

GEO8-01

Prince of the Oytwood

A One-Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version 0.7.0

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It has been months now since the first kidnapping, and yet a member of the gray elves ruling body, the Weeping Council, remains missing. Those who helped the elves retrieve the other members tell tales of fey and plant creatures run amok in the Oytwood, and worse yet, the elves blame the Grand Duke of Geoff for their woes. A Geoff Regional adventure for APLs 6-12, and Part 3 of the *Crescent Moon Rising* series. Parts 1 & 2 were *GEO7-01 By Light of Twain Moons* & *GEO7-03 Breath of the Ancients*.

Note: This adventure will be of particular interest to members of the Cabal of Sages, Brenin's Fist, and Cantrev of Erynyth metaorganizations.

Resources: *title* [authors], *title* [authors].

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

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

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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.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

In the closing days of CY 595, Grand Duke Owen led an army of men and fey allies to defeat the occupying giant army at Gorna. Once the battle was over, most of the fey returned to their lands in the realm of faerie. However, some ventured into the countryside of Gyruuff...for good or ill.

A few months ago, elven villages all over the Oytwood experienced attacks by forest creatures, kidnappings and other maladies. Divinations by the Weeping Council, the grey elf leadership of the Oytwood elves, have determined that these events are linked with the increased presence of the fey in the Oytwood. The Cabal of Sages, the arcane organization from which the elven councilors are drawn, has further divined that these fey are some of the beings that were brought from the Plane of Faerie, by Grand Duke Owen to crush the giant army at the Last Battle of Gorna (which the bards dubbed Stormbreak).

In an effort to deal with the strange happenings within their woods, the Weeping Council called upon the Brenin to 'deal with his

errant allies'. In response, the Brenin gathered a small army of adventurers to investigate the kidnappings (events that unfolded in *GEO7-IN5 Oytwood Under Siege*). At the end of the campaign, the adventurers were able to recover most of the kidnapped sages, but the effort cost the elves an entire village (which was destroyed by a powerful rampaging fey creature) as well as a revered council member, the grey elf archivist Angrod Se'regon (who was never recovered).

In a continuing effort to keep the grey elves as allies of Gyruuff, and secure the continued charter of Preston (a human village inside the Oytwood), Owen has once again hired adventurers to finish the task of investigating the problems in the Oytwood.

ADVENTURE SUMMARY

The truth is that the kidnappings of the revered Council members was done at the bidding of Viridios, a powerful verdant prince druid who ostensibly controls the fey of the Oytwood, and counts many plant creatures as his thralls. Viridios, in turn, was acting under orders from the fey Queen Maeve, the fey queen who imprisoned the leader of the Sakhut, the lich Storm King, after his defeat at the Stormbreak in CY 595 (as revenge for her imprisonment at his hands). However, the Storm King's phylactery was never found. Queen Maeve is not satisfied with the body of her foe, and has compelled Viridios to find the phylactery, the location of which has come to her attention through her 'talks' with the Storm King.

The fact is that the Storm King's phylactery has been hidden deep in the Oytwood since late 592 CY. Only a few members of the Weeping Council (known as The Tasked) know this truth, but the *real* secret is that the Storm King's phylactery and the *Tear of Corellon*, the most important relic of the grey elves, is one and the same. This unfortunate circumstance came to be after the Tear was lost to the giants during the final days of the invasion. For eight years, the divinations of the elves kept track of it as it passed into the Crystalmists, and endured magical attempts at hiding it. Finally the giants brought the Tear to Het Kilde (Pregmere), where it was recovered by a band of adventurers six years ago (*GEO2-05 One Good Turn*).

Sometime during those eight years in the hands of the Sakhut, and by some fell and eldritch magic, the *Tear of Corellon* became the new phylactery of the Storm King. After the *Tear of*

Corellon was returned to the grey elves, their potent divination magic discovered this fact, with all that implied. Their great relic had been invaded with the soul of their enemy, and no amount of magics could expel the Storm King's essence. Fortunately, the vile soul possessed no immediate danger as long as the Storm King's body was not destroyed, and so the Weeping Council decided to contain and hide their relic. The real *Tear of Corellon* was entrusted to the wisest and most powerful members of the Council (The Tasked) and secreted away, while a replica was kept at the shrine of Corellon in Edhellon.

Unfortunately, one of the Council members charged with the fate of the *Tear of Corellon* was one of the sages (Angrod) kidnapped by Viridios' fey servants. Uiane (Viridios' servant) eventually garnered this information from the pliant grey elf sage. The verdant prince has only recently learned of the Tear's exact location when the PCs arrive on the scene in this scenario.

Meanwhile, the few members of the Sakhut who survived the defeat at Stormbreak have joined forces with the Shadow Dragon of the Dim Forest against their common enemy, the Grand Duchy of Geoff and the nations of the Sheldomar Valley. Alliances with the shadow dragon do not come without a price, but the Sakhut's offer was something the shadow wurm could not refuse, something that would make the Dim Forest irrevocably hers. However, to follow through on their promise to her, they need their father's phylactery. To this end, a combined force of the shadow dragon's agents from the Plane of Shadow and giants has been dispatched to the Oytwood, to find the *Tear of Corellon* (which the Sakhut know to contain their father's life force).

Encounter 1 – The PCs travel to Edhellond, capital of the grey elves in Oytwood, and meet Gilráne, high elven emissary who is trying to convince the elves to help with the threat in the Dim Forest. The grey elves will not give aid so long as they have a problem within their own woods.

Encounter 2 – The PCs set off to find the grey elf councilor, and reach the waterfall of Uiane (EE-ah-nay), where the sage was last assumed to have been. However, the forces of shadow beat them to it and sought the grey elf sage who knows about the location of the Storm King's phylactery. The party meets Quimble, seneschal to the verdant prince and the PCs learn of the presence of the shadow forces in the Oytwood.

Encounter 3 – The party is led to the Winding Barrow, home of Viridios the leader of the fey in the Oytwood. The verdant prince has the elven sage, and will trade him if they promise (Oath Bond) that they will bring him the phylactery of the Storm King. The elven sage has provided the location, and (if at least one party member has agreed to the Oath Bond) goes with the party to find the location of the phylactery.

Encounter 4 – The PCs, escorted by Quimble, arrive at the location of the *Tear of Corellon*, a former green dragon's lair, which is protected by a lichborn golem (powered by the phylactery). There they must make the decision to leave the Tear (and suffer the Oath Bond curse), or take the Tear to the Verdant Prince.

Encounter 5 – Agents of the shadow dragon that have been following them since they left Uiane's waterfall, ambush the PCs as they leave the former dragon's cave.

Encounter 6 – The PCs must return to the Winding Barrow to bring back the grey elf sage either by trading the *Tear of Corellon* to Viridios, or by taking the grey elf by force. If the PCs trade the Tear to Viridios, they face a recovery team of grey elves intent on regaining the elven relic.

PREPARATION FOR PLAY

Certain NPCs in this scenario may be familiar to some player characters, so be sure to make note of which of the following scenarios these PCs have played:

- ❖ *GEO2-05 One Good Turn*
- ❖ *GEO7-01 By Light of Twain Moons*
- ❖ *GEO7-03 Breath of the Ancients*
- ❖ *GEO7-IN5 Oytwood Under Siege (and note if they earned the **Ire of the Verdant Prince** on that AR).*

Before play, have the players roll the following, and give you the results for reference during the module:

- 3 Fortitude saves
- 3 Reflex saves
- 3 Will saves
- 3 Spot checks
- 3 Search checks

Have the players write them down, and note any circumstantial modifiers next to rolls. The text of the adventure may call for one, two, or none of these saving throws/skill checks.

Please also note members of the following metaorganizations, as they are relevant for AR access, as well as for role-playing purposes:

- Cabal of Sages metaorganization
- Cantrev of Eryrnyth metaorganization

Also note any PC who speaks Flan. Those PCs are favored over non-elves who do not speak Flan, as the gray elves have had friendly relations with the Flan-speaking Gyri for many hundreds of years.

Any member of the Cabal of Sages metaorganization is also noticeably favored by the elves of the Oytwood villages.

Lastly, note if any PC is '**slightly fey-touched**' or has been in any way visibly '**touched by the Plane of Shadow**' (i.e. such as comes from spending too much time on the Plane of Shadow). This is especially relevant if the affected PC has been 'touched' twice or more.

INTRODUCTION

There are two beginnings for this adventure, and they vary according to the meta-organization membership of the PCs.

The default beginning (those players who are not members of meta-organizations detailed below) has the players traveling to the Oytwood with Seracine, the Grand Duke's ambassador to the gray elf leadership of the Oytwood; the Weeping Council.

If any PC is a member of the **Cabal of Sages** meta-organization, they begin the adventure having been sent to Gorna by the Weeping Council to procure aid in rescuing the missing council member. When the boxed text begins, any such PC begins already inside the castle, at Seracine's side.

When the PCs are ready to begin, read the following:

You find yourself in Gorna, the capital of the Grand Duchy of Geoff, as it teems with activity. The outer walls are already rebuilt, thanks to the aid of the College of Canaith and their bardic magic, while the shops and

residences inside the walls are in various states of repair.

Other than your invitation to a meeting of dire importance to the Grand Duchy, the missive you received did not provide any other details. Proffering the missive to the barbican guards at the foot of Eagle Peak, you are escorted up into the castle of the Grand Duke of Geoff.

After climbing what seems like a thousand stairs, you are shown into a room where a grey elf wearing fine traveling garments awaits.

A successful Knowledge (nobility/royalty) or Knowledge (local – Sheldomar) (DC 12) lets the PC know that the gray elf is Seracine, the Grand Duke's roving ambassador to the elven people. He is known for speaking in an old style of 'formal' common, having learned the language over 200 years ago.

"I am called Seracine, ambassador to the elven people on behalf his Radiance, Owen ap Lluth, Grand Duke of Geoff. Thou hast been summoned here because the ears of the Brenin have heard of your exploits, and he much desires to retain your services for a task of great importance."

"This service involves lending aid to our gray elven allies in the Oytwood. Some months ago, fey and plant creatures attacked a number of elven villages in the Oytwood, and did seem to target the village sages, specifically a number of members of the Weeping Council. The council members were not killed, but rather taken."

"The Weeping Council didst divine that these fey creatures were a remnant of those allies whom had aided the Brenin during the Last Battle of Gorna, Stormbreak. As such the Council determined that it was the responsibility of the Brenin to deal with the errant allies."

"To that end, the Brenin didst hire many an adventurer and sent a goodly number of wolfpacks to investigate the threat to the elvish people of the Oytwood. The erstwhile endeavor was successful for the most part, as all of the gray elven sages were recovered save one; Angrod Se'regon of the village of Telpheitele."

"Thine task wouldst be to recover Angrod of Telpheitele from whatever fate has befallen

him. If thou hast any questions, do feel free to ask them of me now."

The PCs likely have questions, and some possible questions are addressed below. Beyond this, extrapolate answers from the adventure background.

Q: What is the Weeping Council?

A: *"The Weeping Council is composed of the most accomplished sage of each village. Before the reported fey attacks, the erstwhile Council numbered seven-dozen strong. With the missing council member, it now numbers eighty and three."*

Q: Why were only the sages kidnapped?

A: *"The motivation for these particular attacks is not known. Those who were kidnapped had little memory of what happened to them, and little was gleaned from the first parties whom were sent to recover the councilmen. I can tell you that one other wolfpack from that same campaign encountered a very powerful fey 'prince' who seemed to be controlling the actions of the other fey in the forest. Of this creature, I know nothing more, save that it is quite powerful if it indeed controls that many fey."*

Q: Why wasn't Angrod recovered?

A: *"The wolfpack (adventurers) who attempted his recovery were not successful. Their efforts were thwarted by a fey creature, which manipulated their will and compelled them to leave the area. The elves of Telpheitele have not entered the domain of this creature since."*

Q: What will we be paid for our services?

A: *"Thou whilst each be paid (APL x 50 gp, i.e. APL 6 = 300 gp, APL 8 = 400 gp, APL 10 = 500 gp,) gold lions for your troubles. Furthermore, I plan to entreat the Weeping Council to forfeit any right to loot from enemies you may encounter within the borders of the Oytwood."*

Judge's Note: Any members of the **Brenin's Fist** or the **Cantrev of Eryrnyth** meta-organizations are expected to serve the Brenin without pay as part of their duty to their Grand Duke/llwyr. However, any meta-organization fees will be waived or refunded for the current year. Any member of the **Cabal of Sages** is here on behalf of the Weeping Council and does not receive payment from the Brenin's coffers.

Once the characters accept the mission, read the following:

Seracine nods, “Very well, we depart for the gray elven capitol of Edhellond with the rising sun. Once there, I shall convene with the Weeping Council to gain any additional details regarding your mission.”

“Accommodations for this evening have been arranged for thee at the White Stag Inn. I shall see you come the morning. Good afternoon to you.”

The PCs have the rest of the day to purchase anything they might need for the trek to the Oytwood. When everyone is ready, proceed to Encounter 1.

ENCOUNTER 1: INTO THE OYTWOOD

In this encounter, the PCs travel to Edhellond, capital of the grey elves in Oytwood, and meet Gilráne, high elven emissary who is trying to convince the elves to help with the threat in the Dim Forest. The grey elves will not give aid so long as they have trouble brewing within their own woods.

It is late winter and even in the mild chill, the trees of the Oytwood still bloom. High above you tower ancient fruit trees that amazingly still hold apples and pears of enormous size. You have traveled with Ambassador Seracine for days now. Upon arriving at the Oyt River, you are joined by a patrol of wood elves led by a gray elf, which leads you across the Oyt in canoes. They are somewhat brusque with the ambassador and your party, and speak only in elven.

If there are obvious half-orcs in the party the escort commander assigns two special guards for each of them. Read the following only in such a case, and only if someone in the party speaks elven:

The gray elf looks you over with obvious contempt. “Trasfel, Larineth, set a close guard on that one – watch it like hawks. This human lord must think he has quite the sense of humor to send one of that kind to represent himself here.”

The elven patrol are cordial yet brusque to most anyone. They are more predisposed to those PCs who are Flan (and speak Flan), and anyone who has earned the Favor of the Weeping Council. They are respectful of any member of the

Cabal of Sages meta-organization, and refer to that PC by name.

ALL APLs (insert appropriate elven escort from Encounter 6B)

If for any reason the PCs fight the escort, Seracine flees back to the Brenin with word of their treachery. The elves fight to subdue, at least initially. If the party loses, they are stripped and driven from the Oytwood. If the party kills a single elf, the elves fight to kill. The elves retreat when half their number are slain or if most of them have lost more than half their hit points.

If the PCs defeat this patrol, another patrol of the same composition attacks the PCs an hour later. Another patrol attacks the PCs every hour thereafter until they are driven out of the wood or are dead.

EDHELLOND

If the PCs travel with the elves they are taken to the elven settlement of Edhellond, the capitol of the gray elven community in the Oytwood, and meeting place of the Weeping Council.

You travel with your elven escort through the night and on until late morning. Throughout the journey you never see more than two elves at a time, but fleeting shadows and slight rustling around you leads you to believe that there may be a dozen individuals, if not more.

By midday you arrive in a location of much activity. Scores of elves, mostly wood elves, though there are few gray elves to be seen, go about their business on the ground and on huge platforms in the trees, some a hundred or more feet up. Rope ladders and wooden stairs lead from the ground into this village of tree houses, while rope bridges link platforms in a confusing maze high above.

The escort leader confers quietly with a wood elf of military bearing, which takes command of your escort.

“I am Golloraen. I understand that you had a long journey to get here today. I shall show you to a flet where you may rest. Ambassador, you are to go with Elendur to meet with the Council immediately.”

Seracine nods, and follows the gray elf that led you here up a wooden staircase.

“Come this way please,” Golloraen indicates a second stairway. Several members of your escort follow behind.

If the PCs have mounts or large-sized animal companions, read the following:

“If you would leave your mounts here, our people will see to their needs.”

The PCs are led via stairs, ladders, and bridges to a platform on an old oak, 90' above the forest floor.

The platform is roughly 20' in diameter. A portion near the trunk of the tree is roofed with living branches and leaves. A sufficient number of sleeping pallets are placed around the tree, one for each PC. A small buffet of fresh fruits, vegetables, lightweight elven flatbread, and thoroughly watered wine, sits on a low table near the center of the platform.

Golloraen suggests the PCs rest and refresh themselves, saying that there may be quite a wait before Seracine returns (likely a few hours at a minimum). He also mentions that the PCs are free to explore the town, but that they will be escorted from a distance at all times, unless they are accompanied by a PC which is a member of the Cabal of Sages meta-organization, or a PC who has the favor of the Weeping Council. He then leaves. It should not escape the PCs attention that the four members of their escort are on guard at the end of the bridge they used to access the platform and that there is no other way off.

