The rhythm of the drums reaches a fever pitch as you climb the wooded hill.

Finally, you reach the summit. At the top is a large stone slab. Bound to it with vines is a boy who must surely be Gavin. His head turns to follow the tall, dark-complexioned man with the ivy laced through his greasy and matted shoulder length hair and the black stone knife held in his hands.

The boy does not struggle; he is stoic about his fate. But he also does not take his eyes off the knife either.

Above you, the eclipse has narrowed and the once shining disk is almost entirely obscured. The crimson light reflects off a half constructed skeleton of wood and wicker towering in one corner of the clearing. The drummers at the outskirts of the circle are beating furiously now, and the cultists around the altar are chanting louder and louder.

A final breath, and the moons are perfectly centered, a thin red rim circumscribing the charcoal disk. The cultist grins triumphantly and places the tip of the stone knife at the boy’s breastbone. Gavin looks away, spots one of you and lets out a cry for help. This is not lost on the cultists who follow the boy’s gaze and spot your party. Cries of warning and several of bewilderment come from the drummers.

Then, the drummers scatter into the woods, disappearing with disturbing ease into the seemingly impassible brush. The cult leader, however, is not shaken. He plunges the blade down into the boy’s chest and looks to you.

“You are too late! With the shedding of this innocent blood, we will gain power over the beasts of this forest! Unlimited power shall be ours!”

The remaining cultists will attack immediately. They begin 100 feet from the party.

Gavin begins this combat at -5 hp, and is bleeding to death. If the PCs succeed at a Heal check (DC 10) they can tell that he is dying, and quickly. If they can get to him, and heal him before he dies, it will change the outcome of the encounter.

All APLs

♣ **Gavin:** Male human War2; hp 12 (currently -5); see Appendix 9.

APL 2 (EL 5)

♣ **Mansour, Male human (F) Drd3:** hp 23; see Appendix 1.

♣ **Senchel, Wolf animal companion:** hp 15; see Appendix 1.

♣ **Farouk, Male human (B) Drd1/Ftr1:** hp 17; see Appendix 1.

♣ **Granchel, Wolf animal companion:** hp 15; see Appendix 1.

♣ **Calid Vinfoodle, Male gnome Drd1:** hp 11; see Appendix 1.

♣ **Bindchel, Wolf animal companion:** hp 15; see Appendix 1.

APL 4 (EL 7)

♣ **Mansour, Male human (F) Drd5:** hp 38; see Appendix 2.

☛ **Senchel, Wolf animal companion:** hp 36; see Appendix 2.

☛ **Farouk, Male human (B) Drd3/Ftr1:** hp 35; see Appendix 2.

☛ **Granchel, Wolf animal companion:** hp 15; see Appendix 2.

☛ **Calid Vinfoodle, Male gnome Drd3:** hp 25; see Appendix 2.

☛ **Bindchel, Wolf animal companion:** hp 15; see Appendix 2.

APL 6 (EL 9)

☛ **Mansour, Male human (F) Drd7:** hp 53; see Appendix 3.

☛ **Senchel, Dire Wolf animal companion:** hp 50; see Appendix 3.

☛ **Farouk, Male human (B) Drd5/Ftr1:** hp 51; see Appendix 3.

☛ **Granchel, Wolf animal companion:** hp 36; see Appendix 3.

☛ **Calid Vinfoodle, Male gnome Drd5:** hp 41; see Appendix 3.

☛ **Loeffler, Dire Badger animal companion:** hp 29; see Appendix 3.

APL 8 (EL 11)

☛ **Mansour, Male human (F) Drd9:** hp 74; see Appendix 4.

☛ **Senchel, Dire Wolf animal companion:** hp 50; see Appendix 4.

☛ **Farouk, Male human (B) Drd5/Ftr3:** hp 70; see Appendix 4.

☛ **Granchel, Wolf animal companion:** hp 36; see Appendix 4.

☛ **Calid Vinfoodle, Male gnome Drd7:** hp 58; see Appendix 4.

☛ **Loeffler, Dire Badger animal companion:** hp 49; see Appendix 4.

APL 10 (EL 13)

☛ **Wicker Man:** hp 120; see Appendix 5.

☛ **Mansour, Male human (F) Drd11:** hp 91; see Appendix 5.

☛ **Senchel, Dire Wolf animal companion:** hp 50; see Appendix 5.

☛ **Farouk, Male human (B) Drd5/Ftr4:** hp 80; see Appendix 5.

☛ **Granchel, Wolf animal companion:** hp 36; see Appendix 5.

☛ **Calid Vinfoodle, Male gnome Drd8:** hp 72; see Appendix 5.

☛ **Loeffler, Dire Badger animal companion:** hp 49; see Appendix 5.

APL 12 (EL 15)

☛ **Advanced Wicker Man:** hp 195; see Appendix 6.

☛ **Mansour, Male human (F) Drd11:** hp 91; see Appendix 6.

☛ **Senchel, Dire Wolf animal companion:** hp 72; see Appendix 6.

☛ **Farouk, Male human (B) Drd7/Ftr4:** hp 97; see Appendix 6.

☛ **Granchel, Dire Wolf animal companion:** hp 50; see Appendix 6.

☛ **Calid Vinfoodle, Male gnome Drd10:** hp 90; see Appendix 6.

☛ **Loeffler, Dire Badger animal companion:** hp 68; see Appendix 6.

Preparation: The three senior cultists (Mansour, Farouk and Calid) have cast several spells and imbibed several potions in anticipation of the completion of their ritual.

Tactics: The druids' ultimate goal is to have Gavin die, and the ritual thus be completed. If he dies, read the following:

Gavin gasps violently, and then is still. The air surges with energy. One of the druids looks over the boy's corpse, and smiles wickedly.

"It is done! All is ours!"

In the distance, the forest seems to come alive. You can hear the movement of many huge creatures, heading in your direction.

"Can you hear that? The forest obeys us, now! Flee, you fools. You cannot win!"

The Druids' goal is to kill the PCs as soon as possible and before the eclipse finishes. This means they will act with the utmost haste in defeating opponents quickly and ruthlessly. Should the battle turn badly then one of the cultist may try to coup de grace Gavin in an attempt to complete the ritual.

The cultists strive to overcome the interlopers through advantage of numbers. Mansour (and Calid at APL 4 and higher) have the Rapid Spell metamagic feat, meaning they can cast prepared *rapid summon nature's ally* spells to call down allies to act immediately on that round. At higher APLs they can cast a prepared *rapid call lightning* to complete the spell and call down lightning as

a move action in that same round. Farouk and the animal companions (and at APL 10 and 12, the wicker man) serve as front line tanks protecting the two main casters.

Mansour possesses the Augment Summoning feat; for your convenience some augmented creatures are given in Appendix 7.

APL 2-4: Calid can cast entangle in the first round to allow the others to cast short term buffs.

APL 6: Farouk can take advantage of the Boar's Ferocity feat to keep fighting when dropped into negatives.

APL 8: Mansour now has the Cloudy Conjunction feat, which should prove a problem to the PCs if he decides use *summon nature's ally* to summon lower level creatures of the same kind. Very quickly the battle becomes flooded in sickening smoke.

APL 10: The Wicker Man is programmed to attack in a very straightforward manner, engaging PCs as he is able. He begins combat flaming.

Farouk can use either Boar's Ferocity or Lion's Pounce, but he doesn't have enough wild shapes in the day to use both.

APL 12: Mansour, displaying a bit of a penchant for theater, set up some special effects to end the ritual and impress the other cultists. At the ritual's start Mansour cast *fire seeds* to create eight Holly Berry Bombs which he carefully placed near his feet. At the end of the ritual he planned to detonate the Holly Berry Bombs to bathe himself and the sacrifice in spectacular flames (he is, of course, protected from fire damage).

When the PCs show up, Mansour's plan changes. When a PC within 5-feet of Mansour, he will detonate the Holly Berry Bombs on his next action. Anyone within 5 feet of Mansour (including Gavin and Mansour himself) takes 1d8+11 points of fire damage per Holly Berry Bomb placed (Reflex save DC 20 for half damage). Since there are eight Holly Berry Bombs, eight saves are required.

At this APL, Mansour possesses the *ring of the beasts* which makes his *summon nature's ally* spells much more potent.

At this APL, Farouk can use both Boar's Ferocity or Lion's Pounce during the combat, as he now has enough wild shapes in the day to use both.

Treasure: The druids possess the following treasure and equipment:

APL 2: L: 154 gp, C: 9 gp, M: 158 gp, +1 *hide armor* (97 gp), *darkwood shield* (21 gp), *potion of cure light wounds* x5 (4 gp each), *potion of enlarge person* (20 gp).

APL 4: L: 141 gp, C: 9 gp, M: 426 gp, +1 *hide armor* x2 (97 gp each), *darkwood shield* x2 (21 gp each), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* x2 (4

gp each), *potion of enlarge person* (20 gp), *wand of cure light wounds* (62 gp).

APL 6: L: 100 gp, C: 21 gp, M: 1,031 gp, +1 *hide armor* x3 (97 gp each), +1 *scythe* (193 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *elixir of truth* (41 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (20 gp), *ring of protection* +1 (166 gp), *wand of cure light wounds* (62 gp).

APL 8: L: 100 gp, C: 91 gp, M: 1,871 gp, +1 *hide armor* x2 (97 gp each), +1 *scythe* (193 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *dragonhide plate* (275 gp), *dust of dryness* x2 (70 gp each), *elemental gem [air]* (187 gp), *elixir of truth* (41 gp), *periapt of wisdom* +2 (333 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (20 gp), *ring of protection* +1 (166 gp), *wand of cure light wounds* (62 gp).

APL 10: L: 100 gp, C: 557 gp, M: 2,134 gp, +1 *dragonhide plate* (370 gp), +1 *hide armor* x2 (97 gp each), +1 *scythe* (193 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *dust of dryness* x2 (70 gp each), *elemental gem [air]* (187 gp), *elixir of truth* (41 gp), *periapt of wisdom* +2 (333 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (20 gp), *ring of protection* +1 x2 (166 gp each), *wand of cure light wounds* (62 gp).

APL 12: L: 101 gp, C: 87 gp, M: 3,488 gp, +1 *dragonhide plate* (370 gp), +1 *hide armor* x2 (97 gp each), +1 *keen scythe* (693 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *dust of dryness* x2 (70 gp each), *elemental gem [air]* x2 (187 gp each), *elixir of truth* (41 gp), *periapt of wisdom* +2 (333 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (20 gp), *ring of the beast* (666 gp), *ring of protection* +1 x2 (166 gp each), *wand of cure light wounds* (62 gp).

Developments: If the PCs defeat the druids, circle 'Yes' on Critical Event 3 on the Critical Event Summary at the end of the adventure. Otherwise, circle 'No'.

Critical Event 3: Did the PCs defeat the Ur-Flan druids?

If Gavin is killed while still bound on the altar, circle 'Yes' on Critical Event 4 on the Critical Event Summary at the end of the adventure. Otherwise, circle 'No'.

Critical Event 4: Did the druids manage to complete the ritual?

If Gavin is kept alive, and returned to Thornward, circle 'Yes' on Critical Event 5 on the Critical Event Summary at the end of the adventure. Otherwise, circle 'No'.

Critical Event 5: Was Gavin returned alive to Thornward and his uncle?

Regardless of their success or failure, all PCs present for this encounter receive the Curious New Friends favor on the Adventure Record.

If Gavin survived this encounter, continue with Conclusion A. If he is killed, continue with Conclusion B.

CONCLUSION A: GAVIN THE BOY

Estimated Time: 5 minutes

The last of your opponents crumples to the ground in a still heap.

Finally able to get to Gavin, you find that he is still alive, and you are able to quickly free him from his bonds. He is stunned and shaken by his ordeal but is still able to move.

Your mission complete and Gavin's wounds bound, you quickly leave the Nightwatch Forest behind. Two days later, you step through the Watchtower Gate into Thornward. Lieutenant Morghun greets you, and embraces his nephew warmly.

"Ah, lad! I thought I'd never lay these old eyes upon you again! It'd have made difficult work explaining to my sister how her youngest went missing on his first mission."

Listening to the tale of your journey, Morghun nods here and there, never interrupting you and listening intently.

"We have enough to worry about these days what with the war. I suppose the increase in animal activity could only lead to druidic interests – both good and bad".

Solidly shaking each of your hands in turn, Morghun places a firm hand on Gavin's shoulder and steers him away.

"We've got our work cut out for us now. I'll make note to include your report in mine. May we meet again, under less... dire... circumstances."

The adventure is now over. The PCs receive the Bissel Military Commendation favor on the Adventure Record.

Treasure: The PCs receive the promised hazard pay:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

CONCLUSION B: GAVIN THE BODY

Estimated Time: 5 minutes

The last of your opponents crumples to the ground in a still heap.

Finally able to get to Gavin, you find that it is unfortunately too late for him; he has perished from the wound inflicted upon him. Still, you manage to free his body, and flee before the beasts of the forest are upon you.

Your mission complete, you quickly leave the Nightwatch Forest behind. Two days later, you step through the Watchtower Gate into Thornward. Lieutenant Morghun holds his nephew's body with great sadness.

"This is a terrible thing... at least now I know. My sister is never going to forgive me..."