Judge's Note: The following describes some of the NPC reactions that adventurers might receive as they explore Edhellond. This is not essential to the scenario, but is included for the sake of reference. It is suggested that judges keep the in-game time in Edhellond relatively short, especially at conventions.

The Elves of Edhellond

If any of the PCs leave the platform, two guards accompany each of them at all times, while four remain at the bridge to the guest platform.

From the platform or during their wandering, the PCs are able to observe elven tree-town life. Several elves perform simple domestic chores in abundance. There are plenty of individuals doing artistic work and just as many enjoying some time in recreation. No commercial activity is apparent, there are no stores, booths, or taverns to be found.

The residents of Edhellond are more or less wary of any outsiders. The buzz of conversation dies down considerably as PCs pass by. Young children are more curious, but also more likely to suddenly run away screaming. Most residents prefer not to speak to the PCs – the wood elves are somewhat xenophobic, the gray elves are simply above it.

If the PCs try to strike up a conversation, use the following chart to gauge the reaction of the elven NPCs towards different races:

NPC Oytwood Wood Elves:

Human – Cautious

Elf, Wood – Friendly, but distant

Elf, Gray – Deferential

Elf, High – Curious, but cautious

Gnome or Halfling - Friendly, but distant

Half-orc, dwarf or other races – Avoidance

NPC Oytwood Gray Elves:

Human – Haughty, but not quite rude

Elf, Wood – Commanding

Elf, Gray – Tolerant but brusque (unless PC is member of the Cabal of Sages, in which case they are respectful).

Elf, High – Tolerant but brusque

Gnome or Halfling – Haughty, but polite

Half-orc, dwarf or other races – Avoidance

The wood elves, 80% of the population here, serve the gray elves and are used to following their orders. They fear outsiders, but their good natures might get the better of them. They do not stay around half-orcs for any length of time.

The gray elves, just 20% of the population, are the nobles of this society. They are used to ordering around wood elves, for their own good, and might not balk at doing so to a PC wood elf. Gray elves that choose to live and function in human society, including PCs who are from the Oytwood, are by and large seen as being of questionable sanity (save those in the Cabal of Sages meta-organization). High elves are the competition for supremacy of the elven race and are seen as trumped-up inferiors. Gnomes and halflings are tolerated but underestimated. The company of half-orcs cannot be tolerated for any amount of time.

Note: There are of course exceptions to these stereotypes, and the elves of the Oytwood have been known to hold exceptional ‘outsiders’ in high regard, but this is rare.

MEETING GILRÁNE

While they wait for Ambassador Seracine to return, the PCs encounter Gilráne, the ancient high elf priest of Corellon, who is here to entreat the Weeping Council for aid in the Dim Forest against the shadow dragon.

Meeting Gilrane (and agreeing to work with him) is essential for the PCs to gain all of the story points and all of the AR benefits. Any PC who has played *GEO7-01 By Light of Twain Moons* or *GEO7-03 Breath of the Ancients*, is already acquainted with Gilráne.

The PCs can run into him in one of two ways:

1. As they wander Edhellond.
2. If they stay at the flet, Gilráne comes to them.

The following sub-section, **The Temple of Corellon**, assumes the PCs meet Gilráne as they wander Edhellond. In this case, they meet him at the open-air temple of Corellon Larethian.

Judge’s Note: On the off chance that the PCs do not leave their quarters have Gilráne come to them. They can easily see the temple from their vantage point, and PCs familiar with him may recognize the elder elf from a distance (and vice versa).

The Temple of Corellon

Read the following as the PCs walk around Edhellond.

Your eyes are drawn to the most impressive edifice in Edhellond; the temple of Corellon. The delicate, open-air sanctuary stretches between two massive trees, and rises three floors from the ground.

Gracefully carved railings bound the edges of the circling staircases and statues of elves line the balconies. Their hands hold bowls, which burn with eldritch flames.

The most impressive site however is the silk draped pedestal, clearly visible on the second tier, just above which floats a tear-shaped gem. The resplendent jewel is clear ice-blue in color and nearly the size of an elf’s fist.

Standing next to the pedestal and gem is a dark-haired high elf in well-worn traveler’s robes. He looks in your direction, just as you take in the sight, and smiles.

Any PC who has played *GEO7-01 By Light of Twain Moons* or *GEO7-03 Breath of the Ancients*, is already acquainted with Gilráne, and he looks directly at any PC he recognizes.

If the PCs approach him and the pedestal, Gilráne greets them politely. If any of the PCs know him, he treats them like old friends. If they do not know him, he introduces himself as a wandering priest of Corellon and general ‘ambassador’ of goodwill between the elven peoples.

For those who have never met Gilráne, he is described below:

The high elf, like many of his people, has raven black hair and green eyes, but he stands out from the others nonetheless. There is an ethereal, almost otherworldly quality to his countenance, and the lenses of his eyes exhibit a milky opaque crescent shape.

Anyone of elven blood (elves and half-elves) in the party automatically knows, and anyone with a successful Knowledge: (nature) (DC 10) knows, that his ‘otherworldly countenance’ is a trait of a venerable elf. Elves do not age as the other races. Their hair does not go gray, nor their skin wrinkle. Instead, they develop an unnamable otherworldly quality. The ‘milky opaque crescent shape’ signifies Sehanine’s “Moonbow”, a sign that the elf is nearing the end of his days. Any elf PC, or anyone making a Knowledge: (nature) check (DC 10) can tell that this elf is likely well over six hundred years old.

In reality, Gilráne is a herald of Corellon Larethian, sent to indirectly aid in the reconciliation between the elven peoples. He is ‘incognito’ as it were, and appears as an elder traveling priest, simply here to persuade the Weeping Council of the Oytwood to aid their wood elven kin in the Dim Forest against the shadow dragon, which in fact, he is.

Gilráne engages the PCs in light conversation, and asks them what has brought them to Edhellond. Once they tell him of their reason for being there, read the following:

“Well then...I do not believe it is coincidence that we should both find ourselves in this place at the same time. You

see, I've spoken with the Weeping Council, and entreated them to lend aid to their wood elven kin in the Dim Forest. Some of the councilors are receptive, but the majority hold that the gray elves have enough concerns in their own woods to bother with their kin in the doomed forest."

"If you were able to assuage some of their woes, perhaps they would be willing to consider my requests. Even more, if you are successful, the council might be willing to listen to you in this matter. What do you say, would you be willing to lend your voices to this cause?"

If the PCs agree, Gilráne is delighted, wishes them good fortune on their quest, and asks them to seek him out in Edhellond upon their return.

If the PCs ask Gilráne about the tear-shaped gem, he can share with them all of the information in **DM AID: THE TEAR OF CORELLON**.

WORD FROM THE COUNCIL

After a few hours, towards the end of the day, Ambassador Seracine returns to the flet where the PCs have been given quarters. If they are not there, he finds them wherever they are in Edhellond.

As the sun begins to set, Seracine returns with news from his meeting. Without preamble, he proceeds:

"Thou art to traverse the Oyt River and journey south with an elven guide. He shall show you the way to the village of Telphele. Once there, the village leader shall direct you to the place where the last wolfpack tracked councilor Angrod and encountered the fey creature which was their downfall."

"I shall stay here, until your return."

Development: If the PCs at any time attempt to tamper with or take the 'Tear of Corellon' at the Temple of Corellon, they find that it is protected behind an invisible *wall of force* on all sides. If they continue, they are quickly overwhelmed by the magical and mundane defenses the Weeping Council have installed against just such a threat to their most valued artifact.

Ironically, this is not in fact the real *Tear of Corellon*, but rather a well-crafted facsimile placed there by The Tasked to fool any who would seek

to steal the artifact again. PCs, however, won't find this out until later in the adventure.

Proceed to **Encounter 2**.

ENCOUNTER 2: RETRIEVING THE COUNCILOR

In this encounter, the PCs set off to find the grey elf councilor, and reach the waterfall of Uiane (EE-ah-nay), where the sage was last assumed to have been. However, the forces of shadow beat them to it in their search for the grey elf sage who knows about the location of the Storm King's phylactery. After parlaying with Uiane, the party meets Quimble, seneschal to the verdant prince and the PCs learn of the presence of the shadow forces in the Oytwood.

Conditions: The weather is quite cool, but does not require any special protection. It feels more like autumn than winter, and there is no precipitation during the journey.

The wood elven guide, Larineth, is their only way to the village, unless the party includes a gray elf from the Oytwood who can succeed at a Knowledge (geography) check (DC 20). The village is located due south of Edhellond, in the little-traveled heart of the Oytwood. The trip from Edhellond to the village takes a little over a day and a half on foot.

The elven village of Telphele is like many other elven villages. Flets and bridges criss-cross one another in the boughs of the trees, and a clear brook runs through the middle of the village. Your arrival has drawn the attention of a blonde haired gray elf accompanied by two wood elf warriors who approach you hurriedly.

"Art these the ones sent by the Council?" the gray elf says to your guide in accented Common, sounding much like Seracine.

Your guide nods and looks to you, at which point the gray elf begins explaining the situation.

"Several months erewhile, a patrol of our rangers discovered that Angrod Se'regon, our esteemed Council representative, had gone missing. Upon investigation, his Living Tree home was found to be ransacked and infested with fell creatures who were the doom of one of our rangers."

“Whilst the party which was sent by your Brenin was not able to recover our councilor, they didst manage to track his vine ogre kidnappers to a waterfall near to here and defeat them, before being driven off by a sorcerous water witch. Our own rangers are few, and only dare approach the area from quite a distance. They have only once glimpsed the witch swimming in the water since Angrod was taken but have not seen the sage himself.”

The grey elven spokesman of Telpeatele is named Pelinlas. He knows nothing more than he's already told the party. If the party asks about vine ogres, he tells the PCs that they are rare and aggressive plant creatures, though none have been seen in this area for decades.

If they ask him about the 'water witch', he doesn't know what sort of creature she is, but he suspects she is some sort of fey creature who lives in the small lake.

The party eventually gets directions to the waterfall (just follow the brook upstream for about an hour) to where their council member was last tracked. No elves accompany them, as they are afraid of that area ever since the formidable adventurers who were sent to retrieve the council member were 'defeated' by the 'water witch'.

Judge's Note: If the PCs want to visit Angrod's tree home before heading to the waterfall/lake, Pelinlas tells them that the tree is about a twenty minute walk from the village proper, and that nothing of worth can be found there as the rangers have cleared everything out in the past few weeks.

UIANE'S WATERFALL

Uiane (EE-ah-nay), a glaistig (fey) who is connected to this body of water is watching the PCs from inside her waterfall. The 'water witch' as she has been dubbed by the local elves, is particularly wary of trespassers at the moment because just one day ago, she (and her lake) was attacked by forces of shadow who, like the PCs, are seeking the sage. She and her plant and fey allies were able to defeat them, but only just. However, Angrod is no longer with Uiane, because she gave him over to the Evergreen Prince a nearly a week ago.

You can hear the waterfall before you see it. Ahead, there is a small cliff of vegetation and slick rocks about 50 feet in height. The

water cascades down, rippling the surface of a small blue lake.

Conditions: The small lake into which the waters fall is very cold, about 30 feet deep and approximately 100 feet in diameter. Blueish-green algae inside the rippling pool makes it a beautiful color, but also provides concealment for anything more than ten feet below the surface of the pool. It is impossible to see the very bottom of the pond from the surface. If there is combat for some reason in the water, and there should not be, see the *DMG* pg. 92 for rules on 'Aquatic Terrain'.

Judge's Note: If any of the party members has been 'touched' by the Plane of Shadow at least twice, she believes them to be 'creatures of shadow' such as the ones who attacked her waterfall yesterday. Her attitude towards those particular PCs automatically begins as 'Hostile' (though she does not attack as she is outnumbered).

Uiane: Female Glaistig Sor 5 (Bluff +21, Diplomacy +15, Sense Motive +13).

Uiane does not come out of her lake (of her own free will) for any reason. She is very wary at the moment, and does not even reveal herself until the PCs do something, or say something, which compels her to do so. She is watching them, from behind the waterfall, and hoping they will leave.

To notice her, the PCs must succeed at a Spot check starting at a DC 26 and getting easier if the PCs move along the edge closer to the waterfall, to a minimum of DC 18. Once they have contact with Uiane, PCs must succeed at a Diplomacy check to influence her attitude as outlined below.

If PCs who are 'Touched by the Plane of Shadow' get too close to her waterfall, read the following:

Save for the sound of the waterfall splashing, and the ripples on the lake surface, the scene is quiet and still. Suddenly, a voice bellows out:

“Leave this place defiler(s) of darkness, or suffer the same fate as your shadow-spawned brethren!”

At these words, the surface of the water begins to churn menacingly.

At this point, PCs must succeed at a Diplomacy check (DC 25) to change Uiane's attitude to Indifferent, to move beyond this

standoff. This however will not get them the location of Angrod.

The PCs must succeed at a DC 35 check to change her attitude to Friendly, by convincing her that they are not with the 'shadow creatures', and do not mean Angrod any harm. This is the only way she tells them where Angrod is located.

Once Uiane's attitude is changed to at least Friendly, proceed to the **Friendly Fey** sub-section below.

Judge's Note: Threatening and bullying her into revealing where Angrod is located does not work, as she simply tells the PCs he is located in the Winding Barrow, and gives them vague directions. If PCs try this, they cannot find Angrod. Go to **Conclusion C**.

Also Note: The churning water is caused by a large water elemental that attacks any PCs who try to attack Uiane. This is an optional combat, and as such, PCs do not receive experience for it. In other words, it should NOT happen. If the PCs attack Uiane, there is a very real chance that they will never learn the location of Angrod, and therefore the adventure is over for them. Go to **Conclusion C**.

If NONE of the PCs are 'Touched by the Plane of Shadow' and get too close to her waterfall, or spot her and try to speak to her, read the following:

Save for the sound of the waterfall splashing, and the ripples on the lake surface, the scene is quiet and still. Suddenly, a voice calls out to you,

"You are not with those shadow creatures who came here last moon are you?"

Uiane's attitude begins at Indifferent. At this point, the PCs must succeed at a Diplomacy check (DC 15) check to change her attitude to Friendly, by convincing her that they are not with the 'shadow creatures', and do not mean Angrod any harm. This is the only way she will tell them where Angrod is located.

Once Uiane's attitude is changed to at least Friendly, proceed to the **Friendly Fey** sub-section below.

Judge's Note: Threatening and bullying her into revealing where Angrod is located does not work, as she simply tells the PCs that he is located in the Winding Barrow, and gives them vague

directions. If the PCs try this, they cannot find Angrod. Go to **Conclusion C**.

Friendly Fey

A stunningly beautiful woman with elven features and snow-white hair swims out from under the waterfall, and approaches shyly until she is waist deep in the water. Her eyes shimmer in the same color as the blue pool, and her long hair floats around her as does her dress.

"Oh, I am glad, for your sakes, that you are not with those nasty shadow creatures from yesterday. They too were seeking Angrod, and they were very nasty about it."

"Indeed it was quite foolish of them... Angrod is not even here!" she laughs, "He is with the court of the Evergreen Prince in the Winding Barrow."

If the PCs ask about the 'shadow creatures':

"Oh, they were terribly unnatural, shadowy things. They were after the elven sage...like you. I knew they meant him harm, so of course I did not tell them where he was, and they didn't like that at all."

"They tried to force me, and that was the last mistake they made. My friends and I dispatched them...poof...into little clouds of inky blackness they went."

Any PC who has faced 'fades' (shadow creatures) in the Dim Forest or elsewhere recognizes the 'clouds of inky blackness' as what happens when a fade is killed.

If the PCs ask how to get to the Winding Barrow, Uiane continues:

"Oh, you could never find it on your own silly mortals." The woman laughs, "But Quimble would be glad to show you, wouldn't you Quimble."

At that, a creature you hadn't seen until now appears next to a tree nearby. It looks like a small elf with large ears rising to points above its head. Its skin has a pale blue tint and its hair is fair. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger. He seems to shift his weight from foot to foot, constantly swaying from side to side like someone who is anxious to get moving.

The small fey speaks, "Oh yesss, Quimble would be glad to show them the way. Please,

follow Quimble...if you can..." he finishes with a chuckle, and before you know it, he is a blur of blue motion moving off into the woods."

Quimble dashes off in short bursts of speed, moving just to the edge of the PCs' visions, waiting for them (all the while swaying) and dashing off again. Sometimes Quimble purposefully stands still (invisible) and then dashes off again as soon as the PCs begin to get frustrated when they can't find him. All the while he laughs to himself. This continues for almost an hour and a half.

Development: During the PC's encounter with Uiane, one of the 'shadow creatures' who was not killed by Uiane, Slaya the vultivor (see **Encounter 5**) watched in shadow form. She now follows the PCs from a distance. She has imbibed *elixirs of sneaking* and *hiding*, and therefore has a +10 bonus to her already formidable Hide and Move Silently checks. By following the PCs, both now and after they leave the Winding Barrow, she knows where and when to ambush them in **Encounter 5**.

ENCOUNTER 3: THE EVERGREEN PRINCE

In this encounter, the party is led to the Winding Barrow, home of Viridios the nominal leader of the fey in the Oytwood. The verdant prince has the elven sage, and will trade him if the PCs promise (Oath Bond) that they will bring Viridios the phylactery of the Storm King. The elven sage, Angrod, has provided the location, and (if at least one party member has agreed to the Oath Bond) goes with the party to find the location of the phylactery.

THE WINDING BARROW

The quickling leads you deeper into the heart of the Oytwood. The forest here is hilly and the ancient trees stand further apart. A light mist gathers in the dips and valleys where you walk, and the air gets colder as you go. Rounding a bend, you see what must be your destination. It is a hill, but instead of being made of earth, it is a tightly knit patchwork of branches, twigs, antlers, and bones of various animals. The 'hill' easily takes up an acre or more of forest.

The small blue form ahead of you appears at the base, making sure you can see it. Just in

front, the weave of branches shifts and an opening appears where there was none before. The fey creature enters.

The PCs may enter behind Quimble at this point. Once inside the Winding Barrow, the PCs are in a Fading Land, a place that exists partly in the Material Plane, and partly in the Plane of Faerie. This is the domain of the Evergreen Prince, and exists due in part to the power vested in him by the unseelie Queen Maeve.

Conditions: The inside of the Winding Barrow is at least 10 degrees colder than the air 'outside' (about 20° F), and a light frost covers most every surface. While inside the Winding Barrow, no magic that uses the transitive planes (Astral, Ethereal and Shadow) can function (i.e. *teleport*, *dimension door*, *shadow walk*, etc.). The exception to this is Viridios' own magics, which work just fine.

Inside the barrow, the tangled weave of branches and bones forms a narrow, round tunnel that is dark save for a very faint greenish light that seems to come from everywhere and nowhere. The passage bends and turns and you realize quickly that you are in a labyrinth that winds to the heart of the hill. A haunting tune from what is possibly a flute gets slightly more audible as you travel further into the maze. At each intersection, a flash of blue to your left or right leads you inwards.

Finally, the tunnel opens up and the sounds of the flute become clearer as you step into a large chamber. A small court of fey creatures cavorts in this room, and their attention turns to you as you enter. In the middle of the chamber, a strangely beautiful humanoid sits upon a throne formed from the stump of a giant tree. His graceful form blends plant and flesh. Curved and woody antlers grow from a mane of evergreen needles that cascades down his back, and his eyes flicker with a green light as he appraises you.

To his left, a hulking beast looms out of the darkness. It looks like a bear, but it is made from horns, antlers, claws, fangs and tusks, reminiscent of an animated form of the hill itself.

A successful Knowledge – arcana (DC 16) check or Knowledge – nature (DC 21) check reveals that this is a fang golem, a kind of construct created by druidic magic.

To his right is the source of the music. A pale, willow, and decidedly feminine figure dressed in dark green finery looks at you through golden, insectile eyes. Her long fingers play a tune on a decorated flute and almost as if on cue, she ends the music as you appear at the threshold. It is only then that you can see her face, which oddly lacks a nose or a mouth.

This fey creature is called Seneschal, a cruel banshrae that follows Viridios' orders without fail. She has no mouth, but somehow plays the flute. A successful Knowledge – nature (DC 18, or a bardic knowledge check (DC 25), reveals that it is a banshrae, an unseelie fey whose music can bewilder mortals.

The Evergreen Prince

The figure on the throne is Viridios, the Evergreen Prince (also known as the Verdant Prince). His scout, Quimble, has already briefed him about the PCs and their purported intentions (moments before the PCs enter), and he sees them as the perfect tools to gain what he wants, without endangering himself or dwindling his servants.

If the PCs ask the Evergreen Prince about Angrod, the Evergreen Prince tells them:

“Ah, yes, the elf. Yes, he is visiting with my court.”

The prince motions and a gray elf with wispy blonde hair and violet eyes makes his way out of the crowd behind the throne. He has an unnatural smile spread across his face.

Angrod is under a very powerful *charm monster* effect (CL 16). He is blissfully happy at the moment, and does not act like the gray elves the PCs have met so far.

“Quimble tells me that you are interested in him?”

When the PCs confirm that they are indeed here for Angrod, the Evergreen Prince asks him why he should free him. Let the PCs make any argument they wish at this point. Viridios is having fun watching them.

Oath Bond of the Verdant Prince

Viridios has something the PCs want (Angrod) and the PCs may be able to get him what he desires. To this end, he attempts to ensnare one of the PCs in an Oath Bond (see **Appendix 5**). Best of all, he can make it sound as if it is an

equitable situation for all involved because all the PCs have to do is bring him the phylactery of the evil Storm King.

If any of the PCs earned the **Ire of the Verdant Prince** (from *GEO7-IN5 Oytwood Under Siege*), the Evergreen Prince only releases Angrod if **that** PC makes the Oath Bond promise.

Judge's Note: When speaking to the PCs, Viridios only makes mention of the phylactery of the Storm King, and never mentions the 'Tear of Corellon'. He knows them to be one and the same, but does not want the PCs to know that, yet.

The Evergreen Prince rubs his chin and studies you for a moment, “I shall make a bargain with you mortals. I will release Angrod into your care, if you, in turn, will retrieve something for me. I have gleaned, from my talks with Angrod here, the location of what I have been seeking all this while...the phylactery of the Storm King; the now imprisoned lich leader of the Sakhut.

“The phylactery is hidden in the lair of a green dragon in the forest not far from here...the elf can show you the exact location. If you give me your oath that you will retrieve this for me, I in turn promise to let the elf go with you and about his mortal life.”

The PCs may have questions at this point, and may even think to ask them *before* they make a bargain with Viridios. Some possible questions and their answers are given below. Beyond this, extrapolate the answers from the adventure background and summary.

Q: Who are you?

A: *“You speak to Viridios, the Evergreen Prince, the Verdant Prince, Lord of the Winding Barrow, and humble servant of her magnificence, Queen Maeve of the Pits of Sharpest Frost.”*

Q: Why do you want the phylactery of the Storm King?

A: *“I am here at the behest of my Queen Maeve. It is she who has the Storm King prisoner, but only his undying body, and that to her is only a partial victory. She desires all of him...the better to torment him.”*

Q: How did you learn the whereabouts of the phylactery of the Storm King?

A: *“My queen knows many things, amongst them the fact that members of the Weeping Council sought out the phylactery of the Storm King during*

the war against the giants, and hid it in their forest.”

Q: Will you leave the Oytwood once you get the phylactery?

A: *“Yes, once I have the phylactery in hand, I shall leave these woods, never to return.”*

Q: What does the phylactery look like?

A: *“The elf knows better than I, he can identify it for you once you have found the lair of the dragon in which it lies.”*

Q: What about the enchantment you’ve obviously placed on Angrod?

A: *“The charm is harmless, and will wear off well before you return him to his village. I rather fancy him better this way, don’t you...much too severe this one.”*

When the first PC (or the PC chosen by Viridios) promises to return the phylactery, Viridios asks them a specific question, to seal the Oath Bond:

“So then, I have your word that once you have the phylactery, you shall deliver it to me with all haste, yes?”

Once the PC answers in the affirmative to this question, the Oath Bond is in effect. Though everyone in the party may make the promise, the Oath Bond is only with one person. Unless Viridios has a specific PC in mind, the Oath Bond applies to the *first* PC to make the promise.

“Very well then. Elf, go with these fine mortals. They will take you back to your own tree home. But first, you must take them to the dragon’s lair where the phylactery is hidden. You can do that for me, can’t you?”

Angrod smiles and nods eagerly in a very non-gray elf manner, before walking over to your party.

“Go now. I shall expect you back...soon.” the verdant prince says, looking towards the root framed exit from which you entered.

Development: The verdant prince’s scout, Quimble, follows the PCs to the former dragon’s lair as sneakily as possible and reports back to the verdant prince as soon as the PCs make a decision regarding the Tear. The PCs likely suspect that Quimble is following them, and that is fine, as their chances of actually seeing him are very slim.

Also, once the PCs leave the Winding Barrow, Slaya the vultivor picks up their trail again and continues to follow from a distance (again using the last of her *elixirs of hiding* and *sneaking* to help her keep from being noticed). Now that she sees them with Angrod, she knows their destination and plans to ambush them with her dusk giant allies.

Proceed to **Encounter 4**.

ENCOUNTER 4: THE STORM KING’S PHYLACTERY

In this encounter, the PCs, likely escorted by Angrod (and secretly by Quimble the Quickling), arrive at the location of the *Tear of Corellon*, a former green dragon’s lair, which is protected by a lichborn golem (a golem powered by the phylactery of a lich). There they must make the decision to leave the Tear, and suffer the Oath Bond curse, or take the Tear to the Verdant Prince, and anger the Weeping Council.

Conditions: The cave is situated in the heart of the Oytwood forest, where the temperature is eerily quite a bit colder than the rest of the forest. It is just below freezing here, and there is snow on the ground. Half of the terrain on the battlemat is considered ‘difficult terrain’ due to icy patches under the snow. Moving into a ‘snowy patch’ square takes 2 squares of movement.

It is also now lightly snowing. This has no effect on combat, but results in a –2 penalty on Search and Spot checks.

The Sage

Angrod is a bit pliant (and unusually happy) due to the charm placed on him, but it has also been engrained in him that he is never to mention the fact that the *Tear of Corellon* and the Storm King’s phylactery are one and the same. While he is under Viridios’ charm, he never mentions this fact, and simply tells the PCs that he can identify the phylactery when he sees it. If pressed, he tells them they’re looking for a large gem, as is often used in the making phylacteries.

If the PCs ask Angrod about the green dragon, Angrod blithely confirms that a green dragon guards the phylactery. He says this because he does not know any better, as it was not his job to set up the ‘security system’, and he’s not been to the cave since the phylactery was placed inside. He does not enter the cave under any circumstances (short of unconscious).

Instead, he hides outside instead and waits for the return of the PCs.

Angrid Se'regon: Male Gray Elf Archivist 11 (Knowledge: (arcana, the planes, history, spellcraft) +20. Angrid has no material components for spells.

A bit about Angrid's history, background and motivation is detailed below.

The Tasked

When the *Tear of Corellon*, the most precious artifact of the gray elves, was recovered from the Sakhut nearly six years ago and returned to the gray elves (events in *GEO2-05 One Good Turn*), the Weeping Council decided to take some security measures so that the Tear would never again be in danger. 'The Tasked' were twelve members of the Weeping Council, elders of the Cabal of Sages, who were selected (and yes, tasked) with the safekeeping of the *Tear of Corellon*.

In the process, their most powerful diviner discovered that the Tear had been somehow converted into the phylactery of the Storm King, giant-lich leader of the Sakhut. Even their most potent magic could do nothing to expel the spirit of the lich giant, so instead they harnessed the magic of the phylactery itself to power the lichborn golem that now protects the Tear inside its chest.

The Tasked, including Angrid, are the only members of the Weeping Council who know of the Tear's true location, as well as the fact that the *Tear of Corellon* located in the temple of Corellon in Edhellond is a facsimile.

The members of The Tasked each had a role in creating and warding the hiding place for the Tear, and they are also the only ones who know that the real *Tear of Corellon* is kept in the former abode of one of the gray elves' most formidable enemies, the lair of Klorphaxius the green dragon.

ONCE A DRAGON'S LAIR

The phylactery is located inside a cavern in the deepest part of the Oytwood forest, the former lair of an old green dragon by the name of Klorphaxius. A successful Knowledge – history (DC 20) or bardic knowledge (DC 25) can make a check to know that this is the home of the green dragon defeated by Melwyn Greatarm decades ago, a deed which earned him the friendship of the Oytwood elves.

This encounter uses **Map 2: Dragon's Lair**.

Judge's Note: The Tasked members that hid the *Tear of Corellon* here (aka the phylactery) also cast *hallow* just inside the entrance to the dragon's lair (a high cleric of Corellon from The Tasked renews the casting every year). The *hallow* effect is set to trigger a *dispel magic* (CL 9 at APL 6-8) or a *greater dispel magic* spell (CL 13 at APL 10-12), if anyone who is **NOT** a worshipper of Corellon Larethian, enters the cavern. This is not a trap, and cannot be disarmed.

The entire cavern is also under the effects of a *mage's private sanctum*. This is the cause of the dark foggy mass at the entrance, which prevents scrying, vision and sound from penetrating the entrance in any direction.

Conditions: The cavern is just as cold as outside. Instead of snow, there is a shallow circle of water inside the cave between the PCs and the 'dragon'. This is considered difficult terrain, and moving into a water square takes 2 squares of movement.

The air in this part of the forest has gotten very cold. Over four hours of trekking into the heart of the Oytwood has led you into a deep ravine, more of a gorge really, which has in turn led you to a cave entrance nearly obscured in hanging vines. Beyond the vines, the mouth of the cave is shrouded in a dark, foggy mass, preventing you from seeing what lies beyond.

A successful Spellcraft check (DC 25) identifies the dark mass as a *mage's private sanctum* spell.

Once past the dark foggy mass at the entrance, read the following:

The cave tunnel winds into the earth, and eventually opens up into a larger cavern. In this dark cave, you can make out a form lying on a mound of earth...the form of a huge green dragon. Its dappled wings are folded, and the olive and emerald scales on its body heave as it breathes deeply, seemingly fast asleep.

The sleeping Klorphaxius is actually a *programmed image* (CL 13). The image stirs when the PCs enter the cavern, but otherwise remains 'asleep'. The lichborn golem is enveloped inside the illusion (effectively hidden), and has orders to attack anyone who attacks the illusion. See the Tactics sub-section.

If anyone touches or attacks the illusion with a melee weapon, read the following. If

circumstances vary, modify the boxed text accordingly:

A fiery boom envelopes the dragon and everything around it. In a flash, the fireball is over, and the dragon is gone. In its stead, stands a humanoid creature, wrapped from head to toe in strips of parchment punctuated by the random belt or broken wand.

APL 6 (EL 8)

Lichborn Golem: hp 90; see *Appendix 1*.

APL 8 (EL 10)

Lichborn Golem: hp 105; see *Appendix 2*.

APL 10 (EL 12)

Lichborn Golem: hp 127; see *Appendix 3*.

APL 12 (EL 14)

Lichborn Golem: hp 157; see *Appendix 4*.

Tactics: As soon as it detects the light or noise from PCs entering the cave, the lichborn golem casts *shield* on itself and waits. Once any PC is near enough to touch or attack the illusion, the lichborn golem sets off a *fireball* centered on itself at the first opportunity (surprise round). It is immune to the effects. It then tries to employ as many ranged or area spell-like abilities as possible before closing and engaging in melee. Remember that using its spell-like abilities does not require any material, somatic, or verbal components.

APL 6: Tactics for APL X combatants.

As soon as the PCs dispatch the lichborn golem, the parchment and pages fall to the ground, along with the miscellaneous pieces of belt and wands. If PCs take time to search this pile, they find a fist-sized box. It has a simple latch, and when opened, it reveals a clear-blue, tear-drop shaped gem, identical to the one the PCs saw at the Temple of Corellon in Edhellond. This is the real *Tear of Corellon*. The box itself is lined in a thin sheet of lead.

Treasure: The lichborn golem crumbles to dust and pieces and has no treasure to speak of, save the *Tear of Corellon*.

APL X: L: X gp, C: X gp, M: *item* (X gp).

Angrod and the Tear of Corellon

Once the *Tear of Corellon* is brought out of the cave, it's magic dispels the charm he is under (the *Tear* automatically dispels any mind-affecting

enchantment on any Oytwood gray elf within 60 feet). Once this happens, Angrod reverts to his normal, severe self and begins to ask the PCs why they are here, and what they have done. If he knows they have the *Tear*, he insists they return it to the Weeping Council. If pressed, he warns them that the Weeping Council knows the *Tear* has been stolen, and will be sending a party to retrieve it (true).

If pressed as to why the *Tear of Corellon* is here, Angrod reveals the truth regarding what happened to the *Tear of Corellon* during the War Against the Giants, as summarized in Adventure background and Adventure Summary as well as the sub-section above, **The Tasked**.

If asked the ramifications of taking the *Tear of Corellon* out of the Oytwood, Angrod tells them that the Oytwood would lose its 'magic' over time. Fruit trees would not bear fruit in the winter, goodly magical beasts (allies to the elves) would leave the forest, and the magic of the gray elves would lose potency. The forest would begin a general decline.