Listening to the tale of your journey, Morghun nods here and there, never interrupting you and listening intently.

"We have enough to worry about these days what with the war. I suppose the increase in animal activity could only lead to druidic interests – both good and bad".

Grimly shaking each of your hands in turn, Morghun places a firm hand on dead Gavin's shoulder.

"We've got our work cut out for us now, it would seem. I'll make note to include your report in mine. May we meet again, under less... dire... circumstances."

The adventure is now over. The PCs receive the Bissel Military Commendation favor on the Adventure Record.

Treasure: The PCs receive the promised hazard pay:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

CAMPAIGN CONSEQUENCES

If you run this event in July or August of 2007, please e-mail the results from the Critical Events Summary sheet to a member of the Bissel Triad by September 1st, 2007, or have the Senior DM of your event do so.

- Critical Event 1:** Did the PCs rescue Rastus from the attacking animals?
- Critical Event 2:** Did the PCs help Tonessa Byrd escape alive?
- Critical Event 3:** Did the PCs defeat the Ur-Flan druids?
- Critical Event 4:** Did the druids manage to complete the ritual?
- Critical Event 5:** Was Gavin returned alive to Thornward and his uncle?

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Defeat the animals.

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Encounter 5

Survive the trap.

- APL 2: 60 xp.
- APL 4: 120 xp.
- APL 6: 180 xp.
- APL 8: 240 xp.
- APL 10: 300 xp.
- APL 12: 360 xp.

Encounter 6

Defeat the druids.

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Story Award

Save Rastus in Encounter 2.

- APL 2: 22 xp.
- APL 4: 33 xp.
- APL 6: 45 xp.
- APL 8: 56 xp.
- APL 10: 67 xp.

APL 12: 78 xp.

Solve the puzzle in Encounter 4, and free Tonessa Byrd while she is still alive in Encounter 5.

- APL 2: 22 xp.
- APL 4: 33 xp.
- APL 6: 45 xp.
- APL 8: 56 xp.
- APL 10: 67 xp.
- APL 12: 78 xp.

Save Gavin and stop the ritual in Encounter 6.

- APL 2: 22 xp.
- APL 4: 33 xp.
- APL 6: 45 xp.
- APL 8: 56 xp.
- APL 10: 67 xp.
- APL 12: 78 xp.

Discretionary Roleplaying Award

- APL 2: 24 xp.
- APL 4: 36 xp.
- APL 6: 45 xp.
- APL 8: 57 xp.
- APL 10: 69 xp.
- APL 12: 81 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.
- APL 12: 1,575 xp.

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you

feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2:

APL 8: L: 5 gp, C: 0 gp, M: 0 gp.

APL 10: L: 5 gp, C: 0 gp, M: 0 gp.

APL 12: L: 10 gp, C: 0 gp, M: 0 gp.

Encounter 5:

APL 2: L: 100 gp, C: 0 gp, M: 320 gp, *masterwork great crossbow* (37 gp), *masterwork mountain plate* (283 gp).

APL 4: L: 100 gp, C: 0 gp, M: 506 gp, *divine scroll of animal growth* (93 gp), *divine scroll of summon nature's ally V* (93 gp), *masterwork great crossbow* (37 gp), *masterwork mountain plate* (283 gp).

APL 6: L: 100 gp, C: 0 gp, M: 1,506 gp, *boots of speed* (1,000 gp), *divine scroll of animal growth* (93 gp), *divine scroll of summon nature's ally V* (93 gp), *masterwork great crossbow* (37 gp), *masterwork mountain plate* (283 gp).

APL 8: L: 100 gp, C: 0 gp, M: 1,506 gp, *boots of speed* (1,000 gp), *divine scroll of animal growth* (93 gp), *divine*

scroll of summon nature's ally V (93 gp), *masterwork great crossbow* (37 gp), *masterwork mountain plate* (283 gp).

APL 10: L: 100 gp, C: 0 gp, M: 3,939 gp, *boots of speed* (1,000 gp), *divine scroll of animal growth* (93 gp), *divine scroll of summon nature's ally V* (93 gp), *masterwork great crossbow* (37 gp), *masterwork mountain plate* (283 gp), *python rod* (1,083 gp), *riverine breastplate* (1,350 gp).

APL 12: L: 100 gp, C: 0 gp, M: 4,797 gp, *boots of speed* (1,000 gp), *divine scroll of animal growth* (93 gp), *divine scroll of summon nature's ally V* (93 gp), *masterwork great crossbow* (37 gp), *masterwork mountain plate* (283 gp), *python rod* (1,083 gp), *riverine full plate* (2,208 gp).

Encounter 6:

APL 2: L: 154 gp, C: 9 gp, M: 158 gp, +1 *hide armor* (97 gp), *darkwood shield* (21 gp), *potion of cure light wounds* x5 (4 gp each), *potion of enlarge person* (20 gp).

APL 4: L: 141 gp, C: 9 gp, M: 426 gp, +1 *hide armor* x2 (97 gp each), *darkwood shield* x2 (21 gp each), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* x2 (4 gp each), *potion of enlarge person* (20 gp), *wand of cure light wounds* (62 gp).

APL 6: L: 100 gp, C: 21 gp, M: 1,031 gp, +1 *hide armor* x3 (97 gp each), +1 *scythe* (193 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *elixir of truth* (41 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (20 gp), *ring of protection* +1 (166 gp), *wand of cure light wounds* (62 gp).

APL 8: L: 100 gp, C: 91 gp, M: 1,871 gp, +1 *hide armor* x2 (97 gp each), +1 *scythe* (193 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *dragonhide plate* (275 gp), *dust of dryness* x2 (70 gp each), *elemental gem [air]* (187 gp), *elixir of truth* (41 gp), *periapt of wisdom* +2 (333 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (20 gp), *ring of protection* +1 (166 gp), *wand of cure light wounds* (62 gp).

APL 10: L: 100 gp, C: 557 gp, M: 2,134 gp, +1 *dragonhide plate* (370 gp), +1 *hide armor* x2 (97 gp each), +1 *scythe* (193 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *dust of dryness* x2 (70 gp each), *elemental gem [air]* (187 gp), *elixir of truth* (41 gp), *periapt of wisdom* +2 (333 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (25 gp), *potion of enlarge person* (20 gp), *ring of protection* +1 x2 (166 gp each), *wand of cure light wounds* (62 gp).

APL 12: L: 101 gp, C: 87 gp, M: 3,488 gp, +1 *dragonhide plate* (370 gp), +1 *hide armor* x2 (97 gp each), +1 *keen scythe* (693 gp), *cloak of resistance* +1 (83 gp), *darkwood shield* x2 (21 gp each), *dust of dryness* x2 (70 gp each), *elemental gem [air]* x2 (187 gp each), *elixir of truth* (41 gp), *periapt of wisdom* +2 (333 gp), *potion of barkskin* +5 (100 gp), *potion of cure light wounds* (4 gp), *potion of cure*

moderate wounds (25 gp), potion of enlarge person (20 gp), ring of the beast (666 gp), ring of protection +1 x2 (166 gp each), wand of cure light wounds (62 gp).

Conclusion:

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 304 gp, C: 9 gp, M: 478 gp – Total: 791 gp (450 gp).

APL 4: L: 291 gp, C: 9 gp, M: 932 gp – Total: 1,232 gp (650 gp).

APL 6: L: 250 gp, C: 21 gp, M: 2,537 gp – Total: 2,808 gp (900 gp).

APL 8: L: 255 gp, C: 91 gp, M: 3,377 gp – Total: 3,723 gp (1,300 gp).

APL 10: L: 255 gp, C: 557 gp, M: 6,073 gp – Total: 6,885 gp (2,300 gp).

APL 12: L: 261 gp, C: 87 gp, M: 8,285 gp – Total: 8,633 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Bissel Military Commendation:** The Great Army of Bissel hereby grants you a military commendation, as per the Bissel Meta-Activities Handbook.

☛ **Favor of the Guild of the Arcane Path:** You have saved a mage of the Arcane Path, and the favor will be returned. This counts as an Influence Point with the Guild of the Arcane Path. It may be used to petition for membership to that metaorganization, as per the guidelines in the Bissel Meta-activities Handbook. Alternatively, you may spend it and 5,000 gp after an adventure set in Bissel to have a *wish* cast on your behalf. Mark this favor as USED when it is expended.

☛ **Foundation of the Forest:** Research found in the Ur-Flan encampment indicates that the strange animal attacks and primeval forest are the result of energy radiating from Truelight, the capital of Nightwatch. This information will be of great use to the Great Army forces, as they try to reclaim the lost township.

☛ **Curious New Friends:** Your presence at the Ur-Flan ritual has affected you and left some residual magic upon you. You gain a +2 enhancement bonus to all future Handle Animal checks.

Additionally, if you have the ability to gain a familiar or animal companion, you may choose one of the following options:

Familiars:

Sailsnake (MM4, requires Improved Familiar and arcane CL 5th or higher)

Squirrel (equivalent to rat)

Animal Companions:

1st Level or Higher

Dire Squirrel (equivalent to dire rat)

4th Level or Higher (Level -3)

Dire Hawk (MM2)

Sailsnake (MM4)

7th Level or Higher (Level -6)

Boar Topiary Guardian (MM3, but Int 2)

Dread Hibiscus (equivalent to assassin vine, but Int 2)

Phantom Fungus

Item Access

APL 2 (all of the following):

- Darkwood Shield (*Adventure; Dungeon Master's Guide*)

APL 4 (all of APL2 plus the following):

- Divine Scroll of Animal Growth (CL 9th; *Adventure; DMG*)
- Divine Scroll of Summon Nature's Ally V (CL 9th; *Adventure; DMG*)
- Potion of Barkskin +5 (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):

- +1 Keen Scythe (*Adventure; Dungeon Master's Guide*)
- Boots of Speed (*Adventure; Dungeon Master's Guide*)
- Elixir of Truth (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Dust of Dryness (*Adventure; Dungeon Master's Guide*)
- Elemental Gem, Air (*Adventure; Dungeon Master's Guide; Limit 3*)
- Dragonhide Plate (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Python Rod (*Adventure; Dungeon Master's Guide*)
- Riverine Breastplate (*Adventure; Stormwrack*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *Druid's Vestments* (Adventure; *Dungeon Master's Guide*)

- *Ring of the Beast* (Adventure; *Complete Champion*)
- *Riverine Full Plate* (Adventure; *Stormwrack*)

APPENDIX 1 – APL 2

ENCOUNTER 2

ADVANCED DIRE SQUIRREL OF LEGEND CR 3
N Medium Animal

Init +10; **Senses** Low-Light Reflective hide, Scent, Listen +5, Spot +5

AC 23, touch 16, flat-footed 17, (+6 Dex, +7 natural)

hp 24 (2d8+12 HD)

Fort +12, **Ref** +12, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +9 (1d6+8 plus poison)

Base Atk +1; **Grp** +8

Atk Options Attach, Blood Drain, Haste, Poison

Abilities Str 24, Dex 23, Con 22, Int 3, Wis 14, Cha 8

Feats Alertness, Improved Initiative, Multiattack, Weapon Finesse [bite]

Skills Climb +15, Hide +11, Move Silently +4

Attach (Ex) A dire squirrel that hits with its bite attach latches onto the opponent's body with its powerful jaws. An attached dire squirrel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire squirrel can be struck with a weapon or grappled itself. To remove an attached dire squirrel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire squirrel drains blood for 1d4 points of Constitution damage each round it remains attached.

Haste (Su) A dire squirrel of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

Poison (Ex) A dire squirrel of legend delivers its poison (Fortitude save DC 17) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Strength damage). The save DC is Constitution-based.

Reflective Hide (Su) A dire squirrel of legend has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Skills Dire squirrels have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description This enormous squirrel is about the size of a large boar. It has coarse, spiky fur, malevolent eyes, and a long, bushy tail. Its fur has a silvery sheen, and it moves with a supernatural quickness.

Sources *Monster Manual II* (Page 136)

ENCOUNTER 5

WEAK INFLICT LIGHT VINES TRAP CR 2

Description See encounter description.

Search DC 22; **Type** magic

Trigger proximity (*alarm*), **Init** +1

Effect *inflict light wounds* (+2 melee touch, 1d8+1, Will DC 12 half) against each target in the clearing each round.