Judge's Note: The *Tear of Corellon* is treated as if under the effect of a permanent *dimensional anchor* spell and any attempt to move the *Tear of Corellon* via extradimensional travel (*dimension door*, *ethereal jaunt*, *teleport*, etc.) fails automatically. This effect is inherent to the relic and cannot be dispelled or overcome by any means.

Development: If the *Tear of Corellon* is left in the former dragon's lair after the golem is destroyed, the lichborn golem slowly reforms over 24 hours.

As soon as the *Tear of Corellon* is taken from the former dragon's lair, those members of the Weeping Council responsible for its safety are alerted through magical alarms. A strike team of elves is sent to the cave to investigate and recover the *Tear of Corellon*. Depending on the actions of the party, the elves either catch up with them at the end of **Encounter 6A** (after the PCs have faced the fey) or at the beginning of **Encounter 6B** (where they confront the PCs).

Shortly after the PCs leave the cave, the shadow dragon's mercenaries attack them in the ravine.

Go to **Encounter 5**.

ENCOUNTER 5: SHADOWY HUNTERS

Agents of the shadow dragon have been following the PCs from a distance since they left Uiane's waterfall, and plan to ambush the PCs as they leave the cave.

Judge's Note: The ambush occurs either seconds or minutes after the PCs have left the former dragon's lair. If the PCs are in the middle of speaking with Angrod, or are healing themselves after their last encounter, hold off on the attack until they appear ready to handle another attack. If they are ready and able to fight immediately after **Encounter 4**, have the shadow dragon's agents attack immediately. Use your discretion when it comes to the timing for the attack.

APL 6 (EL 6)

Gorram, Male Least Dusk Giant: hp 90; see *Appendix 1*.

Slaya, Male Vultivor: hp 27; see *Appendix 1*.

APL 8 (EL 8)

Gorram & Llurg, Male Least Dusk Giants (2): hp 90 each; see *Appendix 2*.

Slaya, Male Vultivor Rogue 2: hp 41; see *Appendix 2*.

APL 10 (EL 10)

Gorram, Male Lesser Dusk Giant: hp 180; see *Appendix 3*.

Slaya, Male Vultivor Rogue 4: hp 55; see *Appendix 3*.

APL 12 (EL 12)

Gorram & Llurg, Male Lesser Dusk Giants (2): hp 180 each; see *Appendix 4*.

Slaya, Male Vultivor Rogue 6: hp 69; see *Appendix 4*.

Tactics: Slaya hides in the shadowy illumination given off the dusk giant's Pall of Twilight ability. She strikes from within this aura, targeting PCs who don't have darkvision or low-light vision. She uses shadow jump to reposition herself, and uses her Hide skill as he moves.

Gorram (and Llurg at some APLs) targets the most imposing fighter-types first. The dusk giant(s) uses its *truestrike gauntlets* to receive a +20 insight bonus on the first attack.

APL 6: Tactics for APL X combatants.

Include the following section for treasure:

Treasure: Describe treasure from this encounter. This includes the combatants' possessions and any other treasure the PCs can find during this encounter. Also list any Adventure Record effects that the PC might earn from this encounter.

APL X: L: X gp, C: X gp, M: *item* (X gp).

Development: The fey scout, Quimble, has been watching the PCs all along. If the PCs decide to return the *Tear of Corellon*/Storm King's phylactery to the Weeping Council, the fey attack them in an attempt to retrieve the Tear. **Go to Encounter 6A.**

If the PCs decide to return the *Tear of Corellon*/Storm King's phylactery to Viridios, the Weeping Council sends an elven strike force to regain the *Tear of Corellon*. **Go to Encounter 6B.**

ENCOUNTER 6: DECISIONS

This encounter is divided into parts **6A** and **6B**, and the PCs only participate in one of the two depending on their actions. The PCs must decide whether to return to the Winding Barrow to bring back the *Tear of Corellon* to Viridios, or take the *Tear* back to the elves.

If they decide to return the *Tear of Corellon* to the elves, they face a troupe of fey intent on recovering the phylactery. If the PCs trade the *Tear of Corellon* to Viridios the Evergreen Prince they face a recovery team of grey elves intent on regaining the elven relic.

Judge's Note: This attack happens well after **Encounter 5**, but no more than one day after they leave the PCs leave the cavern. If the PCs are healed and have not used too many of their resources at this point, the attack happens before the next day. However, if the PCs need to rest, the attack happens the next day, just after they've rested. Use your discretion when timing the attack.

ENCOUNTER 6A: RETURNING IT TO THE ELVES

If they decide to return the Tear to the elves, they face a troupe of fey intent on recovering the phylactery. Quimble has been listening in on their

decision, and has run back to get reinforcements. Viridios, for his part, is aware that the one PC has broken his Oath Bond, and sends forces out to retrieve the *Tear of Corellon*.

Judge's Note: Because of the way the Oath Bond was worded, the PC begins to be affected by the Curse of the Oath Bond as soon as they begin the journey to return the *Tear* to the Weeping Council.

APL 6 (EL 10)

Quimble, Male Quickling Scout 2: hp 18; see *Appendix 1*.

Banshrae: hp 105; see *Appendix 1*.

Fang Golem: hp 74; see *Appendix 1*.

Spirit Saber-toothed Tiger: hp 67; see *Appendix 1*.

APL 8 (EL 12)

Quimble, Male Quickling Scout 5: hp 44; see *Appendix 2*.

Seneschal, Female Banshrae Brd 2: hp 117; see *Appendix 2*.

Advanced Fang Golem: hp 127; see *Appendix 2*.

Spirit Saber-toothed Tiger (2): hp 67 each; see *Appendix 2*.

APL 10 (EL 14)

Quimble, Male Quickling Scout 7: hp 56; see *Appendix 3*.

Seneschal, Female Banshrae Brd 6: hp 149; see *Appendix 3*.

Advanced Fang Golem (CR10): hp 180; see *Appendix 3*.

Spirit Saber-toothed Tiger (2): hp 123 each; see *Appendix 3*.

APL 12 (EL 16)

Quimble, Male Quickling Scout 9: hp 74; see *Appendix 4*.

Seneschal, Female Banshrae Brd 10: hp 173; see *Appendix 4*.

Advanced Fang Golem (CR12): hp 255; see *Appendix 4*.

Spirit Saber-toothed Tiger Elite (2): hp 162 each; see *Appendix 4*.

Include the following section for tactics by combatants:

Tactics: If any PC possesses **the Ire of the Verdant Prince** (from *GEO7-IN5 Oytwood Under Siege*), the attackers focus their attacks on that PC.

Quimble uses his incredible speed to attack as he dashes by PCs.

Seneschal, the banshrae, uses her Gibbering Sing-along to prevent casters from casting, and tries to similarly impede the PCs, while aiding her allies.

The fang golem and the spirit saber-tooths focus their attacks on whoever carries the *Tear of Corellon*.

If they are able to incapacitate whoever has the *Tear*, they take the artifact and leave any remaining PCs alone. The *Tear* is their only goal, and they stop at nothing to get it.

However, if the fight is going badly (more than three-quarters of the fey are dead or have lost more than three-quarters of their hit points, Quimble flees at top speed back to the Winding Barrow.

APL X: Tactics for APL X combatants.

If the PCs dispatch the fey, read the following:

Moments after the last fey creature falls, an arrow lands at (insert name of PC with the *Tear*) ***feet, and a voice calls out.***

“You will hand over the Tear of Corellon, or the next arrows shall not strike the ground.”

From where a moment ago had been quiet forest, a band of elves now appears, weapons at the ready.

If Angrod is with the party, he speaks up at this point:

“They are allies, Captain Nerivonias, they are returning the Tear to the Weeping Council.”

At those words, the elves lower their weapons. Soon after, you and Angrod are explaining your exploits to Captain Nerivonias, and the squad of elves, as they aid any wounded and escort you and your party back to Edhellond.”

Go to **Conclusion A**.

Treasure: Describe treasure from this encounter. This includes the combatants' possessions and any other treasure the PCs can find during this encounter. Also list any Adventure Record effects that the PC might earn from this encounter.

APL X: L: X gp, C: X gp, M: *item* (X gp).

Development: Sometimes the PCs' actions have unusual ramifications or affect later encounters. Describe these changes and developments here.

ENCOUNTER 6B: KEEPING THE OATH

If the PCs trade the Tear/phylactery to Viridios, they face a recovery team of grey and wood elves intent on regaining the elven relic. The elves attack first and ask questions later.

APL 6 (EL 10)

Nerivonias, Male Gray Elf Ftr5/Dvsh1: hp 50; see *Appendix 1*.

Faelivren, Female Gray Elf Wiz5/DivOr1: hp 26; see *Appendix 1*.

Golloraen, Male Wood Elf Rgr5/WldRnr1: hp 42; see *Appendix 1*.

Aislynn, Female Wood Elf Ftr1/Sct5: hp 42; see *Appendix 1*.

APL 8 (EL 12)

Nerivonias, Male Gray Elf Ftr5/Dvsh3: hp 66; see *Appendix 1*.

Faelivren, Female Gray Elf Wiz5/DivOr2/ErthDr1: hp 35; see *Appendix 1*.

Golloraen, Male Wood Elf Rgr5/WldRnr3: hp 59; see *Appendix 1*.

Aislynn, Female Wood Elf Ftr1/Sct6/OotBi1: hp 56; see *Appendix 1*.

APL 10 (EL 14)

Nerivonias, Male Gray Elf Ftr5/Dvsh5: hp 83; see *Appendix 1*.

Faelivren, Female Gray Elf Wiz5/DivOr2/ErthDr3: hp 43; see *Appendix 1*.

Golloraen, Male Wood Elf Rgr5/WldRnr5: hp 75; see *Appendix 1*.

Aislynn, Female Wood Elf Ftr1/Sct6/OotBi3: hp 69; see *Appendix 1*.

APL 12 (EL 16)

Nerivonias, Male Gray Elf Ftr5/Dvsh7: hp 99; see *Appendix 1*.

Faelivren, Female Gray Elf Wiz5/DivOr2/ErthDr5: hp 51; see *Appendix 1*.

Golloraen, Male Wood Elf Rgr5/WldRnr7: hp 92; see *Appendix 1*.

Aislynn, Female Wood Elf Ftr1/Sct6/OotBi5: hp 83; see *Appendix 1*.

Include the following section for tactics by combatants:

Tactics: The elves attack the PCs, particularly targeting the PC who carries the *Tear of Corellon*, if they know which one carries it. They give no quarter as long as the PCs fight back, but will accept surrender.

APL X: Tactics for APL X combatants.

If the PCs defeat the elven recovery band, read the following:

The blue figure of Quimble appears from behind a tree, a grin on his face as he sways from side to side.

“Follow Quimble, mortals, the elves will send more, more, we should be going, going, now, now.”

With that, the quickling dashes off into the forest as before.

If the PCs follow Quimble back to the Winding Barrow, go to **Conclusion B**.

Treasure: Describe treasure from this encounter. This includes the combatants' possessions and any other treasure the PCs can find during this encounter. Also list any Adventure Record effects that the PC might earn from this encounter.

APL X: L: X gp, C: X gp, M: *item* (X gp).

Development: Sometimes the PCs' actions have unusual ramifications or affect later encounters. Describe these changes and developments here.

CONCLUSION

When the PCs have completed Encounter 6A or 6B, read the following:

CONCLUSION: A

Returned the Tear of Corellon to the Weeping Council.

The Weeping Council convenes immediately upon your return, and Angrod tells the council about his encounter with the fey prince. The Council is grateful for your intervention, but they are still troubled at what they have learned.

At this point, ask the PCs if they speak up on behalf of Gilráne and ask for aid for the Dim Forest elves. If they do, let them make whatever argument they wish. If it is particularly compelling, skip to **The Next Morning** sub-section. If they need help convincing the Weeping Council, then read the following:

Some members of the council appear taken aback upon hearing your words, while others nod in agreement.

One council member speaks up, "Thou art bold Outlanders. You are here, by our good graces, to clean up after your Brenin's mistakes, not to offer counsel on our affairs..."

Another speaks up with a retort, "Laurëloth, these 'Outlanders' have risked their lives to return to us our own, and have now saved our most valuable artifact. We are indebted to them and..."

"Indebted to them Finarphir?" the severe elf responds, "They are nothing more than sell-swords thrust into a situation beyond their control. Their words shall carry no weight here..."

"What of the words of Corellon?"

A third voice interrupts the elf, more forceful than any. It is not yelling, but rather resonating clearly throughout the council chambers. It is strangely compelling.

All eyes turn towards Gilráne, and he nods at you in thanks before he continues.

"Do you so easily forget the reason Corellon shed his tear? The very Tear these 'outlanders' have saved for you."

"These 'outlanders' hail from many backgrounds, many bloodlines, yet they have come together in a common cause, to aid you, the children of Corellon. Aid you when you were too busy laying the blame on others to aid yourselves."

"How is it that you cannot now come together to help your own brothers and sisters in their greatest time of peril? For all of your intelligence, for all of your long years of study, some of you seem to yet lack the wisdom to grasp the grander picture."

"Do not forget from whence you came, Children of Corellon."

With those last words, Gilráne departs the hall. With that, the council convenes to debate the issue of sending aid to the Dim, and it is not long before the dissenters change their minds.

The PCs gain the following after this conclusion:

- Favor of Gilráne, Herald of Corellon
- Favor of the Weeping Council
- Favor of the Grand Duke Owen

The Next Morning

Judge's Note: Gilráne does not intercede with the Tear until after the PCs have pleaded on behalf of the Dim Forest elves, and after the Weeping Council has chosen to ally with their kin.

The next morning, an announcement is made and messages both magical and mundane are sent across the forest: The elves of the Oytwood will fight alongside with their sylvan brothers in the Dim!

That very morning, Gilráne speaks with the Council and after a short meeting is led to the Tear of Corellon. Placing his hands upon the artifact, he chants in an arcane language as energy begins to pulse through him. Before long, the Tear glows a pale blue to the point that it hurts to look at it, and then suddenly the light explodes outwards in a flash along with a deep-throated scream that fades away.

Gilráne, visibly weakened, turns to the woods, "You can tell your master that the soul of the Storm King does no longer resides here."

If Quimble survived the battle with the PCs, the PCs see a blue streak in the distance race off into the forest.

If Quimble did not survive the battle, then the PCs simply see a rustling in the woods and nothing more.

Any elf or half-elf in the party can tell that Gilráne is not long for this world, as his countenance is more ethereal than ever. If the PCs ask him, he tells them that his work here is done, and that his journey here is almost at an end.

CONCLUSION: B

Returned the *Tear of Corellon* to the Verdant Prince.

You arrive at the Winding Barrow, much as before. Maneuvering through the maze of roots and branches, you reach the hall of Viridios, the Evergreen Prince.

“Ahhh, goood, you have returned.” The verdant prince purrs.

Once the PCs hand him the Tear, read the following:

“You have kept your bargain he smiles unsettlingly, and so I will trouble you no more mortals.”

With a wave of his hand, the faerie court fades away, and you are left standing in the woods alone. Where the Winding Barrow once stood, there is nothing save some cold swampy ground underfoot.

Unless the PCs can succeed at a Knowledge (geography) (DC 35) or a Survival check (DC 30), they do not know where they are in the Oytwood (save that they are deep in the heart).

It is only a matter of an hour before another band of elves catches up with them. Unless they all have a way of escaping via magic, they are eventually captured.

Once the Weeping Council learns of their actions, the PCs are forever exiled from the Oytwood.

Seracine is most upset, and leaves the PCs to their own devices as he returns via magic to the court of the Brenin.

The PCs soon find out that the Weeping Council has revoked Preston’s charter, and all of

the non-elves in the Oytwood are given notice that they are no longer welcome. Needless to say, the Weeping Council does not go to war in the Dim Forest.

The PCs do not receive any of the Favors on the AR.

CONCLUSION: C

Did not return Angrod and/or the *Tear of Corellon* to anyone.

You have failed in your mission, and this gives the Isolationists on the Weeping Council even more reason to distrust outsiders.

The Weeping Council is disappointed in your failure, as indicated by the overheard comments of “What did we expect?”. This gives the Isolationist faction on the council more ammunition.

The Weeping Council denies Gilrane’s request, and does not send aid to the Dim Forest elves.

Seracine is visibly upset, and is quiet the whole way back to Gorna.

The PCs receive none of the Favors on the AR.

CAMPAIGN CONSEQUENCES

Please fill out the Critical Events Summary at the end of this adventure, and turn it in to the con coordinator or to the Geoff Triad.

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

Objective.

APL X: X xp.

Story Award

Story Objective.

APL X: X xp.

Discretionary Roleplaying Award

APL X: X 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.

APL 14: 1,800 xp.

APL 16: 2,025 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 X:

APL X: L: X gp, C: X gp, M: *item* (X gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: X gp, C: Xgp, M: X gp – Total: X gp (450 gp).