Duration 5 rounds

Destruction each vine AC 12, 5 hp; petrified totem AC 13, 9 hp, hardness 8 (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 26 (per vine)

Dispel DC 12 (per vine), DC 12 (petrified totem, disadvantage, dispelling this disarms the entire trap)

ENCOUNTER 6

MANSOUR

CR 3

Male Human (F) Druid 3

CN Medium humanoid (human)

Init +2; **Senses** Listen +3, Spot +9

Languages Common, Abyssal, Druidic

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 shield)

hp 23 (3 HD)

Fort +5, **Ref** +3, **Will** +6

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork sickle +4 (1d6+1 20/x2) or masterwork shortspear +4 (1d6+1 20/x2)

Ranged masterwork shortspear +5 (1d6+1 20/x2)

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

Base Atk +2; **Grp** +3

Atk Options Rapid Spell

Combat Gear +1 *hide armor*, darkwood shield, masterwork sickle, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 3rd):

2nd—*barkskin*, *rapid summon nature's ally I*

1st—*cure light wounds*, *longstrider*, *magic fang*,

0—*cure minor wounds* (x2), *detect magic*, *flare*

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

SQ wild empathy +5, woodland stride, trackless step

Feats Spell Focus [Conjuration], Augment Summoning, Rapid Spell*

Skills Concentration +8, Handle Animal +6, Knowledge [Nature] +11, Spellcraft +7, Spot +9, Survival +13

Possessions combat gear plus *potion of cure light wounds*, *potion of cure light wounds*, *potion of cure light wounds*

Power-Up Suite:

AC 20, touch 12, flat-footed 18

(+2 Dex, +4 armor, +2 shield, +2 natural) [*barkskin*, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

SENCHÉL (WOLF ANIMAL COMPANION) CR 1

N Medium Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +3, Spot +3

AC 16, touch 12, flat-footed 14

(+2 Dex, +2 armor, +2 natural)

hp 15 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

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

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

FAROUK

CR 2

Male Human (B) Drd1/Ftr1

N Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +5

Languages Common, Abyssal, Druidic

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 17 (2 HD)

Fort +6, **Ref** +2, **Will** +3

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork scythe +6 (2d4+4 20/x4) or masterwork shortspear +5 (1d6+4 20/x2)

Ranged masterwork shortspear +4 (1d6+3 20/x2)

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

Base Atk +1; **Grp** +4

Atk Options Power Attack

Combat Gear masterwork hide, masterwork scythe, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 1st):

1st—*cure light wounds*, *longstrider*,

0—*cure minor wounds*, *detect magic*, *flare*

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

SQ wild empathy +1

Feats Improved Initiative, Power Attack, Weapon Focus [Scythe]

Skills Craft (Trapmaking) +5, Handle Animal +4, Heal +5, Knowledge [Nature] +7, Spellcraft +5, Spot +5, Survival +7

Possessions combat gear plus *potion of barkskin* +3 (*consumed*), *potion of enlarge person*, jewelry worth 45 gp

Power-Up Suite:

AC 18, touch 12, flat-footed 16

(+2 Dex, +3 armor, +3 natural) [*barkskin*, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

GRANCHEL (WOLF ANIMAL COMPANION) CR 1

N Medium Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +3, Spot +3

AC 16, touch 12, flat-footed 14

(+2 Dex, +2 armor, +2 natural)

hp 15 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

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

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

CALID VINFOODLE

CR 1

Male Gnome Drd1

N Small humanoid (gnome)

Init +6; **Senses** Listen +2, Spot +4

Languages Common, Gnomish, Druidic

AC 16, touch 13, flat-footed 14

(+1 Size, +2 Dex, +3 armor)

hp 11 (1 HD)

Fort +5, **Ref** +2, **Will** +4

Speed 15 ft. in medium armor (3 squares), base movement 20 ft.

Melee masterwork shortspear +2 (1d4 20/x2)

Ranged masterwork shortspear +3 (1d4 20/x2)

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

Base Atk +0; **Grp** -4

Combat Gear masterwork hide, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 1st):

1st—*cure light wounds*, *entangle*

0—*cure minor wounds*, *detect magic*, *flare*

Abilities Str 10, Dex 14, Con 16, Int 10, Wis 15, Cha 12

SQ wild empathy +2

Feats Improved Initiative

Skills Handle Animal +5, Knowledge [Nature] +6, Spellcraft +2, Spot +4, Survival +8

Possessions combat gear plus *potion of cure light wounds*, *potion of cure light wounds*, jewelry worth 13 gp

BINDCHEL (WOLF ANIMAL COMPANION) CR 1
N Medium Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +3, Spot +3

AC 16, touch 12, flat-footed 14

(+2 Dex, +2 armor, +2 natural)

hp 15 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

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

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

APPENDIX 2 – APL 4

ENCOUNTER 2

DIRE SQUIRREL CR 1
N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +4, Spot +4

AC 15, touch 13, flat-footed 12, (+3 Dex, +2 natural)

hp 14 (2d8+2 HD);

Fort +4, **Ref** +6, **Will** +3

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +4 (1d6+3)

Base Atk +1; **Grp** +3

Atk Options Attach, Blood drain

Abilities Str 14, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Feats Alertness, Weapon Finesse [bite]

Skills Climb +11, Hide +8, Move Silently +4

Attach (Ex) A dire squirrel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire squirrel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire squirrel can be struck with a weapon or grappled itself. To remove an attached dire squirrel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire squirrel drains blood for 1d4 points of Constitution damage each round it remains attached.

Skills Dire squirrels have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire squirrels use their Dexterity modifier for Climb checks.

Description This enormous squirrel is about the size of a large boar. It has coarse, spiky fur, malevolent eyes, and a long, busy tail.

ADVANCED DIRE RAT OF LEGEND CR 3
N Medium Animal

Init +10; **Senses** Low-Light Vision, Scent, Listen +5, Spot +5

AC 23, touch 16, flat-footed 17, (+6 Dex, +7 natural)

hp 24 (2d8+12 HD);

Fort +12, **Ref** +12, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +9 (1d6+8 plus disease)

Base Atk +1; **Grp** +8

Atk Options Disease, Frightful Presence

Abilities Str 24, Dex 23, Con 22, Int 3, Wis 14, Cha 8

SQ Haste, Reflective hide

Feats Alertness, Improved Initiative, Multiattack, Weapon Finesse [bite]

Skills Climb +15, Hide +11, Move Silently +7, Swim +15

Disease (Ex) Filth fever – bite, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Frightful Presence (Ex) When a dire rat of legend makes a loud sound, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that dire rat of legend's frightful presence for 24 hours.

Haste (Su) A dire rat of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

Reflective Hide (Su) A dire rat of legend has a silver sheen to its skin and is permanently protected by a *spell turning* effect.

Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur, malevolent eyes and a long, naked tail. Its fur has a silvery sheen, and it moves with a supernatural quickness.

Sources *Monster Manual II* (Page 136)

ENCOUNTER 5

INFLECT LIGHT VINES TRAP CR 4

Description See encounter description.

Search DC 24; **Type** magic

Trigger proximity (*alarm*), **Init** +2

Effect *inflict light wounds* (+4 melee touch, 1d8+3, Will DC 13 half) and *entangle* (become entangled, Reflex DC 13 partial) against each target in the clearing each round.

Duration 7 rounds

Destruction each vine AC 14, 10 hp; petrified totem AC 16, 18 hp, hardness 8 (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 27 (per vine)

Dispel DC 14 (per vine), DC 14 (petrified totem, disadvantage, dispelling this disarms the entire trap)

ENCOUNTER 6

MANSOUR

CR 5

Male Human (F) Druid 5

CN Medium humanoid (human)

Init +2; **Senses** Listen +3, Spot +11

Languages Common, Abyssal, Druidic

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 shield)

hp 38 (5 HD)

Fort +6, **Ref** +3, **Will** +7

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork sickle +5 (1d6+1 20/x2) or masterwork shortspear +5 (1d6+1 20/x2)

Ranged masterwork shortspear +6 (1d6+1 20/x2)

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

Base Atk +3; **Grp** +4

Atk Options Rapid Spell, Wild Shape 1/day

Combat Gear +1 *hide armor*, darkwood shield, masterwork sickle, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 5th):

3rd—~~protection from energy (fire)~~, *rapid summon nature's ally II*

2nd—*heat metal*, *hold animal*, *rapid summon nature's ally I*

1st—*faerie fire*, *longstrider*, *magic fang*, *obscuring mist*

0—*cure minor wounds* (x2), *detect magic*, *flare* (x2)

Abilities Str 12, Dex 14, Con 15, Int 12, Wis 16, Cha 10

SQ wild empathy +7, woodland stride, trackless step, resist nature's lure

Feats Spell Focus [Conjuration], Augment Summoning, Rapid Spell*

Skills Concentration +10, Handle Animal +6, Heal +9, Knowledge [Nature] +11, Spellcraft +9, Spot +11, Survival +13

Possessions combat gear plus *wand of cure light wounds*, *potion of barkskin* +5 (consumed)

Power-Up Suite:

AC 23, touch 12, flat-footed 21

(+2 Dex, +4 armor, +2 shield, +5 natural) [*barkskin*, 10 minutes left]

Immune fire (up to 60 points) [*protection from energy (fire)*, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

SENCHÉL (WOLF ANIMAL COMPANION) CR 1

N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +4, Spot +4

AC 19, touch 13, flat-footed 16

(+3 Dex, +2 armor, +4 natural)

hp 36 (4 HD)

Fort +7, **Ref** +7, **Will** +2

Speed 50 ft. (10 squares)

Melee bite +5 (1d6+3)

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

Base Atk +3; **Grp** +4

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

SQ evasion

Feats Track, Weapon Focus (bite), Improved Toughness*

Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

FAROUK

CR 4

Male Human (B) Drd3/Etr1

N Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +7

Languages Common, Abyssal, Druidic

AC 16, touch 12, flat-footed 15

(+2 Dex, +4 armor)

hp 35 (4 HD)

Fort +7, **Ref** +3, **Will** +4

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork scythe +8 (2d4+4 20/x4) or masterwork shortspear +7 (1d6+4 20/x2)

Ranged masterwork shortspear +6 (1d6+3 20/x2)

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

Base Atk +3; **Grp** +6

Atk Options Power Attack

Combat Gear +1 *hide armor*, masterwork scythe, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 3rd):

2nd—*bull's strength*

1st—*cure light wounds*, *longstrider*, *obscuring mist*

0—*cure minor wounds* (x2), *detect magic*, *flare*

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 13, Cha 10

SQ wild empathy +5, woodland stride, trackless step

Feats Improved Initiative, Improved Toughness*, Power Attack, Weapon Focus [Scythe]

Skills Concentration +9, Craft (Trapmaking) +5, Handle Animal +4, Heal +5, Knowledge [Nature] +10, Spellcraft +6, Spot +7, Survival +10

Possessions combat gear plus *potion of barkskin* +3 (consumed), *potion of enlarge person*, *potion of resist energy (fire)* 10 (consumed), jewelry worth 45 gp

Power-Up Suite:

AC 19, touch 12, flat-footed 17

(+2 Dex, +4 armor, +3 natural) [*barkskin*, 10 minutes left]

Resist fire 10 [*resist energy (fire)*, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

GRANCHÉL (WOLF ANIMAL COMPANION) CR 1

N Medium Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +3, Spot +3

AC 16, touch 12, flat-footed 14

(+2 Dex, +2 armor, +2 natural)

hp 15 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

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

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

CALID VINFOODLE

CR 3

Male Gnome Drd₃

N Small humanoid (gnome)

Init +6; **Senses** Listen +2, Spot +4

Languages Common, Gnomish, Druidic

AC 18, touch 13, flat-footed 16

(+1 Size, +2 Dex, +3 armor, +2 Shield)

hp 25 (3 HD)

Fort +6, **Ref** +3, **Will** +5

Speed 15 ft. in medium armor (3 squares), base movement 20 ft.

Melee masterwork shortspear +4 (1d4 20/x2)

Ranged masterwork shortspear +5 (1d4 20/x2)

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

Base Atk +2; **Grp** -2 **Atk Options** Rapid Spell*

Combat Gear masterwork hide, masterwork shortspear, darkwood shield, creepy cultist's clothing

Druid Spells Prepared (CL 3rd):

2nd—*rapid summon nature's ally I*, ~~*barkskin*~~

1st—*cure light wounds*, *entangle*, ~~*longstrider*~~

0—*cure minor wounds*, *detect magic*, *flare* (x2)

Abilities Str 10, Dex 14, Con 16, Int 10, Wis 15, Cha 12

SQ wild empathy +6, woodland stride, trackless step

Feats Improved Initiative,

Rapid Spell* **Skills** Concentration +9, Handle Animal +6, Knowledge [Nature] +9, Spellcraft +2, Spot +4, Survival +11

Possessions combat gear plus *potion of cure light wounds*, *potion of cure light wounds*, *potion of barkskin* +5, jewelry worth 13 gp

Power-Up Suite:

AC 20, touch 13, flat-footed 18

(+1 Size, +2 Dex, +3 armor, +2 shield, +2 natural) [*barkskin*, 10 minutes left]

Speed 25 ft. in medium armor (5 squares), base movement 20 ft.

[*longstrider*, 1 hour left]

BINDCHEL (WOLF ANIMAL COMPANION) CR 1

N Medium Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +3, Spot +3

AC 16, touch 12, flat-footed 14

(+2 Dex, +2 armor, +2 natural)

hp 15 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

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

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

APPENDIX 3 – APL 6

ENCOUNTER 2

ADVANCED DIRE BADGER OF LEGEND CR 5

N Large Animal

Init +9; **Senses** Low-Light Vision, Reflective hide, Scent, Listen +8, Spot +8

AC 25, touch 14, flat-footed 20, (-1 size, +5 Dex, +11 natural)

hp 108 (5d8+78 HD)

Fort +19, **Ref** +11, **Will** +9

Speed 30 ft. (6 squares), burrow 10 ft.