APL 4: L: X gp, C: X gp, M: X gp – Total: X gp (650 gp).

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

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

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

APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

APL 14: L: X gp, C: X gp, M: X gp – Total: X gp (6,600 gp).

APL 16: L: X gp, C: X gp, M: X gp – Total: X gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special Items:

Favor of Grand Duke Owen: You may spend this favor to gain access (Frequency: Adventure) to purchase one of the following: *battle bridle* (MIC), *canaith mandolin* (MIC); *torc of heroic sacrifice* (MIC), *torc of the titans* (MIC), *war wizard cloak* (MIC); or one feycraft weapon or shield (DMG 2); armor/shield special abilities – *glamered*, *animated*, *death ward* (CAR); weapon special abilities – *bane* (*giant*), *bane* (*evil outsiders*)

Any current member of the Cantrev of Eryrnyth or Brenin's Fist metaorganization gains access (Frequency: Regional) to the above and a 10% discount to the first purchase of the item selected above.

Mark this Favor as USED when spent. Favor level A.

Favor of Gilráne, Herald of Corellon: You may spend this favor to gain access (Frequency: Adventure) to purchase one of the following: *bow of the wintermoon* (MIC) or *millennial chainmail* (MIC) at half off the listed price.

Alternatively, you can spend this favor PLUS *one* additional *Notice of Gilráne* to receive a casting of *miracle* for the express purpose of removing the Curse of the Oath Bond, OR raising/resurrecting a PC who died during this scenario. The PC must pay any material component cost over 100gp.

Lastly, you can spend this favor PLUS *two* additional *Notice of Gilráne* favors or *two* additional Level B (or higher) favors from Geoff elves, or combination thereof, to gain the following effect:

Corellon's Boon: If you are good-aligned, you gain access to the granted power of one of Corellon's associated domains: Celerity (CD), Chaos, Community, (CD), Good, Liberation (CD), Magic, Protection, War, (use your total class levels in place of cleric levels). Furthermore, while under the night sky (above ground and outside during nighttime) you gain a +2 sacred bonus to Dexterity, Intelligence, OR Strength, a +2 sacred bonus to saves vs. enchantments, immunity to *sleep* effects, and a +2 sacred bonus to Spot, Listen and Search checks. This effect lasts for one year from the date on this adventure record.

Note: Possessing Corellon's Boon automatically qualifies the PC for the Ruathar prestige class.

Mark this Favor as USED when spent. Favor Level B.

Favor of the Weeping Council: This favor can be exchanged to gain access (Frequency: Adventure) to purchase one of the following: *choker of life protection* (MIC), *dragondoom scepter* (MIC), *metamagic rod* (*reach*) (MIC), *oathbow* (DMG), *phylactery of virtue* (MIC), *ring of mystic defiance* (MIC), *rod of bodily restoration* (MIC).

Additionally, this favor can be exchanged to gain access (Frequency: Adventure) to two of the following Non-Closed spells: *deeper darkvision* (SpC), *ghost touch armor* (SpC), *life bolt* (SpC), *light of Lunia* (SpC), *light of Mercuria* (SpC), *light of Venya* (SpC), *lucent lance* (SpC), *shadow radiance* (SpC), *shroud of flame* (SpC), *spawn screen* (SpC).

This favor can be combined with another *Favor of the Weeping Council* to double the number of items or spells above to which access is granted.

Any current member of the Cabal of Sages metaorganization gains access (Frequency: Regional) to the above and a 10% discount to the first purchase of the item selected above.

Mark this Favor as USED when spent. Favor Level B.

Curse of the Oath Bond:

You have made a powerful supernatural bargain with Viridios, the verdant prince of the Oytwood, and failed to hold up your end of the deal. As a result, you suffer a –6 penalty to all ability scores and are sickened until the bargain is fulfilled, or the verdant prince is dead. Only a *wish* or *miracle* can end the oath bond before the bargain is fulfilled or negate the penalties that a broken oath bond imposes.

Found Items:

APL 6:

Tanglepatch (200gp) (Adventure; *Magic Item Compendium*)

Vanguard Treads (3,100gp) (Adventure; *Magic Item Compendium*)

Boots of the Winterlands (Adventure; *Dungeon Master's Guide*)

+1 Shadowstrike Rapier (Adventure; *Magic Item Compendium*)

Truestrike Gauntlets (3,500) (Adventure; *Magic Item Compendium*)

APL 8:

Bracers of Blinding Strike (5,000gp) (Adventure; *Magic Item Compendium*)

Gloves of Agile Striking (2,200gp) (Adventure; *Magic Item Compendium*)

Thorn Pouch (4,400gp) (Adventure; *Magic Item Compendium*)

+1 Shocking Greatclub (Adventure; *Dungeon Master's Guide*)

APL 10:

Skin of the Defender (32,000gp) (Adventure; *Magic Item Compendium*)

+1 Small Icy Surge Dagger (+2,000gp) (Adventure; *Dungeon Master's Guide*2)

+1 Ghost Touch Shadowstrike Rapier (Adventure; *Dungeon Master's Guide*)

+2 Large Greatclub (Adventure; *Dungeon Master's Guide*)

APL 12:

+1 Small Icy Surge Keen Dagger (Adventure; *Dungeon Master's Guide*2)

Bracers of Lightning (11,000gp), (Adventure; *Magic Item Compendium*)

+3 Large Greatclub (Adventure; *Dungeon Master's Guide*)

APPENDIX 1 – APL 6

ENCOUNTER 4

LICHBORN GOLEM (GRISGOL, LESSER) CR 8

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision

Languages Common, Abyssal, Draconic, Dwarven, Elven, Flan, Giant, Goblin, Infernal

AC 18, touch 8, flat-footed 18

(-1 size, -1 Dex, +10 natural)

hp 90 (9 HD); DR 5/piercing and magic

Immune construct immunities, magic

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

Weakness *erase* (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 slams +10 (2d8+5) plus 1d8+5 negative energy (Will DC 14 half) plus paralysis (Fort DC 14 negates).

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

Base Atk +6; **Grp** +15

Atk Options spell-like abilities

Special Actions paralyzing touch

Spell-Like Abilities (CL 8th):

1/day – *fireball* (DC 14), *scorching ray*, *shout* (DC 16), *shield*, *touch of fatigue* (DC 10)

Abilities Str 21, Dex 9, Con -, Int -, Wis 11, Cha 11

SQ construct traits

Feats --

Skills --

Choking Dust (Ex) Striking the lichborn golem with any kind of implement other than a piercing weapon invites a disease causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 19 Fortitude save or take 1d4 points of Constitution damage. Those who fail their save must make another DC 19 Fortitude save or contract the slimy doom disease (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the *Dungeon Master's Guide*) in 24 hours. The save DC is Strength-based.

Damaging Touch (Su) As with the lich that animates it, the touch of a grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 14 half). The save DC is Charisma-based.

Paralyzing Touch (Su) Any living creature a lichborn golem hits with its touch attack must succeed on a DC 14 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description). The effect cannot be dispelled. Anyone paralyzed by a lichborn golem seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. The save DC is Charisma-based.

Spell-like abilities A grisgol is created with the ability to use a number of different spells as spell-like abilities, one spell from each spell level usable by creator,

each once per day. These sorcerer/wizard spells can vary based on the creator's whim. Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy. The save DCs are 10 + 1½ the spell's level (much like a magic item).

Immunity to Magic (Ex) A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spell and effects function differently against a grisgol, as noted below.

The spell *erase* delivered as a touch attack on the lesser grisgol deals 2d6 points of damage to the creature.

Casting *secret page* on a grisgol renders it invisible as the *invisibility* spell.

Description *This humanoid figure is wrapped from head to toe in strips of scroll parchment and pages from dusty tomes. Pieces of tattered magic belts, robes and chainmail also seem integrated into its form.*

Source flesh golem (MM), grisgol (MM3)

ENCOUNTER 5

GORRAM

CR 5

Least Dusk Giant

CE Medium giant

Init +1; **Senses** Low-light vision, Listen +4, Spot +4

Aura Moderate evil

Languages Common, Giant, Elven

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 90 (10 HD)

Fort +11, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)

Melee 2 claws +5 (1d4+12) and bite +3 melee (1d4+9) or greatclub +5/+0 (1d10+21)* [*includes adjustment for full Power Attack] *Without Power Attack: 2 claws +12 (1d4+5) and bite +10 melee (1d4+2) or greatclub +12/+7 (1d10+7)*

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

Base Atk +7; **Grp** +12

Atk Options Power Attack, Cleave, Rend, *true strike* 1/day (see *true strike gauntlets*)

Special Actions cannibalize

Combat Gear *potion of cure serious wounds*,

Abilities Str 21, Dex 13, Con 18, Int 14, Wis 14, Cha 15

Feats Cleave, Multi-attack, Power Attack, Iron Will

Skills Climb +18, Intimidate +15, Listen +15, Spot +15

Possessions combat gear plus greatclub, *truestrike gauntlets*, *vanguard treads*

Cannibalize (Ex) Dusk giants gain power – Strength, Constitution, even size and mystical powers by consuming other creatures. This will not happen during this scenario, so do not worry about it.

Rend (Ex) If a dusk giants hits with both claw attacks, it latches onto its target's body and tears the flesh. This

attack automatically deals extra damage equal to two claw attacks plus 1.5 times the giant's Strength modifier.

Pall of Twilight (Su) A dusk giant is constantly surrounded by an aura of gloom that darkens bright light and casts an equal pallor upon the spirits of its enemies. In a 10-foot radius around a lesser dusk giant, bright light is treated as shadowy illumination, although creatures with low-light vision (or darkvision), suffer no penalties in this area. In addition, enemies within this area take a -2 penalty on all saving throws because of the despair it elicits.

Description *This creature stands roughly nearly 7 feet tall and weighs about 400 lbs. It seems to be either a more evolved troll or a bestial giant. Its arms hang low, and end in vicious talons; its jaw, although not as distended as a troll's, is long and filled with jagged teeth. Its flesh is a dull tan of a weather-beaten hide, and its eyes gleam with a malicious intelligence.*

Source dusk giant (Heroes of Horror)

SLAYA (HUMANOID FORM)

CR 4

Female Vultivor (canomorph)

CE Medium outsider (chaotic, evil, extraplanar, shapechanger)

Init +6; **Senses** Darkvision 60 ft., Listen +7, Spot +7

Languages Abyssal, Common, Elven

AC 21, touch 16, flat-footed 15

(+0 size, +6 Dex, +2 armor, +3 natural)

Miss Chance 20% while in shadowy illumination

hp 27 (3 HD);

Fort +6, **Ref** +9, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft. [*Vorr form*: 40 ft. (8 squares), base movement 40 ft.]

Melee +1 *shadowstrike rapier* +11 (1d6+4/18-20x2) plus 2d6 sneak attack [*Vorr form*: bite +10 (2d4+3/20x2) plus 2d6 sneak attack and 2 claws +5 (1d3+1/20x2) plus 2d6 sneak attack]

Ranged masterwork mighty (+3) composite longbow +11 (1d8+3/x3) plus 2d6 sneak attack (within 30 ft.)

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

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

Atk Options Blind-Fight, sneak attack, *shadowstrike* 1/day

Special Actions alternate form, shadow form, shadow jump

Combat Gear +1 *shadowstrike rapier*, masterwork mighty (+3) composite longbow, 40 arrows

Abilities Str 16, Dex 24, Con 16, Int 10, Wis 13, Cha 12

SQ Alternate form, command vorrs, outsider traits, scent, shadow form, shadow jump

Feats Weapon Finesse, Weapon Proficiency (martial)

Skills Balance +13, Climb +5, Hide +13, Jump +11, Listen +5, Move Silently +13, Search +3, Spot +5, Survival +2*, Tumble +15

Possessions combat gear plus masterwork leather armor, *boots of the winterlands*, *gloves of dexterity* +2

Sneak Attack (Ex) Anytime a vultivor's target is denied a Dexterity bonus, or when a target is flanked by a

vultivor, the vultivor deals an additional 2d6 points of damage on a successful melee attack.

Trip (Ex) A vultivor that hits with a bite attack can attempt to trip its opponent 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 vultivor. The vultivor can only attempt to trip in this manner while in its vorr form.

Shadow Form (Su) Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it. While in shadow form, a vultivor gains DR 20/adamantine and magic and is immune to blindness, critical hits, damage to ability scores from non-magical attacks, deafness, drowning, poison and stunning. It takes half damage from fire and acid. In all other ways, shadow form is treated as *gaseous form*.

Shadow Jump (Su) As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several shadow jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Alternate Form (Su) All canomorphs can assume humanoid or hound (vorr) form at will. Transforming to humanoid form from hound form, or vice versa, is a move action. This transformation works like alter self; the canomorph retains physical ability scores, extraordinary abilities, and supernatural abilities in humanoid form. It loses its natural attacks and is limited to the movement of the form it assumes. A canomorph can only choose humanoid forms of Small to Large size. A canomorph's alternate form ability does not affect equipment it may be carrying or wearing. Most canomorphs create secure caches of arms and armor they intend to use in humanoid form when they expect to shift form frequently.

Command Fiendish Hound (Sp) All canomorphs can use greater command at will against fiendish hounds of their associated kind (hell hounds for haraknins, shadow mastiffs for shadurakuls, and vorrs for vultivors). These creatures will never voluntarily attack a canomorph of the associated kind.

Skills *Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Description *This elf has gray skin, and black hungry eyes are deep set in his long lupine-like face. Vorr form: This canine stands 4 feet at the shoulder and has bristly black and gray fur. Its long hyena-like body ends in a gray rat-like tail, and its coal black eyes bore into you*

Source canomorph (Fiend Folio)

ENCOUNTER 6 A

QUIMBLE

CR 5

Male quickling scout 2

CE Small fey

Init +8; **Senses** low-light vision; Listen +10, Spot +10

Languages Common, Sylvan

AC 19, touch 18, flat-footed 19

(+1 size, +7 Dex, +1 natural)

Miss Chance 50% (see Blur of Motion)

hp 18 (2 HD); DR 5/cold iron

Fort +2, **Ref** +13, **Will** +4

Speed 240 ft. (48 squares)

Melee masterwork small dagger +11 (1d3/19-20) plus 1d6 skirmish

Ranged masterwork small dagger +11 (1d3/19-20) plus 1d6 skirmish

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

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

Atk Options skirmish, spell-like abilities, *tanglepatch*

Special Actions blur of motion, run-by attack, uncanny dodge

Combat Gear

Spell-Like Abilities (CL 6th):

1/day – *dancing lights*, *daze*, *levitate*, *shatter*, *ventriloquism*. Save DCs are Charisma-based.

Abilities Str 10, Dex 24, Con 14, Int 16, Wis 16, Cha 14

SQ natural invisibility, trapfinding

Feats Run^B, Weapon Focus (dagger), Weapon Finesse^B

Skills Balance +10, Bluff +6, Craft (alchemy) +5, Escape Artist +12, Hide +16, Jump +86, Listen +10, Move Silently +14, Sense Motive +4, Spot +10, Survival +5, Tumble +14

Possessions combat gear plus 3 masterwork daggers, masterwork Hide, Jump, Listen, Move Silently, Spot, & Tumble kits, *tanglepatch*

Blur of Motion (Ex) Due to its incredible speed, a quickling on the move appears as a blur of motion. A moving quickling is treated as if under the effect of a *displacement* spell (50% miss chance). This ability is an extraordinary side effect of its great speed, and cannot be dispelled or negated by abilities or magic that would otherwise negate concealment or reveal its true location. If a quickling's speed is ever reduced below normal (i.e. *slow* spell, difficult terrain, etc.), it is instead treated as if under the effect of a *blur* spell (20% miss chance). A quickling that cannot move does not benefit from this ability.

Natural Invisibility (Ex) A quickling is effectively invisible when standing motionless in its natural environment (forests). It loses this extraordinary invisibility anytime it moves, attacks or casts a spell.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Poison Use (Ex): Quicklings often employ daggers lined with poison, and never risk accidentally

poisoning themselves when applying poison to a blade.

Run-By Attack (Ex) If a quickling moves at least half its speed in a round, it can take a move action and another standard action at any point during the move. The quickling cannot take a second move action during a round when it makes a run-by attack. A quickling does not provoke an attack of opportunity from the target of a run-by attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th).

Description *This creature looks like a small elf with large ears rising to points above its head. Its skin has a pale blue tint and its hair is fair. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.*

SENESCHAL

CR 8

Female banshae

CE Medium fey

Init +7; **Senses** Listen +16, Spot +16

Languages understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.

AC 22, touch 22, flat-footed 22

(+7 Dex, +5 deflection)

hp 105 (15 HD); DR 10/cold iron

Fort +8, **Ref** +16, **Will** +11

Speed 60 ft. (12 squares), Spring Attack

Melee unarmed strike +15/+10 (2d6+3/x2)

Ranged masterwork greater blowgun +15/+10 (1d3/x2)

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

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

Atk Options Stunning Fist 3/day (DC 19)

Special Actions blowgun flute, dart cone, locust dart

Combat Gear none

Spell-Like Abilities (CL 10th):

1/day – *bestow curse* (DC 19)

Abilities Str 16, Dex 24, Con 17, Int 14, Wis 15, Cha 20

Feats Combat Expertise, Deflect Arrows^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Balance +17, Bluff +15, Climb +8, Diplomacy +7, Disguise +13 (+15 acting), Escape Artist +24, Hide +19, Intimidate +7, Jump +25, Knowledge (nature) +8, Listen +16, Move Silently +19, Perform (wind instruments) +23 (+25 with blowgun flute), Spot +16, Survival +2 (+4 in above ground natural environments), Tumble +21, Use Rope +7 (+9 bindings)

Sylvan Warrior (Su) A banshrae applies its Charisma bonus as a deflection bonus to its Armor Class. It doesn't lose its Dexterity bonus to AC when flat footed.

Blowgun Flute (Su) At will, as an immediate action, a banshrae can call into being a masterwork flute that also functions as a masterwork greater blowgun (10 foot range increment). A banshrae can have only one such flute at a time, and the instrument disappears if the fey loses possession of it. Each round, a banshrae can play its flute as a swift action to create one of the effects detailed below. Opponents within a 60 foot radius spread who can hear the flute can be affected (Will DC 22 negates) – the effect ends if an enemy can no longer hear the music creating it. The save DC is Charisma based. The tunes are sonic mind-affecting abilities.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are shaken. This is a fear effect.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Move Silently checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Dart Cone (Ex) Once per day per point of Charisma bonus a banshrae possesses, as a full round action, the creature can create a 15 foot cone of blowgun darts. Those caught in the cone take 4d6 points of damage (Reflex DC 24 for half). The save DC is Dexterity based.

Locust Dart (Su) Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates). The locusts form a swarm (MM 239) that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution based.

Bestow Curse (Sp) Once per day, a banshrae can produce a *bestow curse* effect. Victims of this curse inspire anger in those around them, taking a -6 penalty on Bluff and Diplomacy checks as well as a -2 penalty to Armor Class.

Description A willowy dressed in dark green finery approaches, a lustrous topknot decorated with silver ornaments draped over its shoulder. Except for its golden insectile eyes, the creature's oval face is eerily

featureless, yet it raises a carved flute to its chin and begins to play a haunting tune.

Source banshrae (MM5)

FANG GOLEM

CR 6

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 20, touch 12, flat-footed 17

(-1 size, +3 Dex, +8 natural)

hp 74 (8 HD)

Immune construct immunities, magic

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

Weakness sonic (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 claws +9 (2d6+4)

Ranged spikes +9 (2d6+4)

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

Base Atk +6; **Grp** +12

Atk Options verdant surge

Special Actions spikes

Abilities Str 19, Dex 17, Con -, Int -, Wis 11, Cha 1

SQ construct traits

Feats --

Skills Listen +0, Spot +0

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell (*Complete Arcane* 116).

Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the fang golem to exceed its full normal hit points, it gains any excess as temporary hit points, up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty on saving throws made to resist the effects of a druid spell or a fey's spell or ability. This effect lasts for 1 minute.

Spikes(Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to 5 times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 14 half). The save DC is Constitution-based.

Description A hulking bestial form looms through the shadows. It looks like a wild animal, but its shape is jagged and unnatural. The creature rears up and suddenly the air is filled with spikes.

Source fang golem (MM 4)

SPIRIT SABER-TOOTHED TIGER CR 6

N Large fey (augmented animal, incorporeal)
Init +2; **Senses** low-light vision, scent; Listen +12, Spot +12

Languages -

AC 15, touch 15, flat-footed 13
 (-1 size, +2 Dex, +4 deflection* [*changes to +4 natural when ethereal]); Dodge, Mobility

Miss chance 50% (incorporeal)

hp 74 (9 HD)

Immune all non-magical attack forms (see incorporeal subtype)

Fort +9, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares)

Melee bite +8 touch (2d6 nonlethal/x3) and 2 claws +6 touch each (1d6 each nonlethal)

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

Base Atk +6; **Grp** n/a (+17 when ethereal)

Atk Options improved grab (ethereal only), pounce, rake

Special Actions manifestation

Abilities Str – (or 24 vs. ethereal), Dex 14, Con 16, Int 2, Wis 18, Cha 10

SQ incorporeal traits

Feats Alertnes, Dodge, Mobility, Spring Attack

Skills Balance +6, Hide +6 (+12 in forest), Jump +15, Listen +12, Move Silently +6, Spot +12

Augmented Critical (Ex) A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex) To use this ability, a saber-toothed tiger must hit an ethereal opponent with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake. This ability does not function against non-ethereal foes.

Manifestation (Su) A spirit saber-toothed tiger dwells on the Ethereal Plane and is an ethereal creature. As an ethereal creature, it cannot be affect or be affected by anything in the material world. When a spirit saber-toothed tiger manifests (usually at the request of a powerful spellcaster) it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested spirit saber-toothed tiger can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested spirit saber-toothed tiger can pass through solid objects, but not force effects, at will, and its own attacks pass through natural armor, armor and shields. A manifested spirit saber-toothed tiger always moves silently.

A manifested spirit saber-toothed tiger can strike with its natural attacks; these attacks deal nonlethal damage to physical creatures. A manifested spirit saber-toothed tiger remains partially on the Ethereal Plane, where is it not incorporeal. A manifested spirit saber-toothed tiger can be attacked by opponents on either the Material or Ethereal

Plane. The spirit saber-toothed tiger incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Pounce (Ex) If a spirit saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) A spirit saber-toothed tiger gains two additional claw attacks against grappled foes (ethereal only) or foes it pounces on (ethereal and material). Attack bonus +6 touch, damage 1d6 each.

Scent (Ex) A spirit saber-toothed tiger can detect opponents within 30 feet. If it moves within 5 feet of the scent's source, the spirit saber-toothed tiger can pinpoint that source.

Skills A saber-toothed tiger gains a +4 racial bonus on Balance, Hide and Move Silently checks. A spirit animal gains an additional +4 racial bonus to Hide, Listen, Search and Spot checks. A saber-toothed tiger gains an additional +4 to Hide in forests.

Description *Silent and intelligent, this ghostly great cat seems to glow with an inner radiance. It's eyes are bright and yellow and it's huge, curved fangs seem almost real.*

Source *smilodon (saber-toothed tiger)* (Frostburn), *spirit animal* (Frostburn)

ENCOUNTER 6 B**NERIVONIAS**

CR 6

Male grey elf Fighter 5 / Dervish 1
 CG Medium elf (humanoid)

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Elven, Goblin, Orc, Sylvan

AC 19, touch 14, flat-footed 16
 (+3 Dex, +5 armor, +1 class)

hp 50 (6 HD)

Fort +5, **Ref** +6, **Will** +2

Speed 30 ft. /x4

Melee Dervish Dance: +1 *scimitar* +12/+7 One-handed (1d6+5/18-20x2); After Dervish Dance: +1 *scimitar* +10/+5 One-handed (1d6+3/18-20x2)

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

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

Atk Options dervish dance 1/day (3 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 12, Dex 16, Con 12, Int 16, Wis 8, Cha 12

SQ AC Bonus (Ex), Dervish Dance (Ex), Movement Mastery (Ex), Slashing Blades

Feats Combat Expertise, Dodge, Mobility, Weapon Finesse, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Skills Climb +9, Jump +11, Perform (dance) +8, Swim +10, Tumble +12

Possessions combat gear plus +1 *chain shirt*, +1 *scimitar*

AC Bonus (Ex): You gain +1 bonus to AC as long as you wear no or light armor and are not carrying a

shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): Once per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +1 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon. A dervish dance lasts 1 round for every two ranks of Perform (dance) a dervish has. At the end of a dervish dance, the dervish becomes fatigued for the rest of the encounter.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

Description

FAELIVREN CR 6

Female grey elf Wizard 5 / Divine Oracle 1
CG Medium elf (humanoid)

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

Languages Common, Elven, Goblin, Orc, Sylvan

AC 17, touch 13, flat-footed 12
(+3 Dex, +4 shield)

hp 26 (6 HD)

Fort +2, **Ref** +4, **Will** +7

Speed 30 ft. /x4

Melee +1 *dagger* +3 One-handed (1d4/19-20x2)

Ranged ray +6 One-handed (* /20x2)

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

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

Combat Gear *potion of cure moderate wounds*

Wizard Spells Prepared (CL 6th):

3rd — *fly, haste, lightning bolt* (DC 16)

2nd — *blindness/deafness* (DC 15), *glitterdust* (DC 15), *locate object* †, *see invisibility*

1st — *charm person* (DC 17), *magic missile, ray of enfeeblement, shield* †

0 — *dancing lights, daze, mage hand, resistance*

† Already cast

Abilities Str 9, Dex 16, Con 13, Int 16, Wis 13, Cha 10

SQ Scry Bonus (Su)

Feats Skill Focus (Knowledge (religion)), Scribe Scroll, Empower Spell, Extend Spell, Earth Sense

Skills Concentration +10, Knowledge (arcana) +12, Knowledge (nature) +11, Knowledge (religion) +15, Spellcraft +14

Possessions combat gear plus +1 *dagger, tanglepatch*

Scry Bonus (Su): You have a +1 sacred bonus to the save DC of all your Divination (scrying) spells.

Description

GOLLORAEN CR 6

Male wood elf Ranger 5 / Wild Runner 1

CG Medium elf (humanoid)

Init +3; **Senses** Listen +10, Spot +10

Languages Common, Elven, Orc

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 armor)

hp 42 (6 HD)

Fort +7, **Ref** +9, **Will** +0

Speed 40 ft. /x4

Melee +1 *elven courtblade* +9/+4 Two-handed
(2d8+7/18-20x2)

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

Base Atk +6; **Grp** +10

Atk Options favored enemy human (+4 damage); favored enemy orc (+2 damage)

Combat Gear *potion of cure moderate wounds*

Abilities Str 19, Dex 16, Con 12, Int 12, Wis 8, Cha 8

SQ Animal Companion (Ex), Wild Empathy (Ex), Trackless Step (Ex), Favored Enemy ☐ Humanoid (human)+4 bonus), ☐ Humanoid (orc)+2 bonus), Fast Movement (Ex), Spells

Feats Endurance, Power Attack, Track, Two-Weapon Fighting, Monkey Grip, Improved Weapon Familiarity

Skills Hide +12, Jump +16, Knowledge (nature) +12, Listen +10, Move Silently +12, Spot +10, Survival +7

Possessions combat gear plus +1 *chain shirt, +1 large elven courtblade*

Animal Companion (Ex): You have selected an owl as your companion.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of it, and it generally takes one minute to perform the action.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot and Survival checks, as well as weapon damage rolls.

☐ Humanoid (human) (+4 bonus)

☐ Humanoid (orc) (+2 bonus)

Fast Movement (Ex): Your speed increases by 10 when wearing medium, light or no armor.

Description

AISLYNN CR 6

Female wood elf Fighter 1/Scout 5

CG Medium elf (humanoid)

Init +6; **Senses** Low-light vision, Listen +5, Spot +5

Languages Common, Elven

AC 20, touch 16, flat-footed 14

(+5 Dex, +4 armor, +1 class)

hp 42 (6 HD), evasion

Immune *sleep* spells and effects

Fort +5, **Ref** +9, **Will** +0 (+2 vs. enchantment spells or effects)

Speed 40 ft. /x4

Ranged +1 *composite (+2) longbow* +11 Two-handed (1d8+3/20x3) plus 2d6 skirmish

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

Base Atk +4; **Grp** +6

Atk Options skirmish (within 30 ft.)

Special Actions uncanny dodge, evasion, Expeditious Dodge (+2 to AC after moving 40 ft.)

Combat Gear *potion of cure moderate wounds*

Abilities Str 14, Dex 19(21), Con 12, Int 8, Wis 10, Cha 8

SQ Battle Fortitude (Ex), Fast Movement (Ex), Trapfinding (Ex), Trackless Step (Ex),

Feats Expeditious Dodge, Point Blank Shot, Precise Shot ^B, Rapid Shot ^B, Weapon Focus (comp. longbow)

Skills Craft (bowmaking) +4, Hide +13, Knowledge (religion) +1, Listen +5, Move Silently +12, Search +1, Spot +5, Survival +3, Swim +3, Tumble +7

Possessions combat gear plus arrows (40), +1 *studded leather*, +1 *composite longbow*, *tanglepouch*, *gloves of dexterity* +2, *masterwork longbow*

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Fast Movement At 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. This bonus lasts until the start of her next turn.

Trackless Step (Ex) Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

Description

APPENDIX 2 – APL 8

ENCOUNTER 4

LICHBORN GOLEM (GRISGOL, LESSER) CR 10

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision

Languages Common, Abyssal, Draconic, Dwarven, Elven, Flan, Giant, Goblin, Infernal

AC 22, touch 8, flat-footed 22

(-1 size, -1 Dex, +14 natural)

hp 105 (11 HD); DR 10/piercing and magic

Immune construct immunities, magic

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

Weakness *erase* (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 slams +14 (2d10+7) plus 1d8+5 negative energy (Will DC 15 half) plus paralysis (Fort DC 15 negates).

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

Base Atk +8; **Grp** +19

Atk Options spell-like abilities

Special Actions paralyzing touch

Spell-Like Abilities (CL 11th):

1/day – *fireball* (DC 14), *mage's private sanctum*, *scorching ray*, *shout* (DC 16), *shield*, *touch of fatigue* (DC 10), *true seeing*

Abilities Str 25, Dex 9, Con -, Int -, Wis 11, Cha 11

SQ construct traits

Feats --

Skills --

Choking Dust (Ex) Striking the lichborn golem with any kind of implement other than a piercing weapon invites a disease causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 22 Fortitude save or take 1d4 points of Constitution damage. Those who fail their save must make another DC 22 Fortitude save or contract the slimy doom disease (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the *Dungeon Master's Guide*) in 24 hours. The save DC is Strength-based.

Damaging Touch (Su) As with the lich that animates it, the touch of a lesser grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 15 half). The save DC is Charisma-based.

Paralyzing Touch (Su) Any living creature a lichborn golem hits with its touch attack must succeed on a DC 15 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description). The effect cannot be dispelled. Anyone paralyzed by a lichborn golem seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. The save DC is Charisma-based.

Spell-like abilities A grisgol is created with the ability to use a number of different spells as spell-like abilities, one spell from each spell level usable by creator, each once per day. These sorcerer/wizard spells can vary based on the creator's whim. Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy. The save DCs are 10 + 1½ the spell's level (much like a magic item).

Immunity to Magic (Ex) A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spell and effects function differently against a grisgol, as noted below.

The spell *erase* delivered as a touch attack on the lesser grisgol deals 2d6 points of damage to the creature.

Casting *secret page* on a grisgol renders it invisible as the *invisibility* spell.

Description *This humanoid figure is wrapped from head to toe in strips of scroll parchment and pages from dusty tomes. Pieces of tattered magic belts, robes and chainmail also seem integrated into its form.*

Source *clay golem* (MM), *grisgol* (MM3)

ENCOUNTER 5

GORRAM & LLURG

CR 5

Least Dusk Giant

CE Medium giant

Init +1; **Senses** Low-light vision, Listen +4, Spot +4

Aura Moderate evil

Languages Common, Giant, Elven

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 90 (10 HD)

Fort +11, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)

Melee 2 claws +5 (1d4+12) and bite +3 melee (1d4+9) or +1 *shock greatclub* +6/+1 (1d10+22+1d6 electricity)* [*includes adjustment for full Power Attack] *Without Power Attack: 2 claws +12 (1d4+5) and bite +10 melee (1d4+2) or +1 shock greatclub +13/+8 (1d10+7+1d6 electricity)*

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

Base Atk +7; **Grp** +12

Atk Options Power Attack, Cleave, Rend, extra attack 3/day (see *bracers of blinding strike*), *true strike* 1/day (see *true strike gauntlets*)

Special Actions cannibalize

Combat Gear *potion of cure serious wounds*

Abilities Str 21, Dex 13, Con 18, Int 14, Wis 14, Cha 15

Feats Cleave, Multi-attack, Power Attack, Iron Will

Skills Climb +18, Intimidate +15, Listen +15, Spot +15

Possessions combat gear plus +1 *shock greatclub*, *bracers of blinding strike*, *vanguard treads*

Cannibalize (Ex) Dusk giants gain power – Strength, Constitution, even size and mystical powers by consuming other creatures. This will not happen during this scenario, so do not worry about it.