Melee 2 claws +13 (1d6+11) and bite +7 (1d8+10 plus poison)

Base Atk +3; **Grp** +18

Atk Options Haste, Poison, Rage

Abilities Str 32, Dex 21, Con 34, Int 4, Wis 14, Cha 14

Feats Alertness, Improved Initiative, Multiattack, Toughness, Track

Haste (Su) A dire badger of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

Poison (Ex) A dire badger of legend delivers its poison (Fortitude save DC 24) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Strength damage). The save DC is Constitution-based.

Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Reflective Hide (Su) A dire badger of legend has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Description This squat, muscular creature is covered in wild, thick fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouthful of sharp teeth. Its fur has a silvery sheen, and it moves with a supernatural quickness.

Sources *Monster Manual II* (Page 136)

ENCOUNTER 5

INFLECT MODERATE VINES TRAP CR 6

Description See encounter description.

Search DC 26; **Type** magic

Trigger proximity (*alarm*), **Init** +3

Effect *inflict moderate wounds* (+6 melee touch, 2d8+5, Will DC 14 half) and *entangle* (become entangled, Reflex DC 14 partial) against each target in the clearing each round.

Duration 9 rounds

Destruction each vine AC 16, 15 hp; petrified totem AC 19, 27 hp, hardness 8 (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 28 (per vine)

Dispel DC 16 (per vine), DC 16 (petrified totem, disadvantage, dispelling this disarms the entire trap)

ENCOUNTER 6

MANSOUR

CR 7

Male Human (F) Druid 7

CN Medium humanoid (human)

Init +2; **Senses** Listen +9, Spot +13

Languages Common, Abyssal, Druidic

AC 19, touch 13, flat-footed 17

(+2 Dex, +4 armor, +2 shield)

hp 53 (7 HD)

Fort +7, **Ref** +4, **Will** +8

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork sickle +7 (1d6+1 20/x2) or masterwork shortspear +7 (1d6+1 20/x2)

Ranged masterwork shortspear +8 (1d6+1 20/x2)

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

Base Atk +5; **Grp** +6

Atk Options Rapid Spell, Wild Shape 3/day

Combat Gear +1 *hide armor*, darkwood shield, masterwork sickle, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 7th):

4th—*rapid call lightning*

3rd—*cure moderate wounds*, ~~*protection from energy (fire)*~~, *rapid summon nature's ally II*

2nd—*heat metal*, *hold animal*, *rapid summon nature's ally I* (x2)

1st—*faerie fire* (x2), ~~*longstrider*~~, *magic fang*, *obscuring mist*

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

Abilities Str 12, Dex 14, Con 15, Int 12, Wis 16, Cha 10

SQ wild empathy +9, woodland stride, trackless step, resist nature's lure

Feats Spell Focus [Conjuration], Augment Summoning, Rapid Spell*, Natural Spell

Skills Concentration +12, Handle Animal +6, Heal +9, Knowledge [Nature] +11, Listen +9, Spellcraft +11, Spot +13, Survival +13

Possessions combat gear plus *wand of cure light wounds*, *potion of barkskin* +5 (consumed), *ring of protection* +1, *elixir of truth*, jewelry worth 80 gp

Power-Up Suite:

AC 24, touch 13, flat-footed 22

(+2 Dex, +4 armor, +2 shield, +1 Deflection, +5 natural) [*barkskin*, 10 minutes left]

Immune fire (up to 84 points) [*protection from energy (fire)*, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

SENCHÉL (DIRE WOLF COMPANION)

CR 3

N Large Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 16, touch 12, flat-footed 14

(-1 Size, +2 Dex, +2 armor, +3 natural)

hp 50 (6 HD)

Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares)

Melee bite +11 (1d8+10)

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

Base Atk +4; **Grp** +15

Abilities Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Feats Track, Weapon Focus (bite), Alertness, Run

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

FAROUK

CR 6

Male Human (B) Drd5/Ftr1

N Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +10

Languages Common, Abyssal, Druidic

AC 16, touch 12, flat-footed 15

(+2 Dex, +4 armor)

hp 51 (6 HD)

Fort +8, **Ref** +3, **Will** +5

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee +1 *scythe* +9 (2d4+5 20/x4) or masterwork shortspear +8 (1d6+4 20/x2)

Ranged masterwork shortspear +7 (1d6+3 20/x2)

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

Base Atk +4; **Grp** +7

Atk Options Boar's Ferocity*, Power Attack, Wild Shape 1/day

Combat Gear +1 *hide armor*, +1 *scythe*, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 5th):

3rd—*poison*

2nd—*bull's strength*, *bear's endurance*

1st—*cure light wounds* (x2), ~~*longstrider*~~, *obscuring mist*

0—*cure minor wounds* (x2), *detect magic*, *flare*

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 13, Cha 10

SQ wild empathy +7, woodland stride, trackless step, resist nature's lure

Feats Boar's Ferocity*, Improved Initiative, Improved Toughness*, Power Attack, Weapon Focus [Scythe]

Skills Concentration +11, Craft (Trapmaking) +5, Handle Animal +4, Heal +5, Knowledge [Nature] +10, Listen +4, Spellcraft +10, Spot +10, Survival +10

Possessions combat gear plus *potion of barkskin* +3 (consumed), *potion of enlarge person*, *potion of resist energy (fire)* 10 (consumed), *potion of cure moderate wounds*, jewelry worth 45 gp

Power-Up Suite:

AC 19, touch 12, flat-footed 17

(+2 Dex, +4 armor, +3 natural) [*barkskin*, 10 minutes left]

Resist fire 10 [*resist energy (fire)*, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

GRANCHÉL (WOLF ANIMAL COMPANION)

CR 1

N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +4, Spot +4

AC 19, touch 13, flat-footed 16

(+3 Dex, +2 armor, +4 natural)

hp 36 (4 HD)

Fort +7, **Ref** +7, **Will** +2

Speed 50 ft. (10 squares)

Melee bite +5 (1d6+3)

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

Base Atk +3; **Grp** +4

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

SQ evasion

Feats Track, Weapon Focus (bite), Improved Toughness*
Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

CALID VINFOODLE

CR 5

Male Gnome Drd5

N Small humanoid (gnome)

Init +6; **Senses** Listen +2, Spot +10

Languages Common, Gnomish, Druidic

AC 19, touch 13, flat-footed 17

(+1 Size, +2 Dex, +4 armor, +2 Shield)

hp 41 (5 HD)

Fort +8, **Ref** +4, **Will** +7

Speed 15 ft. in medium armor (3 squares), base movement 20 ft.

Melee masterwork shortspear +5 (1d4 20/x2)

Ranged masterwork shortspear +6 (1d4 20/x2)

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

Base Atk +3; **Grp** -1 **Atk Options** Rapid Spell*, Wild Shape 1/day

Combat Gear +1 *hide armor*, masterwork shortspear, darkwood shield, creepy cultist's clothing

Druid Spells Prepared (CL 5th):

3rd—*rapid summon nature's ally* II

2nd—*rapid summon nature's ally* I (x2), ~~barkskin~~

1st—*cure light wounds*, *entangle*, *faerie fire*, ~~longstrider~~

0—*cure minor wounds*, *detect magic*, *flare* (x2)

Abilities Str 10, Dex 14, Con 17, Int 10, Wis 15, Cha 12

SQ wild empathy +8, woodland stride, trackless step, resist nature's lure

Feats Improved Initiative,

Rapid Spell***Skills** Concentration +11, Handle Animal +5,

Knowledge [Nature] +9, Spellcraft +2, Spot +10, Survival +11

Possessions combat gear plus *potion of cure light wounds*, *potion of barkskin* +5, *cloak of resistance* +1, jewelry worth 6 gp

Power-Up Suite:

AC 21, touch 13, flat-footed 19

(+1 Size, +2 Dex, +4 armor, +2 shield, +2 natural) [*barkskin*, 10 minutes left]

Speed 25 ft. in medium armor (5 squares), base movement 20 ft. [*longstrider*, 1 hour left]

LOEFFLER (DIRE BADGER COMPANION) **CR 2**

N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +6, Spot +6

AC 18, touch 13, flat-footed 15

(+3 Dex, +2 armor, +3 natural)

hp 29 (3 HD)

Fort +7, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares), burrow 10 ft. (2 squares)

Melee 2 claws +4 (1d4+2) and bite -1 (1d6+1)

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

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

Abilities Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10

Feats Track, Alertness, Toughness, Track

Skills Listen +6, Spot +6

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

APPENDIX 4 – APL 8

ENCOUNTER 2

ADVANCED DIRE BADGER OF LEGEND CR 5

N Large Animal

Init +9; **Senses** Low-Light Vision, Reflective hide, Scent, Listen +8, Spot +8

AC 25, touch 14, flat-footed 20, (-1 size, +5 Dex, +11 natural)

hp 108 (5d8+78 HD)

Fort +19, **Ref** +11, **Will** +9

Speed 30 ft. (6 squares), burrow 10 ft.

Melee 2 claws +13 (1d6+11) and bite +7 (1d8+10 plus poison)

Base Atk +3; **Grp** +18

Atk Options Haste, Poison, Rage

Abilities Str 32, Dex 21, Con 34, Int 4, Wis 14, Cha 14

Feats Alertness, Improved Initiative, Multiattack, Toughness, Track

Haste (Su) A dire badger of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

Poison (Ex) A dire badger of legend delivers its poison (Fortitude save DC 24) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Strength damage). The save DC is Constitution-based.

Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Reflective Hide (Su) A dire badger of legend has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Description This squat, muscular creature is covered in wild, thick fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouthful of sharp teeth. Its fur has a silvery sheen, and it moves with a supernatural quickness.

Sources *Monster Manual II* (Page 136)

DEATH WEED CR 9

Vine horror Sor8

NE Medium-size Plant (aquatic)

Init +1; **Senses** Listen +5, Spot +5

AC 19, touch 11, flat-footed 18, (+1 Dex, +8 natural)

hp 120 (5d8+8d4+78 HD);

Fort +12, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares), swim 20 ft.

Melee slam +10/+10 (1d6+3)

Base Atk +7; **Grp** +10

Atk Options Animate vines.

Special Actions Malleability

Sorcerer Spells Known (CL 12th):

4th (3/day)— ~~greater invisibility~~, greater invisibility

3rd (6/day)— fireball, ~~unluck~~^{SPC}

2nd (7/day)— fireburst^{SPC}, glitterdust, scorching ray

1st (7/day)— fist of stone^{SPC}, fist of stone^{SPC}, ~~mage armor~~, mage armor, magic missile, ray of enfeeblement, shield, shield

0 (6/day)— acid splash, daze, detect magic, mending, message, prestidigitation, read magic

SpC: Spell Compendium

Abilities Str 16, Dex 12, Con 23, Int 11, Wis 13, Cha 16

SQ Plant traits, Half damage from piercing and slashing

Feats Alertness, Blind-Fight, Empower Spell, Practiced Spellcaster^{CD}, Sudden Maximize^{CA}. ^{CD}Complete Divine, ^{CA}Complete Arcane.

Skills Concentration +14, Hide +16 (+31 when in an area with a lot of algae), Spellcraft +6, Swim +16

Possessions combat gear plus *spell component pouch*

Animate Vines (Sp) A vine horror can use this ability to animate any single vine or similar kind of plant life within 90 feet. An animated vine fights as an assassin vine in all respects (see the *Monster Manual*). An animated vine loses its ability to fight if the vine horror that animated it is incapacitated or moves out of range.

Malleability (Ex) Because of a vine horror's unusual body structure, it can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and similar openings that are 1 inch or more in width do not slow the vine horror at all.

Skills Vine horrors have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered. Vine horrors have a +15 racial bonus on Hide checks in swamps or other areas with noticeable concentration of algae.

Sources *Complete Arcane* (Page 83), *Complete Divine* (Page 82), *Fiend Folio* (Page 185), *Spell Compendium* (Pages 93-94, 227)

Power-Up Suite: *Fist of stone* (8 rounds), *greater invisibility* (11 rounds), *mage armor*, *shield* – AC 27, touch 11, flat-footed 26 (+4 armor, +1 Dex, +8 natural, +4 shield).

ENCOUNTER 5

POISONING VINES TRAP

CR 8

Description See encounter description.

Search DC 28; **Type** magic

Trigger proximity (*alarm*), **Init** +4

Effect *poison* (+10 melee touch, 1d10 Con/1d10 Con, Fortitude DC 16 negates) and *entangle* (become entangled, Reflex DC 16 partial) against each target in the clearing each round.

Duration 11 rounds

Destruction each vine AC 18, 20 hp; petrified totem AC 22, 36 hp, hardness 8 (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 29 (per vine)

Dispel DC 18 (per vine), DC 18 (petrified totem, disadvantage, dispelling this disarms the entire trap)

ENCOUNTER 6

MANSOUR

CR 9

Male Human (F) Druid 9

CN Medium humanoid (human)

Init +2; **Senses** Listen +16, Spot +16

Languages Common, Abyssal, Druidic

AC 19, touch 13, flat-footed 17

(+2 Dex, +4 armor, +2 shield)

hp 74 (9 HD)

Immune poison

Fort +9, **Ref** +5, **Will** +10

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork sickle +8/+3 (1d6+1 20/x2) or masterwork shortspear +8/+3 (1d6+1 20/x2)

Ranged masterwork shortspear +9 (1d6+1 20/x2)

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

Base Atk +6; **Grp** +7

Atk Options Rapid Spell, Quicken Spell, Wild Shape 3/day, Wild Shape (Large)

Combat Gear +1 *hide armor*, darkwood shield, masterwork sickle, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 9th):

5th—*stoneskin*

4th—*dispel magic*, *rapid call lightning*, *rapid summon nature's ally* III

3rd—*cure moderate wounds*, ~~*protection from energy (fire)*~~, *rapid lesser restoration*, *rapid summon nature's ally* II

2nd—*bull's strength*, *heat metal*, *hold animal*, *rapid summon nature's ally* I (x2)

1st—*faerie fire* (x2), ~~*longstrider*~~, *magic fang*, *obscuring mist*

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

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

SQ wild empathy +11, woodland stride, trackless step, resist nature's lure, venom immunity

Feats Spell Focus [Conjuration], Augment Summoning, Rapid Spell*, Natural Spell, Cloudy Conjuration*

Skills Concentration +15, Handle Animal +6, Heal +10, Knowledge [Nature] +11, Listen +16, Spellcraft +13, Spot +16, Survival +14

Possessions combat gear plus *wand of cure light wounds*, *potion of barkskin* +5 (consumed), *potion of resist energy (cold)* 10 (consumed), *potion of resist energy (acid)* 10 (consumed), *ring of protection* +1, *elixir of truth*, *periapt of wisdom* +2, *dust of dryness*, jewelry worth 30 gp

Power-Up Suite:

AC 24, touch 13, flat-footed 22

(+2 Dex, +4 armor, +2 shield, +1 Deflection, +5 natural) [*barkskin*, 10 minutes left]

hp 74 (9 HD); ; DR 10/adamantine, (up to 90 points) [*stoneskin*, 10 minutes left]

Immune poison, fire (up to 108 points) [*protection from energy (fire)*, 10 minutes left]

Resist acid 10 [*resist energy (acid)* 10, 10 minutes left], cold 10 [*resist energy (acid)* 10, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

SENCHÉL (DIRE WOLF COMPANION)

CR 3

N Large Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 16, touch 12, flat-footed 14

(-1 Size, +2 Dex, +2 armor, +3 natural)

hp 50 (6 HD)

Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares)

Melee bite +11 (1d8+10)

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

Base Atk +4; **Grp** +15

Abilities Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Feats Track, Weapon Focus (bite), Alertness, Run

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

FAROUK

CR 8

Male Human (B) Drd5/Ftr3

N Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +10

Languages Common, Abyssal, Druidic

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 armor)

hp 70 (8 HD)

Fort +9, **Ref** +4, **Will** +6

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee +1 scythe +11/+6 (2d4+5 20/x4) or masterwork shortspear +10/+5 (1d6+4 20/x2)

Ranged masterwork shortspear +9 (1d6+3 20/x2)

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

Base Atk +6; **Grp** +9

Atk Options Boar's Ferocity*, Power Attack, Wild Shape 1/day

Combat Gear dragonhide plate, +1 scythe, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 5th):

3rd—poison

2nd—bull's strength, bear's endurance

1st—cure light wounds (x2), longstrider, obscuring mist

0—cure minor wounds (x2), detect magic, flare

Abilities Str 17, Dex 14, Con 14, Int 12, Wis 13, Cha 10

SQ wild empathy +7, woodland stride, trackless step, resist nature's lure

Feats Boar's Ferocity*, Improved Initiative, Improved Toughness*, Power Attack, Power Critical (Scythe)*, Weapon Focus [Scythe]

Skills Concentration +13, Craft (Trapmaking) +9, Handle Animal +4, Heal +5, Knowledge [Nature] +10, Listen +4, Spellcraft +10, Spot +10, Survival +10

Possessions combat gear plus *potion of barkskin* +3 (consumed), *potion of enlarge person*, *potion of resist energy (fire)* 10 (consumed), *potion of cure moderate wounds*, *dust of dryness*, jewelry worth 110 gp

Power-Up Suite:

AC 23, touch 12, flat-footed 21

(+2 Dex, +8 armor, +3 natural) [barkskin, 10 minutes left]

Resist fire 10 [resist energy (fire), 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [longstrider, 1 hour left]

GRANCHEL (WOLF ANIMAL COMPANION) CR 1

N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +4, Spot +4

AC 19, touch 13, flat-footed 16

(+3 Dex, +2 armor, +4 natural)

hp 36 (4 HD)

Fort +7, **Ref** +7, **Will** +2

Speed 50 ft. (10 squares)

Melee bite +5 (1d6+3)

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

Base Atk +3; **Grp** +4

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

SQ evasion

Feats Track, Weapon Focus (bite), Improved Toughness*

Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

CALID VINFOODLE

CR 7

Male Gnome Drd7

N Small humanoid (gnome)

Init +6; **Senses** Listen +2, Spot +12

Languages Common, Gnomish, Druidic

AC 19, touch 13, flat-footed 17

(+1 Size, +2 Dex, +4 armor, +2 Shield)

hp 58 (7 HD)

Fort +9, **Ref** +5, **Will** +8

Speed 15 ft. in medium armor (3 squares), base movement 20 ft.

Melee masterwork shortspear +7 (1d4 20/x2)

Ranged masterwork shortspear +8 (1d4 20/x2)

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

Base Atk +5; **Grp** +1 **Atk Options** Rapid Spell*, Wild Shape 3/day

Combat Gear +1 hide armor, masterwork shortspear, darkwood shield, creepy cultist's clothing

Druid Spells Prepared (CL 7th):

4th—rapid call lightning

3rd—cure moderate wounds, rapid summon nature's ally II

2nd—bear's endurance, rapid summon nature's ally I (x2), barkskin

1st—cure light wounds (x2), entangle, faerie fire, longstrider

0—cure minor wounds (x2), detect magic, flare (x2)

Abilities Str 10, Dex 14, Con 17, Int 10, Wis 15, Cha 12

SQ wild empathy +10, woodland stride, trackless step, resist nature's lure

Feats Improved Initiative,

Natural Spell, Rapid Spell* **Skills** Concentration +13, Handle

Animal +5, Knowledge [Nature] +9, Spellcraft +6, Spot +12,

Survival +11

Possessions combat gear plus *potion of cure light wounds*, *potion of barkskin* +5, *potion of resist energy (fire)* 10 (consumed), *cloak of resistance* +1, *elemental gem (air)*, jewelry worth 406 gp

Power-Up Suite:

AC 22, touch 13, flat-footed 20

(+1 Size, +2 Dex, +4 armor, +2 shield, +3 natural) [barkskin, 10 minutes left]

Resist fire 10 [resist energy (fire), 10 minutes left]

Speed 25 ft. in medium armor (5 squares), base movement 20 ft. [longstrider, 1 hour left]

LOEFFLER (DIRE BADGER COMPANION) CR 2

N Medium Animal

Init +4; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 21, touch 14, flat-footed 17

(+3 Dex, +2 armor, +5 natural)

hp 49 (5 HD)

Fort +9, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), burrow 10 ft. (2 squares)

Melee 2 claws +5 (1d4+2) and bite +0 (1d6+1)

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

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

Abilities Str 15, Dex 18, Con 20, Int 2, Wis 12, Cha 10

SQ evasion

Feats Track, Alertness, Toughness, Track

Skills Listen +7, Spot +7

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

APPENDIX 5 – APL 10

ENCOUNTER 2

DIRE ELK **CR 7**

N Huge animal

Init +0; **Senses** Low-Light Vision, Scent, Listen +6, Spot +6

AC 15, touch 8, flat-footed 15, (-2 size, +7 natural)

hp 132 (12d8+60 HD);

Fort +13, **Ref** +8, **Will** +8

Speed 50 ft. (10 squares)

Melee slam +14 (2d6+7) and 2 hooves +9 (2d4+3) or

Melee gore +14 (2d8+10)

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

Base Atk +7; **Grp** +27

Atk Options Trample

Abilities Str 24, Dex 11, Con 20, Int 2, Wis 11, Cha 7

Trample (Ex) As a Standard action during its turn each round, a dire elk can trample opponents at least one size category smaller than itself. This attack deals 2d8+10 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 23) for half-damage.

Scent (Ex) A dire elk can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills A dire elk receives a +4 racial bonus on Hide checks.

Sources *Monster Manual II* (Page 74)

ADVANCED DIRE SNAKE OF LEGEND **CR 9**

N Gargantuan animal

Init +12; **Senses** Low-Light Vision, Scent, Listen +12, Spot +12

AC 28, touch 14, flat-footed 20, (-4 size, +8 Dex, +14 natural)

hp 208 (13d8+130 HD)

Fort +21, **Ref** +19, **Will** +13

Speed 30 ft. (6 squares), climb 20 ft, swim 20 ft.

Melee bite +24 (4d8+20 plus poison/19-20)

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

Base Atk +9; **Grp** +40

Atk Options Constrict, Poison, Raging Blood

Abilities Str 44, Dex 26, Con 30, Int 3, Wis 15, Cha 15

SQ Haste, Reflective Hide,

Feats Improved Critical [bite], Improved Initiative, Improved Natural Attack [bite], Multiattack.

Skills Balance +17, Climb +24, Hide +12

Constrict (Ex) With a successful grapple check, a dire snake can constrict a grabbed opponent, dealing 1d8+20 points of bludgeoning damage.

Haste (Su) A dire snake of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

Poison (Ex) A dire snake delivers its poison (Fortitude save DC 23) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Constitution damage). The save DC is Constitution-based.

Raging Blood (Su) Each time damage is dealt to a dire snake of legend with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of acid damage to all within range (no saving throw). A dire snake of legend is not harmed by its own blood.

Reflective Hide (Su) A dire snake of legend has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Improved Grab (Ex) If a dire snake hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can try to swallow the opponent. Alternatively, the dire snake has the option to conduct the grapple normally, or simple use its jaws to hold the opponent (-20 penalty on grapple check, but the dire snake is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite and constrict damage.

Skills A dire snake receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Balance checks.

Description This creature looks like an enormous viper with dull green or brown scales and long fangs. Its head has two bony protrusions similar to horns placed just behind the eyes. Its skin has a silvery sheen, and it moves with a supernatural quickness.

Sources *Monster Manual II* (Pages 74, 136)

DEATH WEED

CR 9

Vine horror Sor8

NE Medium-size Plant (aquatic)

Init +1; **Senses** Listen +5, Spot +5

AC 19, touch 11, flat-footed 18, (+1 Dex, +8 natural)

hp 120 (5d8+8d4+78 HD);

Fort +12, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares), swim 20 ft.

Melee slam +10/+10 (1d6+3)

Base Atk +7; **Grp** +10

Atk Options Animate vines.

Special Actions Malleability

Sorcerer Spells Known (CL 12th):

4th (3/day)—~~greater invisibility~~, greater invisibility

3rd (6/day)—fireball, ~~unluck~~^{SPC}

2nd (7/day)—fireburst^{SPC}, glitterdust, scorching ray

1st (7/day)—fist of stone^{SPC}, fist of stone^{SPC}, ~~mage armor~~, mage armor, magic missile, ray of enfeeblement, ~~shield~~, shield

0 (6/day)—acid splash, daze, detect magic, mending, message, prestidigitation, read magic

SPC: Spell Compendium

Abilities Str 16, Dex 12, Con 23, Int 11, Wis 13, Cha 16

SQ Plant traits, Half damage from piercing and slashing

Feats Alertness, Blind-Fight, Empower Spell, Practiced Spellcaster^{CD}, Sudden Maximize^{CA}. ^{CD}Complete Divine, ^{CA}Complete Arcane.

Skills Concentration +14, Hide +16 (+31 when in an area with a lot of algae), Spellcraft +6, Swim +16

Possessions combat gear plus *spell component pouch*

Animate Vines (Sp) A vine horror can use this ability to animate any single vine or similar kind of plant life within 90 feet. An animated vine fights as an assassin vine in all respects (see the *Monster Manual*). An animated vine loses its ability to fight if the vine horror that animated it is incapacitated or moves out of range.

Malleability (Ex) Because of a vine horror's unusual body structure, it can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and similar openings that are 1 inch or more in width do not slow the vine horror at all.

Skills Vine horrors have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted

or endangered. Vine horrors have a +15 racial bonus on Hide checks in swamps or other areas with noticeable concentration of algae.

Sources *Complete Arcane* (Page 83), *Complete Divine* (Page 82), *Fiend Folio* (Page 185), *Spell Compendium* (Pages 93-94, 227)

Power-Up Suite: *Fist of stone* (8 rounds), *greater invisibility* (11 rounds), *mage armor*, *shield* – AC 27, touch 11, flat-footed 26 (+4 armor, +1 Dex, +8 natural, +4 shield).

ENCOUNTER 5

ENERVATING VINES TRAP CR 10

Description See encounter description.

Search DC 30; **Type** magic

Trigger proximity (*alarm*), **Init** +5

Effect *enervation* (+10 melee touch, 1d4 negative levels, 9 hours) and *entangle* (become entangled, Reflex DC 17 partial) against each target in the clearing each round.