Rend (Ex) If a dusk giant hits with both claw attacks, it latches onto its target's body and tears the flesh. This attack automatically deals extra damage equal to two claw attacks plus 1.5 times the giant's Strength modifier.

Pall of Twilight (Su) A dusk giant is constantly surrounded by an aura of gloom that darkens bright light and casts an equal pallor upon the spirits of its enemies. In a 10-foot radius around a least dusk giant, bright light is treated as shadowy illumination, although creatures with low-light vision (or darkvision), suffer no penalties in this area. In addition, enemies within this area take a –2 penalty on all saving throws because of the despair it elicits.

Description *This creature stands roughly nearly 7 feet tall and weighs about 400 lbs. It seems to be either a more evolved troll or a bestial giant. Its arms hang low, and end in vicious talons; its jaw, although not as distended as a troll's, is long and filled with jagged teeth. Its flesh is a dull tan of a weather-beaten hide, and its eyes gleam with a malicious intelligence.*

Source dusk giant (Heroes of Horror)

SLAYA (HUMANOID FORM)

CR 6

Female Vultivor rogue 2

CE Medium outsider (chaotic, evil, extraplanar, shapechanger)

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

Languages Abyssal, Common, Elven

AC 21, touch 16, flat-footed 15

(+0 size, +6 Dex, +2 armor, +3 natural)

Miss Chance 20% while in shadowy illumination

hp 41 (5 HD);

Resist evasion

Fort +6, **Ref** +13, **Will** +5

Speed 30 ft. (6 squares) in masterwork leather armor, base movement 30 ft. [**Vorr form:** 40 ft. (8 squares), base movement 40 ft.]

Melee +1 *shadowstrike* rapier +12 (1d6+4/18-20x2) plus 3d6 sneak attack [**Vorr form:** bite +11 (2d4+3/20x2) plus 3d6 sneak attack and 2 claws +6 (1d3+1/20x2) plus 3d6 sneak attack]

Ranged masterwork mighty (+3) composite longbow +12 (1d8+3/x3) plus 3d6 sneak attack (within 30 ft.)

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

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

Atk Options Blind-Fight, sneak attack, *shadowstrike* 1/day

Special Actions alternate form, shadow form, shadow jump

Combat Gear +1 *shadowstrike* rapier, masterwork mighty (+3) composite longbow, 40 arrows

Abilities Str 16, Dex 24, Con 16, Int 10, Wis 14, Cha 12

SQ Alternate form, command vorrs, outsider traits, scent, shadow form, shadow jump

Feats Improved Initiative, Weapon Finesse

Skills Balance +14, Climb +5, Hide +15, Jump +11, Listen +8, Move Silently +15, Search +3, Spot +8, Survival +7, Tumble +17

Possessions combat gear plus masterwork leather armor, *boots of the winterlands*, *gloves of dexterity* +2

Sneak Attack (Ex) Anytime a vultivor's target is denied a Dexterity bonus, or when a target is flanked by a vultivor, the vultivor deals an additional 3d6 points of damage on a successful melee attack.

Trip (Ex) A vultivor that hits with a bite attack can attempt to trip its opponent 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 vultivor. The vultivor can only attempt to trip in this manner while in its vorr form.

Shadow Form (Su) Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it. While in shadow form, a vultivor gains DR 20/adamantine and magic and is immune to blindness, critical hits, damage to ability scores from non-magical attacks, deafness, drowning, poison and stunning. It takes half damage from fire and acid. In all other ways, shadow form is treated as *gaseous form*.

Shadow Jump (Su) As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several shadow jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Alternate Form (Su) All canomorphs can assume humanoid form at will. Transforming to humanoid form from hound form, or vice versa, is a move action. This transformation works like alter self; the canomorph retains physical ability scores, extraordinary abilities, and supernatural abilities in humanoid form. It loses its natural attacks and is limited to the movement of the form it assumes. A canomorph can only choose humanoid forms of Small to Large size. A canomorph's alternate form ability does not affect equipment it may be carrying or wearing. Most canomorphs create secure caches of arms and armor they intend to use in humanoid form when they expect to shift form frequently.

Command Fiendish Hound (Sp) All canomorphs can use greater command at will against fiendish hounds of their associated kind (hell hounds for haraknins, shadow mastiffs for shadurakuls, and vorrs for vultivors). These creatures will never voluntarily attack a canomorph of the associated kind.

Skills Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Description *This elf has gray skin, and black hungry eyes are deep set in his long lupine face. Vorr form: This*

canine stands 4 feet at the shoulder and has bristly black and gray fur. It's long hyena-like body ends in a gray rat tail, and it's coal black eyes bore into you
Source canomorph (Fiend Folio)

ENCOUNTER 6 A

QUIMBLE **CR 8**

Male quickling scout 5

CE Small fey

Init +8; **Senses** low-light vision; Listen +13, Spot +13

Languages Common, Sylvan

AC 20, touch 19, flat-footed 20

(+1 size, +7 Dex, +1 class, +1 natural)

Miss Chance 50% (see Blur of Motion), evasion

hp 44 (5 HD); DR 5/cold iron

Fort +3, **Ref** +13, **Will** +5

Speed 250 ft. (50 squares)

Melee +1 *small dagger* +13 (1d3+1/19-20) plus 2d6 skirmish [plus 2d6 2/day see below]

Ranged masterwork *small dagger* +13 (1d3/19-20) plus 2d6 skirmish

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

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

Atk Options spell-like abilities, *tanglepouch*, *thorn pouch*, 2d6 damage 2/day (see *gloves of agile striking*)

Special Actions blur of motion, fast movement, run-by attack, uncanny dodge

Combat Gear *tanglepatch*, *thorn pouch*

Spell-Like Abilities (CL 6th):

1/day – *dancing lights*, *daze*, *levitate*, *shatter*, *ventriloquism*. Save DCs are Charisma-based.

Abilities Str 10, Dex 25, Con 14, Int 16, Wis 16, Cha 14

SQ natural invisibility, trackless step, trapfinding

Feats Combat Reflexes, Improved Initiative, Run^B, Weapon Focus (dagger), Weapon Finesse^B

Skills Balance +10, Bluff +6, Craft (alchemy) +5, Escape Artist +12, Hide +19, Jump +89, Listen +13, Move Silently +17, Sense Motive +4, Spot +13, Survival +5, Tumble +17

Possessions combat gear plus +1 *small dagger*, 6 masterwork daggers, masterwork Hide, Jump, Listen, Move Silently, Spot, & Tumble kits, *gloves of agile striking*

Blur of Motion (Ex) Due to its incredible speed, a quickling on the move appears as a blur of motion. A moving quickling is treated as if under the effect of a *displacement* spell (50% miss chance). This ability is an extraordinary side effect of its great speed, and cannot be dispelled or negated by abilities or magic that would otherwise negate concealment or reveal its true location. If a quickling's speed is ever reduced below normal (i.e. *slow* spell, difficult terrain, etc.), it is instead treated as if under the effect of a *blur* spell (20% miss chance). A quickling that cannot move does not benefit from this ability.

Natural Invisibility (Ex) A quickling is effectively invisible when standing motionless in its natural

environment (forests). It loses this extraordinary invisibility anytime it moves, attacks or casts a spell.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet.

Poison Use (Ex): Quicklings often employ daggers lined with poison, and never risk accidentally poisoning themselves when applying poison to a blade.

Run-By Attack (Ex) If a quickling moves at least half its speed in a round, it can take a move action and another standard action at any point during the move. The quickling cannot take a second move action during a round when it makes a run-by attack. A quickling does not provoke an attack of opportunity from the target of a run-by attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th).

Description *This creature looks like a small elf with large ears rising to points above its head. Its skin has a pale blue tint and its hair is fair. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.*

SENESCHAL **CR 9**

Female banshrae Brd 2

CE Medium fey

Init +7; **Senses** Listen +18, Spot +16

Languages understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.

AC 22, touch 22, flat-footed 22

(+7 Dex, +5 deflection)
hp 117 (17 HD); **DR** 10/cold iron
Fort +8, **Ref** +19, **Will** +14

Speed 60 ft. (12 squares), Spring Attack
Melee unarmed strike +16/+11 (2d6+3/x2)
Ranged masterwork greater blowgun +16/+11 (1d3/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +11
Atk Options Stunning Fist 3/day (DC 19)
Special Actions blowgun flute, dart cone, locust dart
Combat Gear masterwork flute/blowgun
Bard Spells Known (CL 2nd):

1st (2/day)— *charm person* (DC 16), *swift invisibility*
0 (5/day)— *dancing lights*, *daze*, *ghost sound*, *mage hand*, *summon instrument*

‡ Already cast

Spell-Like Abilities (CL 10th):
1/day — *bestow curse* (DC 19)

Abilities Str 16, Dex 24, Con 17, Int 14, Wis 15, Cha 21
SQ Bardic knowledge, bardic music, countersong, fascinate, inspire courage +1
Feats Combat Expertise, Deflect Arrows^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Balance +17, Bluff +16, Climb +8, Concentration +9, Diplomacy +8, Disguise +13 (+15 acting), Escape Artist +24, Hide +20, Intimidate +7, Jump +25, Knowledge (arcana) +4, Knowledge (nature) +10, Listen +17, Move Silently +19, Perform (wind instruments) +23 (+25 with blowgun flute), Spellcraft +4, Spot +16, Survival +3 (+5 in above ground natural environments), Tumble +21, Use Rope +7 (+9 bindings)

Possessions combat gear plus pouch

Sylvan Warrior (Su) A banshrae applies its Charisma bonus as a deflection bonus to its Armor Class. It doesn't lose its Dexterity bonus to AC when flat footed.

Blowgun Flute (Su) At will, as an immediate action, a banshrae can call into being a masterwork flute that also functions as a masterwork greater blowgun (10 foot range increment). A banshrae can have only one such flute at a time, and the instrument disappears if the fey loses possession of it. Each round, a banshrae can play its flute as a swift action to create one of the effects detailed below. Opponents within a 60-foot radius spread who can hear the flute can be affected (Will DC 22 negates) — the effect ends if an enemy can no longer hear the music creating it. The save DC is Charisma based. The tunes are sonic mind-affecting abilities.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are shaken. This is a fear effect.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Move Silently checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Dart Cone (Ex) Once per day per point of Charisma bonus a banshrae possesses, as a full round action, the creature can create a 15 foot cone of blowgun darts. Those caught in the cone take 4d6 points of damage (Reflex DC 24 for half). The save DC is Dexterity based.

Locust Dart (Su) Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates). The locusts form a swarm (*MM* 239) that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution based.

Bestow Curse (Sp) Once per day, a banshrae can produce a *bestow curse* effect. Victims of this curse inspire anger in those around them, taking a -6 penalty on Bluff and Diplomacy checks as well as a -2 penalty to Armor Class.

Description *A willowy dressed in dark green finery approaches, a lustrous topknot decorated with silver ornaments draped over its shoulder. Except for its golden insectile eyes, the creature's oval face is eerily featureless, yet it raises a carved flute to its chin and begins to play a haunting tune.*

Source banshrae (MM5)

ADVANCED FANG GOLEM CR 8

N Large construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 22, touch 14, flat-footed 17
(-1 size, +5 Dex, +8 natural)

hp 127 (14 HD); **DR** 5/adamantine or bludgeoning

Immune construct immunities, magic

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

Weakness sonic (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 claws +16 (2d6+7)

Ranged spikes +14 (2d6+7)

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

Base Atk +10; **Grp** +17

Atk Options verdant surge

Special Actions spikes

Abilities Str 24, Dex 21, Con -, Int -, Wis 13, Cha 3

SQ construct traits

Feats --

Skills Listen +0, Spot +0

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell (*Complete Arcane* 116).

Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the fang golem to exceed its full normal hit points, it gains any excess as temporary hit points, up to a maximum of twice its full normal hit point total. These temporary hit points

last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a –2 penalty on saving throws made to resist the effects of a druid spell or a fey's spell or ability. This effect lasts for 1 minute.

Spikes(Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to 5 times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 17 half). The save DC is Constitution-based.

Description *A hulking bestial form looms through the shadows. It looks like a wild animal, but its shape is jagged and unnatural. The creature rears up and suddenly the air is filled with spikes.*

Source fang golem (MM 4)

SPIRIT SABER-TOOTHED TIGER **CR 6**

N Large fey (augmented animal, incorporeal)

Init +2; **Senses** low-light vision, scent; Listen +12, Spot +12

Languages -

AC 15, touch 15, flat-footed 13

(-1 size, +2 Dex, +4 deflection* [*changes to +4 natural when ethereal]); Dodge, Mobility

Miss chance 50% (incorporeal)

hp 74 (9 HD)

Immune all non-magical attack forms (see incorporeal subtype)

Fort +9, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares)

Melee bite +8 touch (2d6 nonlethal/x3) and 2 claws +6 touch each (1d6 each nonlethal)

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

Base Atk +6; **Grp** n/a (+17 when ethereal)

Atk Options improved grab (ethereal only), pounce, rake

Special Actions manifestation

Abilities Str – (or 24 vs. ethereal), Dex 14, Con 16, Int 2, Wis 18, Cha 10

SQ incorporeal traits

Feats Alertness, Dodge, Mobility, Spring Attack

Skills Balance +6, Hide +6 (+12 in forest), Jump +15, Listen +12, Move Silently +6, Spot +12

Augmented Critical (Ex) A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex) To use this ability, a saber-toothed tiger must hit an ethereal opponent with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake. This ability does not function against non-ethereal foes.

Manifestation (Su) A spirit saber-toothed tiger dwells on the Ethereal Plane and is an ethereal creature. As an ethereal creature, it cannot be affected or be affected by anything in the material world. When a spirit saber-toothed tiger manifests (usually at the request of a powerful spellcaster) it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested spirit saber-toothed tiger can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested spirit saber-toothed tiger can pass through solid objects, but not force effects, at will, and its own attacks pass through natural armor, armor and shields. A manifested spirit saber-toothed tiger always moves silently.

A manifested spirit saber-toothed tiger can strike with its natural attacks; these attacks deal nonlethal damage to physical creatures. A manifested spirit saber-toothed tiger remains partially on the Ethereal Plane, where it is not incorporeal. A manifested spirit saber-toothed tiger can be attacked by opponents on either the Material or Ethereal Plane. The spirit saber-toothed tiger incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Pounce (Ex) If a spirit saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) A spirit saber-toothed tiger gains two additional claw attacks against grappled foes (ethereal only) or foes it pounces on (ethereal and material). Attack bonus +6 touch, damage 1d6 each.

Scent (Ex) A spirit saber-toothed tiger can detect opponents within 30 feet. If it moves within 5 feet of the scent's source, the spirit saber-toothed tiger can pinpoint that source.

Skills A saber-toothed tiger gains a +4 racial bonus on Balance, Hide and Move Silently checks. A spirit animal gains an additional +4 racial bonus to Hide, Listen, Search and Spot checks. A saber-toothed tiger gains an additional +4 to Hide in forests.

Description *Silent and intelligent, this ghostly great cat seems to glow with an inner radiance. It's eyes are bright and yellow and it's huge, curved fangs seem almost real.*

Source smilodon (saber-toothed tiger) (Frostburn), spirit animal (Frostburn)

ENCOUNTER 6 B

NERIVONIAS

CR 8

Male grey elf Fighter 5 / Dervish 3

CG Medium elf (humanoid)

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

Languages Common, Elven, Goblin, Orc, Sylvan

AC 20, touch 15, flat-footed 16

(+4 Dex, +5 armor, +1 class)

hp 66 (8 HD)

Fort +6, Ref +9, Will +3

Speed 35 ft. /x4

Melee Dervish Dance: +1 scimitar +17/+12 One-handed (1d6+6/18-20x2) plus 1d6 2/day from *gloves of agile striking*; After Dervish Dance: +1 scimitar +14/+9 One-handed (1d6+3/18-20x2)

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

Base Atk +8; **Grp** +9

Atk Options dervish dance 2/day (5 rounds each), Spring Attack

Combat Gear *potion of cure moderate wounds*

Abilities Str 12, Dex 17(21), Con 12, Int 16, Wis 8, Cha 12

SQ AC Bonus (Ex), Dervish Dance (Ex), Movement Mastery (Ex), Slashing Blades, Fast Movement (Ex)

Feats Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Skills Climb +9, Jump +14, Perform (dance) +12, Swim +12, Tumble +18

Possessions combat gear plus locked gauntlet, +1 *chain shirt*, +1 *scimitar*, *gloves of dexterity* +4

AC Bonus (Ex): You gain +1 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): Two times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +2 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon. A dervish dance lasts 1 round for every two ranks of Perform (dance) a dervish has. At the end of a dervish dance, the dervish becomes fatigued for the rest of the encounter.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

Fast Movement (Ex): When wearing light armor or carrying no more than a light load your movement increases by +5 ft.