Duration 13 rounds

Destruction each vine AC 20, 25 hp; petrified totem AC 25, 45 hp, hardness 8 (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 30 (per vine)

Dispel DC 20 (per vine), DC 20 (petrified totem, disadvantage, dispelling this disarms the entire trap)

ENCOUNTER 6

WICKER MAN CR 11

N Huge construct

Init -1; **Senses** Darkvision 60 ft., Listen +0, Spot +0

AC 15, touch 7, flat-footed 15

(-2 size, -1 Dex, +8 natural)

hp 120 (12 HD); hardness 5

Immune fire, magic, piercing

Fort +4, **Ref** +3, **Will** +4

Speed 40 ft. (8 squares), can't run

Melee 2 slams +16 (2d8+9 20/x2)

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

Base Atk +9; **Grp** +26

Atk Options Encage, improved grab, flaming body

Abilities Str 29, Dex 8, Con -, Int -, Wis 10, Cha 1

SQ Construct traits

Encage A wicker man can attempt to encage foes of large or smaller size by making a successful grapple check. Victims of this attack are tossed inside the wicker man's chest cavity. The wicker man deals no damage to foes thus encaged unless it has been set aflame (see *Flammable Body*, below). An encaged foe can force its way out with a successful opposed grapple check (grapple bonus +26). An encaged victim can also cut its way out by using claws or a light slashing weapon to deal 20 points of damage (AC 14), or with a successful Escape Artist check (DC 20). If a creature cuts its way out, the wicker reknits; another encaged opponent must cut its own way out. A wicker man's interior can hold 3 Large, 6 Medium-size, 12 Small, 24 Tiny, 48 Diminutive, or 96 Fine opponents.

Improved Grab (Ex) If a wicker man hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can encage the foe with another successful grapple check. Alternatively, the wicker man has the option to conduct the grapple normally, or simply use its arm to hold the opponent (-20 penalty on grapple check, but the wicker man is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Construct Traits A wicker man is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot heal damage to itself but can be healed through repair. It cannot be raised or resurrected. A wicker man has Darkvision (60-foot range).

Flaming Body (Ex) When exposed to fire, a wicker man becomes sheathed in flames. (The construct is not damaged by these flames because of its fire immunity.) Anyone within 30 feet of a flaming wicker man must make a successful Fortitude save (DC 16) or take 1d6 points of fire damage from the intense heat. Treat this effect as a burst that continually radiates from the creature. Anyone touched by a flaming wicker man must succeed on a Reflex save (DC 16) or take 2d6 points of fire damage. Foes grappling with a flaming wicker man take 4d6 points of fire damage, and foes encaged within a wicker man while it is flaming take 6d6 points of fire damage each round. (Thus, a foe encaged within a flaming wicker man that attempts to escape by

grappling would take 6d6 points of fire damage on the wicker man's initiative count and another 4d6 points of fire damage when the foe makes a grapple attempt to escape on its initiative count.) A wicker man set afire flames for 10 minutes. After it has finished flaming, it cannot be relit by fire or fire-based effects until 5 rounds have passed.

Hardness (Ex) A wicker man has hardness 5. Subtract 5 points from all damage the wicker man would take.

Immunity to Magic (Ex) Wicker men are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *warp wood* or *wood shape* spell opens its cage door for 1 round. Being in the area of an *entangle* spell when it is cast heals a wicker man of 2d8 points of damage. Fire and fire-based effects engage the wicker man's flammable body ability.

Immunity to Piercing (Ex) Piercing weapons, even magic ones, deal no damage to a wicker man.

Description *This huge, hollow structure seems constructed of branches and vines crudely woven into the form of a human. A tall crown of twigs juts up from its featureless head, and its arms end in massive bundles of sharp branches.*

Sources *Fiend Folio* (Page 188)

MANSOUR CR 9

Male Human (F) Druid 9

CN Medium humanoid (human)

Init +2; **Senses** Listen +16, Spot +16

Languages Common, Abyssal, Druidic

AC 19, touch 13, flat-footed 17

(+2 Dex, +4 armor, +2 shield)

hp 74 (9 HD)

Immune poison

Fort +9, **Ref** +5, **Will** +10

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork sickle +8/+3 (1d6+1 20/x2) or masterwork shortspear +8/+3 (1d6+1 20/x2)

Ranged masterwork shortspear +9 (1d6+1 20/x2)

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

Base Atk +6; **Grp** +7

Atk Options Rapid Spell, Wild Shape 3/day, Wild Shape (Large)

Combat Gear +1 *hide armor*, darkwood shield, masterwork sickle, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 9th):

5th—~~stoneskin~~

4th—*dispel magic*, *rapid call lightning*, *rapid summon nature's ally III*

3rd—*cure moderate wounds*, ~~*protection from energy (fire)*~~, *rapid lesser restoration*, *rapid summon nature's ally II*

2nd—*bull's strength*, *heat metal*, *hold animal*, *rapid summon nature's ally I* (x2)

1st—*entangle*, *faerie fire* (x2), ~~*longstrider*~~, *magic fang*

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

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

SQ wild empathy +11, woodland stride, trackless step, resist nature's lure, venom immunity

Feats Spell Focus [Conjuration], Augment Summoning, Rapid Spell*, Natural Spell, Cloudy Conjuration*

Skills Concentration +15, Handle Animal +6, Heal +10, Knowledge [Nature] +11, Listen +16, Spellcraft +13, Spot +16, Survival +14

Possessions combat gear plus *wand of cure light wounds*, *potion of barkskin* +5 (consumed), *potion of resist energy (cold)* 10 (consumed), *potion of resist energy (acid)* 10 (consumed), ring of

protection +1, *elixir of truth*, *periapt of wisdom* +2, *dust of dryness*, jewelry worth 30 gp

Power-Up Suite:

AC 24, touch 13, flat-footed 22

(+2 Dex, +4 armor, +2 shield, +1 Deflection, +5 natural) [*barkskin*, 10 minutes left]

hp 74 (9 HD); ; **DR** 10/adamantine, (up to 90 points) [*stoneskin*, 10 minutes left]

Immune poison, fire (up to 108 points) [*protection from energy (fire)*, 10 minutes left]

Resist acid 10 [*resist energy (acid)* 10, 10 minutes left], cold 10 [*resist energy (acid)* 10, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

SENCEL (DIRE WOLF COMPANION) CR 3

N Large Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 16, touch 12, flat-footed 14

(-1 Size, +2 Dex, +2 armor, +3 natural)

hp 50 (6 HD)

Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares)

Melee bite +11 (1d8+10)

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

Base Atk +4; **Grp** +15

Abilities Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Feats Track, Weapon Focus (bite), Alertness, Run

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

FAROUK CR 9

Male Human (B) Drd5/Ftr4

N Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +10

Languages Common, Abyssal, Druidic

AC 22, touch 13, flat-footed 20

(+2 Dex, +9 armor, +1 deflection)

hp 80 (9 HD)

Fort +10, **Ref** +4, **Will** +6

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee +1 *scythe* +12/+7 (2d4+7 20/x4) or masterwork shortspear +11/+6 (1d6+4 20/x2)

Ranged masterwork shortspear +10 (1d6+3 20/x2)

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

Base Atk +7; **Grp** +10

Atk Options Boar's Ferocity*, Lion's Pounce*, Power Attack, Wild Shape 1/day

Combat Gear +1 *dragonhide plate*, +1 *scythe*, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 5th):

3rd—*poison*

2nd—*bull's strength*, *bear's endurance*

1st—*cure light wounds* (x2), ~~*longstrider*~~, *obscuring mist*

0—*cure minor wounds* (x2), *detect magic*, *flare*

Abilities Str 17, Dex 14, Con 14, Int 12, Wis 13, Cha 10
SQ wild empathy +7, woodland stride, trackless step, resist nature's lure
Feats Boar's Ferocity*, Improved Initiative, Improved Toughness*, Lion's Pounce*, Power Attack, Power Critical (Scythe)*, Weapon Focus [Scythe], Weapon Specialization [Scythe]
Skills Concentration +14, Craft (Trapmaking) +13, Handle Animal +4, Heal +5, Knowledge [Nature] +10, Listen +4, Spellcraft +11, Spot +10, Survival +10
Possessions combat gear plus *potion of barkskin* +3 (consumed), *potion of enlarge person*, *potion of resist energy (fire)* 10 (consumed), *potion of cure moderate wounds*, *dust of dryness*, *ring of protection* +1, jewelry worth 460 gp

Power-Up Suite:

AC 25, touch 13, flat-footed 23
(+2 Dex, +9 armor, +3 natural, +1 deflection) [*barkskin*, 10 minutes left]

Resist fire 10 [*resist energy (fire)*, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [*longstrider*, 1 hour left]

GRANCHEL (WOLF ANIMAL COMPANION) CR 1
N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +4, Spot +4

AC 19, touch 13, flat-footed 16
(+3 Dex, +2 armor, +4 natural)

hp 36 (4 HD)

Fort +7, **Ref** +7, **Will** +2

Speed 50 ft. (10 squares)

Melee bite +5 (1d6+3)

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

Base Atk +3; **Grp** +4

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

SQ evasion

Feats Track, Weapon Focus (bite), Improved Toughness*

Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

CALID VINFOODLE

CR 8

Male Gnome Drd8

N Small humanoid (gnome)

Init +6; **Senses** Listen +2, Spot +13

Languages Common, Gnomish, Druidic

AC 19, touch 13, flat-footed 17

(+1 Size, +2 Dex, +4 armor, +2 Shield)

hp 72 (8 HD)

Fort +11, **Ref** +5, **Will** +9

Speed 15 ft. in medium armor (3 squares), base movement 20 ft.

Melee masterwork shortspear +8/+3 (1d4 20/x2)

Ranged masterwork shortspear +9 (1d4 20/x2)

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

Base Atk +6; **Grp** +2**Atk Options** Rapid Spell*, Wild Shape 3/day, Wild Shape (Large)

Combat Gear +1 *hide armor*, masterwork shortspear, darkwood shield, creepy cultist's clothing

Druid Spells Prepared (CL 8th):

4th—*dispel magic*, *rapid call lightning*

3rd—*cure moderate wounds*, *rapid summon nature's ally* II (x2)

2nd—*bear's endurance*, *rapid summon nature's ally* I (x2),

~~*barkskin*~~

1st—*cure light wounds* (x2), *entangle*, *faerie fire*, ~~*longstrider*~~

0—*cure minor wounds* (x2), *detect magic*, *flare* (x2)

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

SQ wild empathy +11, woodland stride, trackless step, resist nature's lure

Feats Improved Initiative,

Natural Spell, Rapid Spell***Skills** Concentration +15, Handle Animal +5, Knowledge [Nature] +9, Spellcraft +8, Spot +13, Survival +11

Possessions combat gear plus *potion of cure light wounds*, *potion of barkskin* +5, *potion of resist energy (fire)* 10 (consumed), *cloak of resistance* +1, *elemental gem (air)*, jewelry worth 2856 gp

Power-Up Suite:

AC 22, touch 13, flat-footed 20

(+1 Size, +2 Dex, +4 armor, +2 shield, +3 natural) [*barkskin*, 10 minutes left]

Resist fire 10 [*resist energy (fire)*, 10 minutes left]

Speed 25 ft. in medium armor (5 squares), base movement 20 ft. [*longstrider*, 1 hour left]

LOEFFLER (DIRE BADGER COMPANION) CR 2
N Medium Animal

Init +4; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 21, touch 14, flat-footed 17

(+3 Dex, +2 armor, +5 natural)

hp 49 (5 HD)

Fort +9, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), burrow 10 ft. (2 squares)

Melee 2 claws +5 (1d4+2) and bite +0 (1d6+1)

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

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

Abilities Str 15, Dex 18, Con 20, Int 2, Wis 12, Cha 10

SQ evasion

Feats Track, Alertness, Toughness, Track

Skills Listen +7, Spot +7

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

APPENDIX 6 – APL 12

ENCOUNTER 2

ADVANCED DIRE SNAKE OF LEGEND CR 9

N Gargantuan animal

Init +12; **Senses** Low-Light Vision, Scent, Listen +12, Spot +12

AC 28, touch 14, flat-footed 20, (-4 size, +8 Dex, +14 natural)

hp 208 (13d8+130 HD)

Fort +21, **Ref** +19, **Will** +13

Speed 30 ft. (6 squares), climb 20 ft, swim 20 ft.

Melee bite +24 (4d8+20 plus poison/19-20)

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

Base Atk +9; **Grp** +40

Atk Options Constrict, Poison, Raging Blood

Abilities Str 44, Dex 26, Con 30, Int 3, Wis 15, Cha 15

SQ Haste, Reflective Hide,

Feats Improved Critical [bite], Improved Initiative, Improved Natural Attack [bite], Multiattack.

Skills Balance +17, Climb +24, Hide +12

Constrict (Ex) With a successful grapple check, a dire snake can constrict a grabbed opponent, dealing 1d8+20 points of bludgeoning damage.

Haste (Su) A dire snake of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by *haste* spell.

Poison (Ex) A dire snake delivers its poison (Fortitude save DC 23) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Constitution damage). The save DC is Constitution-based.

Raging Blood (Su) Each time damage is dealt to a dire snake of legend with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of acid damage to all within range (no saving throw). A dire snake of legend is not harmed by its own blood.

Reflective Hide (Su) A dire snake of legend has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Improved Grab (Ex) If a dire snake hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can try to swallow the opponent. Alternatively, the dire snake has the option to conduct the grapple normally, or simple use its jaws to hold the opponent (-20 penalty on grapple check, but the dire snake is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite and constrict damage.

Skills A dire snake receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Balance checks.

Description This creature looks like an enormous viper with dull green or brown scales and long fangs. Its head has two bony protrusions similar to horns placed just behind the eyes. Its skin has a silvery sheen, and it moves with a supernatural quickness.

Sources *Monster Manual II* (Pages 74, 136)

DOOM FERN

CR 11

Vine horror Sor10

NE Medium-size Plant (aquatic)

Init +1; **Senses** Listen +5, Spot +5

AC 19, touch 11, flat-footed 18, (+1 Dex, +8 natural)

hp 137 (5d8+10d4+90 HD)

Fort +13, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares), swim 20 ft.

Melee slam +11/+11 (1d6+3)

Base Atk +8; **Grp** +11

Special Actions Animate vines

Sorcerer Spells Known (CL 14th):

5th (3/day) — *reciprocal gyre*^{SPC}

4th (5/day) — *enervation*, *greater invisibility*, *greater invisibility*

3rd (7/day) — *dispel magic*, *fireball*, *unluck*^{SPC}

2nd (7/day) — *blindness/deafness*, *fireburst*^{SPC}, *glitterdust*, *scorching ray*

1st (7/day) — *fist of stone*^{SPC}, *fist of stone*^{SPC}, *mage armor*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *shield*

0 (6/day) — *acid splash*, *daze*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

SpC: Spell Compendium

Abilities Str 16, Dex 12, Con 23, Int 11, Wis 13, Cha 16

SQ Half damage from piercing and slashing, Plant traits

Feats Alertness, Blind-Fight, Empower Spell, Practiced Spellcaster^{CD}, Silent Spell, Sudden Maximize^{CA}. ^{CD}Complete Divine, ^{CA}Complete Arcane.

Skills Concentration +16, Hide +16 (+31 when in an area with a lot of algae), Spellcraft +6, Swim +16.

Possessions combat gear plus spell component pouch

Animate Vines (Sp) A vine horror can use this ability to animate any single vine or similar kind of plant life within 90 feet. An animated vine fights as an assassin vine in all respects (see the *Monster Manual*). An animated vine loses its ability to fight if the vine horror that animated it is incapacitated or moves out of range.

Malleability (Ex) Because of a vine horror's unusual body structure, it can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and similar openings that are 1 inch or more in width do not slow the vine horror at all.

Skills Vine horrors have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered. Vine horrors have a +15 racial bonus on Hide checks in swamps or other areas with noticeable concentrations of algae.

Sources *Complete Arcane* (Page 83), *Complete Divine* (Page 82), *Fiend Folio* (Page 185), *Spell Compendium* (Page 93-94, 177, 227)

Power-Up Suite: *Fist of stone* (8 rounds), *greater invisibility* (13 rounds), *mage armor*, *shield* – AC 27, touch 11, flat-footed 26 (+4 armor, +1 Dex, +8 natural, +4 shield).

ENCOUNTER 5

SLAYING VINES TRAP

CR 12

Description See encounter description.

Search DC 32; **Type** magic

Trigger proximity (*alarm*), **Init** +6

Effect *slay living* (+12 melee touch, death, Fortitude DC 19 partial 3d6+11) and *entangle* (become entangled, Reflex DC 19 partial) against each target in the clearing each round.

Duration 15 rounds

Destruction each vine AC 22, 30 hp; petrified totem AC 28, 54 hp, hardness 8 (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 31 (per vine)

Dispel DC 22 (per vine), DC 22 (petrified totem, disadvantage, dispelling this disarms the entire trap)

ENCOUNTER 6

ADVANCED WICKER MAN

CR 13

N Gargantuan construct

Init -1; **Senses** Darkvision 60 ft., Listen +0, Spot +0

AC 17, touch 5, flat-footed 17

(-4 size, -1 Dex, +12 natural)

hp 195 (20 HD); hardness 5

Immune fire, magic, piercing

Fort +6, **Ref** +5, **Will** +6

Speed 40 ft. (8 squares), can't run

Melee 2 slams +25 (3d8+14 20/x2)

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

Base Atk +15; **Grp** +41

Atk Options Encage, improved grab, flaming body

Abilities Str 39, Dex 8, Con -, Int -, Wis 10, Cha 1

SQ Construct traits

Encage A wicker man can attempt to encage foes of large or smaller size by making a successful grapple check. Victims of this attack are tossed inside the wicker man's chest cavity. The wicker man deals no damage to foes thus encaged unless it has been set aflame (see Flammable Body, below). An encaged foe can force its way out with a successful opposed grapple check (grapple bonus +41). An encaged victim can also cut its way out by using claws or a light slashing weapon to deal 20 points of damage (AC 14), or with a successful Escape Artist check (DC 20). If a creature cuts its way out, the wicker reknits; another encaged opponent must cut its own way out. A wicker man's interior can hold 3 Huge, 6 Large, 12 Medium-size, 24 Small, 48 Tiny, 96 Diminutive, or 192 Fine opponents.

Improved Grab (Ex) If a wicker man hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +41). If it gets a hold, it can encage the foe with another successful grapple check. Alternatively, the wicker man has the option to conduct the grapple normally, or simply use its arm to hold the opponent (-20 penalty on grapple check, but the wicker man is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Construct Traits A wicker man is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It cannot heal damage to itself but can be healed through repair. It cannot be raised or resurrected. A wicker man has Darkvision (60-foot range).

Flaming Body (Ex) When exposed to fire, a wicker man becomes sheathed in flames. (The construct is not damaged by these flames because of its fire immunity.) Anyone within 30 feet of a flaming wicker man must make a successful Fortitude save (DC 20) or take 1d6 points of fire damage

from the intense heat. Treat this effect as a burst that continually radiates from the creature. Anyone touched by a flaming wicker man must succeed on a Reflex save (DC 20) or take 2d6 points of fire damage. Foes grappling with a flaming wicker man take 4d6 points of fire damage, and foes encaged within a wicker man while it is flaming take 6d6 points of fire damage each round. (Thus, a foe encaged within a flaming wicker man that attempts to escape by grappling would take 6d6 points of fire damage on the wicker man's initiative count and another 4d6 points of fire damage when the foe makes a grapple attempt to escape on its initiative count.) A wicker man set afire flames for 10 minutes. After it has finished flaming, it cannot be relit by fire or fire-based effects until 5 rounds have passed.

Hardness (Ex) A wicker man has hardness 5. Subtract 5 points from all damage the wicker man would take.

Immunity to Magic (Ex) Wicker men are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *warp wood* or *wood shape* spell opens its cage door for 1 round. Being in the area of an *entangle* spell when it is cast heals a wicker man of 2d8 points of damage. Fire and fire-based effects engage the wicker man's flammable body ability.

Immunity to Piercing (Ex) Piercing weapons, even magic ones, deal no damage to a wicker man.

Description This huge, hollow structure seems constructed of branches and vines crudely woven into the form of a human. A tall crown of twigs juts up from its featureless head, and its arms end in massive bundles of sharp branches.

Sources *Fiend Folio* (Page 188)

MANSOUR

CR 11

Male Human (F) Druid 11

CN Medium humanoid (human)

Init +2; **Senses** Listen +18, Spot +18

Languages Common, Abyssal, Druidic

AC 19, touch 13, flat-footed 17

(+2 Dex, +4 armor, +2 shield)

hp 91 (11 HD)

Immune poison

Fort +10, **Ref** +5, **Will** +11

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee masterwork sickle +10/+5 (1d6+1 20/x2) or masterwork shortspear +10/+5 (1d6+1 20/x2)

Ranged masterwork shortspear +11 (1d6+1 20/x2)

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

Base Atk +8; **Grp** +9

Atk Options Rapid Spell, Wild Shape 4/day, Wild Shape (Large), Wild Shape (Tiny)

Combat Gear +1 *hide armor*, darkwood shield, masterwork sickle, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 9th):

6th—~~fire seeds~~

5th—*rapid summon nature's ally* IV, ~~stoneskin~~

4th—*dispel magic*, ~~freedom of movement~~, *rapid call lightning*, *rapid summon nature's ally* III

3rd—*cure moderate wounds*, ~~protection from energy (fire)~~, *rapid lesser restoration*, *rapid summon nature's ally* II (x2)

2nd—*bull's strength*, *heat metal*, *hold animal*, *rapid summon nature's ally* I (x2)

1st—*entangle*, *faerie fire* (x2), ~~longstrider~~, *magic fang*, *obscuring mist*

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

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

SQ wild empathy +11, woodland stride, trackless step, resist nature's lure, venom immunity

Feats Spell Focus [Conjuration], Augment Summoning, Rapid Spell*, Natural Spell, Cloudy Conjuration*

Skills Concentration +17, Handle Animal +10, Heal +10, Knowledge [Nature] +11, Listen +18, Spellcraft +15, Spot +18, Survival +14

Possessions combat gear plus wand of cure light wounds, potion of barkskin +5 (consumed), potion of resist energy (cold) 10 (consumed), potion of resist energy (acid) 10 (consumed), ring of protection +1, elixir of truth, periapt of wisdom +2, dust of dryness, ring of the beast*, jewelry worth 180 gp

Power-Up Suite (*freedom of movement* 10 minutes left):

AC 24, touch 13, flat-footed 22

(+2 Dex, +4 armor, +2 shield, +1 Deflection, +5 natural) [barkskin, 10 minutes left]

hp 74 (9 HD); **DR** 10/adamantine, (up to 110 points) [stoneskin, 10 minutes left]

Immune poison, fire (up to 132 points) [protection from energy (fire), 10 minutes left]

Resist acid 10 [resist energy (acid) 10, 10 minutes left], cold 10 [resist energy (acid) 10, 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [longstrider, 1 hour left]

SENCHEL (DIRE WOLF COMPANION) CR 3

N Large Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +8, Spot +8

AC 19, touch 13, flat-footed 17

(-1 Size, +2 Dex, +2 armor, +5 natural)

hp 72 (8 HD)

Fort +10, **Ref** +9, **Will** +7

Speed 50 ft. (10 squares)

Melee bite +14/+9 (1d8+12)

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

Base Atk +6; **Grp** +17

Abilities Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10

SQ evasion

Feats Track, Weapon Focus (bite), Alertness, Run

Skills Hide +1, Listen +8, Move Silently +5, Spot +8, Survival +2*

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

FAROUK CR 11

Male Human (B) Drd7/Ftr4

N Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +15

Languages Common, Abyssal, Druidic

AC 22, touch 13, flat-footed 20

(+2 Dex, +9 armor, +1 deflection)

hp 97 (11 HD)

Fort +11, **Ref** +5, **Will** +7

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee +1 keen scythe +14/+9 (2d4+7 19-20/x4) or masterwork shortspear +13/+8 (1d6+4 20/x2)

Ranged masterwork shortspear +12 (1d6+3 20/x2)

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

Base Atk +9; **Grp** +12

Atk Options Boar's Ferocity*, Lion's Pounce*, Power Attack, Wild Shape 3/day

Combat Gear +1 dragonhide plate, +1 keen scythe, masterwork shortspear, creepy cultist's clothing

Druid Spells Prepared (CL 7th):

4th—~~freedom of movement~~

3rd—cure moderate wounds, poison

2nd—bull's strength, bear's endurance, flame blade

1st—cure light wounds (x2), entangle, ~~longstrider~~, obscuring mist

0—cure minor wounds (x2), detect magic, flare (x2)

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

SQ wild empathy +9, woodland stride, trackless step, resist nature's lure

Feats Boar's Ferocity*, Improved Initiative, Improved Toughness*, Lion's Pounce*, Power Attack, Power Critical (Scythe)*, Weapon Focus [Scythe], Weapon Specialization [Scythe]

Skills Concentration +16, Craft (Trapmaking) +13, Handle Animal +4, Heal +5, Knowledge [Nature] +10, Listen +4, Spellcraft +15, Spot +15, Survival +11

Possessions combat gear plus potion of barkskin +5 (consumed), potion of enlarge person, potion of resist energy (fire) 10 (consumed), potion of cure moderate wounds, dust of dryness, elemental gem (air), ring of protection +1, jewelry worth 290 gp

Power-Up Suite (*freedom of movement* 10 minutes left):

AC 27, touch 13, flat-footed 25

(+2 Dex, +9 armor, +5 natural, +1 deflection) [barkskin, 10 minutes left]

Resist fire 10 [resist energy (fire), 10 minutes left]

Speed 30 ft. in medium armor (6 squares), base movement 40 ft. [longstrider, 1 hour left]

GRANCHEL (DIRE WOLF COMPANION) CR 3

N Large Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 16, touch 12, flat-footed 14

(-1 Size, +2 Dex, +2 armor, +3 natural)

hp 50 (6 HD)

Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares)

Melee bite +11 (1d8+10)

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

Base Atk +4; **Grp** +15

Abilities Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Feats Track, Weapon Focus (bite), Alertness, Run

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

CALID VINFOODLE

Male Gnome Drd10

N Small humanoid (gnome)

CR 10

Init +6; **Senses** Listen +2, Spot +15
Languages Common, Gnomish, Druidic

AC 19, touch 13, flat-footed 17
(+1 Size, +2 Dex, +4 armor, +2 Shield)

hp 90 (10 HD)
Immune poison

Fort +12, **Ref** +6, **Will** +10

Speed 15 ft. in medium armor (3 squares), base movement 20 ft.

Melee masterwork shortspear +9/+4 (1d4 20/x2)

Ranged masterwork shortspear +10 (1d4 20/x2)

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

Base Atk +7; **Grp** +3 **Atk Options** Rapid Spell*, Wild Shape 5/day, Wild Shape (Large)

Combat Gear +1 hide armor, masterwork shortspear, darkwood shield, creepy cultist's clothing

Druid Spells Prepared (CL 10th):

5th—*quickened entangle*, *wall of fire*

4th—*dispel magic*, *rapid call lightning*, *rapid summon nature's ally* III

3rd—*cure moderate wounds*, *rapid summon nature's ally* II (x2)

2nd—*bear's endurance*, *bull's strength*, *rapid summon nature's ally* I (x2), ~~*barkskin*~~

1st—*cure light wounds* (x2), *entangle*, *faerie fire*, *longstrider*

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

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

SQ wild empathy +13, woodland stride, trackless step, resist nature's lure, venom immunity

Feats Improved Initiative,

Natural Spell, Quicken Spell, Rapid Spell* **Skills** Concentration +17, Handle Animal +5, Knowledge [Nature] +9, Spellcraft +12, Spot +15, Survival +11

Possessions combat gear plus *potion of cure light wounds*, *potion of barkskin* +5, *potion of resist energy (fire)* 10 (consumed), *potion of*

resist energy (cold) 10 (consumed), *cloak of resistance* +1, *elemental gem (air)*, *druid's vestments*, jewelry worth 56 gp

Power-Up Suite:

AC 23, touch 13, flat-footed 21

(+1 Size, +2 Dex, +4 armor, +2 shield, +4 natural) [*barkskin*, 10 minutes left]

Resist fire 10 [*resist energy (fire)*, 10 minutes left], cold 10 [*resist energy (cold)*, 10 minutes left],

Speed 25 ft. in medium armor (5 squares), base movement 20 ft. [*longstrider*, 1 hour left]

LOEFFLER (DIRE BADGER COMPANION) CR 3

N Medium Animal

Init +4; **Senses** Low-Light Vision, Scent, Listen +8, Spot +8

AC 23, touch 14, flat-footed 19

(+3 Dex, +2 armor, +7 natural)

hp 68 (7 HD)

Fort +9, **Ref** +8, **Will** +5 (+9 against enchantment spells or effects)

Speed 30 ft. (6 squares), burrow 10 ft. (2 squares)

Melee 2 claws +9 (1d4+3) and bite +3 (1d6+1)

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

Base Atk +5; **Grp** +8 **Atk Options** Rage

Abilities Str 16, Dex 19, Con 20, Int 2, Wis 12, Cha 10

SQ evasion, devotion

Feats Track, Alertness, Toughness, Track, Weapon Focus (claw)

Skills Listen +8, Spot +8

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

APPENDIX 7 – SUMMONED CREATURES

*These creatures include the +4 Strength and +4 Constitution from Mansour's augment summoning feat, for the convenience of the DM.

SUMMON NATURE'S ALLY I

WOLF

CR 1

N Medium Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +3, Spot +3

AC 16, touch 12, flat-footed 14

(+2 Dex, +2 natural)

hp 18 (2 HD)

Fort +7, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +5 (1d6+4)

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

Base Atk +1; **Grp** +4

Abilities Str 17, Dex 15, Con 19, Int 2, Wis 12, Cha 6

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

SUMMON NATURE'S ALLY II

SMALL EARTH ELEMENTAL

CR 1

N Small Elemental

Init -1; **Senses** Darkvision 60 feet, Listen +3, Spot +2

AC 17, touch 10, flat-footed 17

(+1 Size, -1 Dex, +7 natural)

hp 17 (2 HD)

Immune poison, *sleep* effects, paralysis, and stunning

Fort +6, **Ref** -1, **Will** +0

Speed 20 ft. (4 squares), earth glide

Melee slam +7 (1d6+7)

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

Base Atk +1; **Grp** +2 **Atk Options** Push, Power Attack

Abilities Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11

SQ elemental traits

Feats Power Attack

Skills Listen +3, Spot +2

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics blocks.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

SUMMON NATURE'S ALLY III

DIRE WOLF CR 3
N Large Animal

Init +2; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 14, touch 12, flat-footed 12
(-1 Size, +2 Dex, +3 natural)

hp 60 (6 HD)
Fort +10, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares)

Melee bite +13 (1d8+13)

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

Base Atk +4; **Grp** +17

Abilities Str 29, Dex 15, Con 21, Int 2, Wis 12, Cha 10
Feats Track, Weapon Focus (bite), Alertness, Run

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

SUMMON NATURE'S ALLY IV

MEDIUM EARTH ELEMENTAL CR 3
N Medium Elemental

Init -1; **Senses** Darkvision 60 feet, Listen +4, Spot +3

AC 18, touch 9, flat-footed 18
(-1 Dex, +9 natural)

hp 39 (4 HD)
Immune poison, *sleep* effects, paralysis, and stunning

Fort +9, **Ref** +0, **Will** +1

Speed 20 ft. (4 squares), earth glide

Melee slam +10 (1d8+10)

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

Base Atk +3; **Grp** +10 **Atk Options** Push, Power Attack, Cleave

Abilities Str 25, Dex 8, Con 21, Int 4, Wis 11, Cha 11
SQ elemental traits

Feats Power Attack, Cleave

Skills Listen +4, Spot +3

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics blocks).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

SUMMON NATURE'S ALLY V

LARGE EARTH ELEMENTAL CR 5
N Large Elemental

Init -1; **Senses** Darkvision 60 feet, Listen +6, Spot +5

AC 18, touch 8, flat-footed 18
(-1 Size, -1 Dex, +10 natural)

hp 84 (8 HD); **DR** 5/-

Immune poison, *sleep* effects, paralysis, and stunning

Fort +12, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares), earth glide

Melee 2 slams +14 (2d8+9)

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

Base Atk +6; **Grp** +19 **Atk Options** Push, Power Attack, Cleave, Great Cleave

Abilities Str 29, Dex 8, Con 23, Int 6, Wis 11, Cha 11

SQ elemental traits

Feats Power Attack, Cleave, Great Cleave

Skills Listen +6, Spot +5

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics blocks).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

NEW FEATS**Boar's Ferocity [Wild] (*Complete Divine*, page 79)**

Prerequisite: Ability to wild shape.

Benefit: If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effect lasts for one minute.

Normal: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9 hp, you are dying and drop unconscious.

Cloudy Conjunction (*Complete Mage*, page 40)

Prerequisite: Spell focus (conjunction) or conjurer level 1st.

Benefit: When you cast a conjunction spell, you can choose to have a 5-foot radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any).

The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the *fog cloud* spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you call or summon with the spell is immune to the sickening effect of the cloud.

Special: A conjurer can select this feat as a wizard bonus feat.

Improved Toughness (*Complete Warrior*, page 101)

Prerequisite: 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.

Lion's Pounce [Wild] (*Complete Divine*, page 82)

Prerequisite: Ability to wild shape.

Benefit: When you charge, you may spend a wild shape as a free action to make a full attack at the end of the charge.

Normal: Without this feat, you may only make a single attack after a charge.

Power Critical (*Complete Warrior*, page 101)

Prerequisite: Weapon Focus with weapon, base attack bonus +4.

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

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

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Rapid Spell [Metamagic] (*Complete Divine*, page 84)

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

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

NEW ITEMS***Ring of the Beast* (*Complete Champion*, page 141)**

Whenever you cast a *summon nature's ally* spell (whether normally or spontaneously), you can treat it as though it were one level higher than it is. For instance, if you cast *summon nature's ally III* (or sacrifice a 3rd-level druid spell to spontaneously cast it), you can treat it as if you had cast *summon nature's ally IV* instead. However, you cannot use a *ring of the beast* to cast a *summon nature's ally* spell of a level higher than you can normally cast (in the class that allows you to cast the *summon nature's ally* spell). This ring continues to function even while you are using wild shape.

The *ring of the beast* is part of a set collectively known as the *trappings of the beast*. When you wear it along with *armor of the beast* (page 135) and *mantle of the beast* (see above), you gain additional abilities, as noted in the *armor of the beast* description.

Moderate conjunction; CL 11th; Forge Ring, Heighten Spell, *summon nature's ally I*, wild shape; Price 8,000 gp; Weight

PLAYER'S HANDOUT #1 – THE CRUMPLED MISSIVE

This crumpled note was delivered to an Army officer at the Prancing Pixie. He did not seem thrilled by it.

Lieutenant Morghun;

I have reviewed your request to search for the patrol that went missing last week. Regrettably, I must deny it, in light of the current schedule.

I certainly understand why you are so intent on finding the missing soldiers. I can't say that I'd do any different, were our roles reversed.

Unfortunately, the March greatly needs your squads ready to march north, as soon as possible. I can not spare you the time you need.

Once we have the spare resources to do so, I promise that I will do everything in my power to locate them.

-Captain Terinal

PLAYER HANDOUT #2 –GLIMPSES OF HORROR

VISION #1

You are perched on the largest branch of a large oak tree. Below you on the road, a band of figures pause to talk briefly. Your eyes glance over the bright emblems on their uniforms, and you feel contempt radiate through you.

Their hushed voices barely carry up to this height. After several minutes of discussion, they continue on up the road and you watch them until they fade from sight. With a shudder of your body, your feathered wings extend. Your head protrudes forward and a deep “Ca-caw” emanates from your beaked mouth. With a powerful push from your taloned claws, you take flight above the tree line, circling on the updrafts, the hate within you fueling your journey.

A moment later, you find yourself back on the ground. The glass orb clutched tightly in your hand swirls rapidly with tendrils of red.

VISION #2

A final turn around the tree securely fashions the struggling body to the tree. Sunlight glints off the blade of the dagger in your hand. Your hands move meticulously, making quick work of the soldier’s skin. You feel slight annoyance at his incessant screaming, as it is distracting. Before long it lies as a bloody mess at your feet.

Throwing the dagger at the ground, you plunge your hands into the warm innards of the soldier’s body. Moving past the still-beating heart, you grab hold of each lung and wrench backwards, freeing them from their mortal coil, blood running in rivulets down both of your arms.

You turn around, and hold the organs out for your companions to see. However, you find that your left hand is empty, and your right holds only a small glass orb. Black clouds ripple beneath its surface.

PLAYER HANDOUT #3 – SHREDDED JOURNAL

Only parts of this shredded journal can still be deciphered. You can make out the date of the latest entry – four days ago.

Moonday, 8 Reaping 597 CY

... it is obviously of new construction, and hasn't... not sure of it's function. Tonessa thinks... need to report in soon... a bit longer. I'm sure... if we can find answers... old man saw them in the... no one still comes here. Too dangerous... found symbol of the Whispered One... blood, but not sure what... Gavin couldn't... noises in the night... tales of the animal attacks, but even those beasts didn't carry...

PLAYER HANDOUT #4 – THE MONOLITH

The monolith before you bears forty numbered holes, each of which goes all the way through the rock. The following is carved into the eastern face.

A traveler crossed the river bend
As he walked the forest run
His wife had borne two daughters
Each daughter bore a son

Each woman would never think to
travel
Without her beloved mate
Not every man would bring a wife
And tempt the wrath of fate

Each son was named a noble knight
And a squire bore their gear
Each henchman brought a friendly
lass
When hearth and home weren't
near

All that walked the forest path
Two lanterns did they bear
Seek ye the count of How many
lanterns
Went to the forest lair

PLAYER HANDOUT #5 – RESEARCH NOTES

These notes were found in an encampment, deep within the Nightwatch forests.

Behold the glory of the Ur-Flan, and the dark impending!

This forest is a great resource of untapped power. Surely, there are those that believe we must be behind its rapid appearance. As well, they must believe us to be behind the attacks on their caravans and patrols and precious Truelight. Nothing could be further from the truth, though I wish we could claim responsibility.

But this will not stop us from taking control of the opportunity! Such great beasts and unique flora... under our sway... such a menacing boon! The ritual during the convergence must succeed.

As best we can tell, radiance coming from the baronial capital is causing this all to happen – the accelerated growth and evolution of the flora and fauna. Perhaps it explains the attack on the same. Most curious.

PLAYER HANDOUT #6 – STOLEN SCRAP

This is a scrap of parchment that Tonessa Byrd stole from her kidnappers. Parts of it are torn and missing.

...not completed until the victim is truly dead, and his blood spent entirely upon the altar. Until then, we must be diligent to keep him still and in place... once the convergence is completed, and blood spilled, we will have all...

CRITICAL EVENT SUMMARY: *BIS7-04 DARK HEART OF THE FOREST*

If you run this event in July or August of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by Sept 1st, 2007, or have the Senior DM of your event do so.

1. Did the PCs rescue Rastus from the attacking animals? Yes No

2. Did the PCs help Tonessa Byrd escape alive? Yes No

3. Did the PCs defeat the Ur-Flan druids? Yes No

4. Did the druids manage to complete the ritual? Yes No

5. Was Gavin returned alive to Thornward and his uncle? Yes No

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