FAELIVREN

CR 8

Female grey elf Wizard 5 / Divine Oracle 2 / Earth Dreamer 1

CG Medium elf (humanoid)

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

Languages Common, Elven, Goblin, Orc, Sylvan

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 shield)

hp 35 (8 HD)

Fort +4, **Ref** +4, **Will** +10

Speed 30 ft. /x4

Melee +1 *dagger* +4 One-handed (1d4/19-20x2)

Ranged ray +7 One-handed (*20x2)

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

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

Combat Gear *potion of cure moderate wounds*

Wizard Spells Prepared (CL 8th):

4th — *black tentacles*, *charm monster* (DC 18), *resilient sphere* (DC 18)

3rd — *dispel magic*, *fly*, *haste*, *lightning bolt* (DC 16)

2nd — *blindness/deafness* (DC 15), *glitterdust* (DC 15), *locate object* †, *see invisibility*

1st — *charm person* (DC 17), *magic missile* x2, *ray of enfeeblement*, *shield* †

0 — *dancing lights*, *detect magic*, *daze*, *mage hand*, *resistance*

† Already cast

Abilities Str 9, Dex 16, Con 13, Int 17(19), Wis 13, Cha 10

SQ Trap Sense (Ex), Scry Bonus (Su), Prescient Sense (Ex), Earth Friend (Ex)

Feats Skill Focus (Knowledge (religion)), Scribe Scroll, Empower Spell, Extend Spell, Earth Sense

Skills Concentration +12, Knowledge (arcana) +15, Knowledge (nature) +14, Knowledge (religion) +17, Spellcraft +17

Possessions combat gear plus +1 *dagger*, *headband of intellect* +2, *tanglepatch*

Trap Sense (Ex): +1 to Reflex saves and AC against traps.

Scry Bonus (Su): You have a +1 sacred bonus to the save DC of all your Divination (scrying) spells.

Prescient Sense (Ex): If you make a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, you instead suffer no damage. Armor has no impact on this ability.

Earth Friend (Ex): Creatures with the earth subtype automatically react to you in a friendlier manner than they otherwise would; their initial attitude is improved by one step.

GOLLORAEN

CR 8

Male wood elf Ranger 5 / Wild Runner 3

CG Medium elf (humanoid)

Init +3; **Senses** Listen +12, Spot +12, scent

Languages Common, Elven, Orc

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 59 (8 HD)

Fort +8, **Ref** +10, **Will** +1

Speed 40 ft. /x4

Melee +1 *elven courtblade* +13/+8 Two-handed (2d8+10/18-20x2)

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

Base Atk +8; **Grp** +14

Atk Options favored enemy human (+4 damage); favored enemy orc (+2 damage)

Combat Gear *potion of cure moderate wounds*

Abilities Str 20(22), Dex 16, Con 12, Int 12, Wis 8, Cha 8

SQ Animal Companion (Ex), Wild Empathy (Ex), Trackless Step (Ex), Favored Enemy ☐ Humanoid (human)(+4 bonus), ☐ Humanoid (orc)(+2 bonus),

Fast Movement (Ex), Primal Scream (Su), Scent (Ex), Endure Elements (Sp), Spells

Feats Endurance, Power Attack, Track, Two-Weapon Fighting, Monkey Grip, Improved Weapon Familiarity

Skills Hide +14, Jump +19, Knowledge (nature) +12, Listen +12, Move Silently +14, Spot +12, Survival +9

Possessions combat gear plus +2 *leather armor*, +1 *large elven courtblade*, *gauntlets of ogre power*

Animal Companion (Ex): You have selected an owl as your companion.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of it, and it generally takes one minute to perform the action.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot and Survival checks, as well as weapon damage rolls.

▫ Humanoid (human) (+4 bonus)

▫ Humanoid (orc) (+2 bonus)

Fast Movement (Ex): Your speed increases by 10 when wearing medium, light or no armor.

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of feral frenzy that lasts for 4 round(s). In this state, you gain +2 bonus to Strength, and +6 bonus to Dexterity. In addition, you gain a bite attack that deals 1d6 points of damage.

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Endure Elements (Sp): You can use *endure elements* at will (CL 3).

AISLYNN

CR 8

Female wood elf Fighter 1/Scout 6/Order of the Bow Initiate 1

CG Medium elf (humanoid)

Init +6; **Senses** Low-light vision, Listen +5, Spot +6

Languages Common, Elven

AC 20, touch 16, flat-footed 14 (+5 Dex, +4 armor, +1 class)

hp 56 (8 HD), evasion

Immune *sleep* spells and effects

Fort +6, **Ref** +13, **Will** +3 (+2 vs. enchantment spells or effects)

Speed 40 ft. /x4

Ranged +1 *composite* (+2) *longbow* +14/+9 Two-handed (1d8+3/20x3) plus 2d6 skirmish plus 1d8 ranged precision

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

Base Atk +6; **Grp** +8

Atk Options skirmish (within 30 ft.), ranged precision (within 30 ft.)

Special Actions uncanny dodge, evasion, Expeditious Dodge (+2 to AC after moving 40 ft.)

Combat Gear *potion of cure moderate wounds*

Abilities Str 14, Dex 20 (22), Con 12, Int 8, Wis 10, Cha 8

SQ Battle Fortitude (Ex), Fast Movement (Ex), Flawless Stride (Ex), Trapfinding (Ex), Trackless Step (Ex),

Feats Expeditious Dodge, Point Blank Shot, Precise Shot^B, Rapid Shot^B, Weapon Focus (comp. longbow)

Skills Craft (bowmaking) +4, Hide +16, Knowledge (religion) +1, Listen +5, Move Silently +15, Search +1, Spot +6, Survival +4, Swim +3, Tumble +10

Possessions combat gear plus arrows (40), +1 *studded leather*, +1 *composite longbow*, *tanglepouch*, *gloves of dexterity* +2, *masterwork composite longbow*

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Fast Movement At 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 damage if the attack hits. The target must be within 30 feet for this attack. Unlike a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the ranged precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The damage dealt by this attack increases by 1d8 every two levels. An initiate can only use this attack with a weapon for which he has taken the Weapon Focus feat.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. This bonus lasts until the start of her next turn.

Trackless Step (Ex) Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

Description

APPENDIX 3 – APL 10

ENCOUNTER 4

LICHBORN GOLEM (GRISGOL, LESSER) CR 12

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision

Languages Common, Abyssal, Draconic, Dwarven, Elven, Flan, Giant, Goblin, Infernal

AC 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +18 natural)

hp 127 (14 HD); DR 10/piercing and magic

Immune construct immunities, magic

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

Weakness *erase* (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 slams +18 (2d10+9) plus 1d8+5 negative energy (Will DC 17 half) plus paralysis (Fort DC 17 negates).

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

Base Atk +10; **Grp** +23

Atk Options spell-like abilities

Special Actions paralyzing touch

Spell-Like Abilities (CL 14th):

1/day – *fireball* (DC 14), *mage's private sanctum*, *scorching ray*, *shout* (DC 16), *shield*, *touch of fatigue* (DC 10), *true seeing*, *delayed blast fireball* (DC 20)

Abilities Str 29, Dex 9, Con -, Int -, Wis 11, Cha 11

SQ construct traits

Feats --

Skills --

Choking Dust (Ex) Striking the lichborn golem with any kind of implement other than a piercing weapon invites a disease causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 24 Fortitude save or take 1d4 points of Constitution damage. Those who fail their save must make another DC 24 Fortitude save or contract the slimy doom disease (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the *Dungeon Master's Guide*) in 24 hours. The save DC is Strength-based.

Damaging Touch (Su) As with the lich that animates it, the touch of a lesser grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 17 half). The save DC is Charisma-based.

Paralyzing Touch (Su) Any living creature a lichborn golem hits with its touch attack must succeed on a DC 17 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description). The effect cannot be dispelled. Anyone paralyzed by a lichborn golem seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. The save DC is Charisma-based.

Spell-like abilities A grisgol is created with the ability to use a number of different spells as spell-like abilities, one spell from each spell level usable by creator, each once per day. These sorcerer/wizard spells can vary based on the creator's whim. Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy. The save DCs are 10 + 1½ the spell's level (much like a magic item).

Immunity to Magic (Ex) A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spell and effects function differently against a grisgol, as noted below.

The spell *erase* delivered as a touch attack on the lesser grisgol deals 2d6 points of damage to the creature.

Casting *secret page* on a grisgol renders it invisible as the *invisibility* spell.

Description *This humanoid figure is wrapped from head to toe in strips of scroll parchment and pages from dusty tomes. Pieces of tattered magic belts, robes and chainmail also seem integrated into its form.*

Source *stone golem* (MM), *grisgol* (MM3)

ENCOUNTER 5

GORRAM

CR 9

Lesser Dusk Giant

CE Large giant

Init +0; **Senses** Low-light vision, Listen +17, Spot +17

Aura Moderate evil

Languages Common, Giant, Elven

AC 21, touch 9, flat-footed 21

(-1 size, +12 natural)

hp 180 (15 HD)

Fort +17, **Ref** +5, **Will** +9

Speed 40 ft. (8 squares)

Melee 2 claws +14 (1d6+24) and bite +12 melee (1d6+17) or large +2 *greatclub* +14/+9 (2d8+43)* [*includes adjustment for full Power Attack] *Without Power Attack: 2 claws +23 (1d6+13) and bite +21 melee (1d6+6) or large +2 greatclub +25/+20 (2d8+20)*

Ranged rock +1 (2d6+22)* *Without Power Attack +12 (2d6+13)*

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

Base Atk +11; **Grp** +28

Atk Options Power Attack, Cleave, Rend, Improved Sunder, Quicken Spell-like Ability (*ray of enfeeblement*), extra attack 3/day (see *bracers of blinding strike*), *true strike* 1/day (see *true strike gauntlets*)

Special Actions cannibalize

Combat Gear *potion of cure serious wounds*

Spell-Like Abilities (CL 15th):

1/day – *enervation* [+11 ranged touch (1d4 negative levels)], *ray of enfeeblement* [+11 ranged touch (1d6+5) Strength penalty]

Abilities Str 37, Dex 11, Con 26, Int 14, Wis 14, Cha 16

Feats Cleave, Improved Sunder, Iron Will, Multi-attack, Power Attack, Quicken Spell-like Ability (*ray of enfeeblement*)

Skills Climb +29, Intimidate +20, Jump +19, Listen +20, Spot +20

Possessions combat gear plus +2 *greatclub, bracers of blinding strike, true strike gauntlets, vanguard treads*

Cannibalize (Ex) Dusk giants gain power – Strength, Constitution, even size and mystical powers by consuming other creatures. This will not happen during this scenario, so do not worry about it.

Rend (Ex) If a dusk giant hits with both claw attacks, it latches onto its target's body and tears the flesh. This attack automatically deals extra damage equal to two claw attacks plus 1.5 times the giant's Strength modifier.

Pall of Twilight (Su) A dusk giant is constantly surrounded by an aura of gloom that darkens bright light and casts an equal pallor upon the spirits of its enemies. In a 20-foot radius around a lesser dusk giant, bright light is treated as shadowy illumination, although creatures with low-light vision (or darkvision), suffer no penalties in this area. In addition, enemies within this area take a –2 penalty on all saving throws because of the despair it elicits.

Rock Throwing (Ex) A lesser dusk giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a lesser dusk giant is 120 feet. A dusk giant has a +1 racial bonus on attack rolls when throwing rocks.

Rock Catching (Ex) A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Description *This creature stands roughly 9 feet in height and seems to be either a more evolved troll or a bestial giant. Its arms hang low, and end in vicious talons; its jaw, although not as distended as a troll's, is long and filled with jagged teeth. Its flesh is a dull tan of a weather-beaten hide, and its eyes gleam with a malicious intelligence.*

Source dusk giant (Heroes of Horror)

SLAYA (HUMANOID FORM)

CR 8

Female Vultivor rogue 4

CE Medium outsider (chaotic, evil, extraplanar, shapechanger)

Init +10; **Senses** Darkvision 60 ft., Listen +14, Spot +14

Languages Abyssal, Common, Elven

AC 23, touch 16, flat-footed 17

(+6 Dex, +4 armor, +3 natural)

Miss Chance 20% while in shadowy illumination

hp 55 (7 HD);

Resist evasion, uncanny dodge

Fort +7, **Ref** +14, **Will** +6

Speed 30 ft. (6 squares) in +2 *leather armor*, base movement 30 ft. [**Vorr form:** 40 ft. (8 squares), base movement 40 ft.]

Melee +1 *ghost touch shadowstrike rapier* +14/+9 (1d6+4/18-20x2) plus 5d6 sneak attack [**Vorr form:** bite +13 (2d4+3/20x2) plus 5d6 sneak attack and 2 claws +8 (1d3+1/20x2) plus 5d6 sneak attack]

Ranged +1 *mighty* (+3) *composite longbow* +14/+9 (1d8+4/x3) plus 5d6 sneak attack (within 30 ft.)

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

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

Atk Options Blind-Fight, *ghost strike*, sneak attack, *shadowstrike* 1/day

Special Actions alternate form, shadow form, shadow jump

Combat Gear +1 *ghost strike shadowstrike rapier*, +1 *mighty* (+3) *composite longbow*, 40 arrows

Abilities Str 16, Dex 24, Con 16, Int 10, Wis 14, Cha 12

SQ Alternate form, command vorrs, outsider traits, scent, shadow form, shadow jump

Feats Blind-Fight, Improved Initiative, Weapon Finesse

Skills Balance +17, Climb +17, Hide +19, Jump +13, Listen +12, Move Silently +19, Search +3, Spot +12, Survival +12, Tumble +21

Possessions combat gear plus +2 *leather armor, boots of the winterlands, gloves of dexterity*, +2, masterwork Balance, Hide, Jump, Listen, Move Silently, Spot, Survival and Tumble skill kits

Sneak Attack (Ex) Anytime a vultivor's target is denied a Dexterity bonus, or when a target is flanked by a vultivor, the vultivor deals an additional 4d6 points of damage on a successful melee attack.

Trip (Ex) A vultivor that hits with a bite attack can attempt to trip its opponent 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 vultivor. The vultivor can only attempt to trip in this manner while in its vorr form.

Shadow Form (Su) Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it. While in shadow form, a vultivor gains DR 20/adamantine and magic and is immune to blindness, critical hits, damage to ability scores from non-magical attacks, deafness, drowning, poison and stunning. It takes half damage from fire and acid. In all other ways, shadow form is treated as *gaseous form*.

Shadow Jump (Su) As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least 10 feet apart. A vultivor can make several shadow jumps in one day, as long as the total distance

traveled in this fashion per day does not exceed 160 feet.

Alternate Form (Su) All canomorphs can assume humanoid form at will. Transforming to humanoid form from hound form, or vice versa, is a move action. This transformation works like alter self; the canomorph retains physical ability scores, extraordinary abilities, and supernatural abilities in humanoid form. It loses its natural attacks and is limited to the movement of the form it assumes. A canomorph can only choose humanoid forms of Small to Large size. A canomorph's alternate form ability does not affect equipment it may be carrying or wearing. Most canomorphs create secure caches of arms and armor they intend to use in humanoid form when they expect to shift form frequently.

Command Fiendish Hound (Sp) All canomorphs can use greater command at will against fiendish hounds of their associated kind (hell hounds for haraknins, shadow mastiffs for shadurakuls, and vorrs for vultivors). These creatures will never voluntarily attack a canomorph of the associated kind.

Skills Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Description *This elf has gray skin, and black hungry eyes are deep set in his long lupine face. Vorr form: This canine stands 4 feet at the shoulder and has bristly black and gray fur. It's long hyena-like body ends in a gray rat tail, and it's coal black eyes bore into you*
Source canomorph (Fiend Folio)

ENCOUNTER 6 A

QUIMBLE CR 10

Male quickling scout 7
CE Small fey

Init +8; **Senses** low-light vision; Listen +13, Spot +13

Languages Common, Sylvan

AC 21, touch 20, flat-footed 21
(+1 size, +7 Dex, +2 class, +1 natural)

Miss Chance 50% (see Blur of Motion), evasion

hp 56 (7 HD); DR 5/cold iron

Fort +4, **Ref** +14, **Will** +6

Speed 250 ft. (50 squares)

Melee +1 *small icy surge dagger* +15 (1d3+1/19-20)
plus 2d6 skirmish plus 2d6 *cold* 2/day [plus 2d6 2/day
see *gloves of agile striking*]

Ranged masterwork small dagger +15 (1d3/19-20) plus
2d6 skirmish

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

Base Atk +5; **Grp** +1

Atk Options spell-like abilities, *tanglepouch*, *thorn pouch*, 2d6 damage 2/day (see *gloves of agile striking*), 2d6 *cold* damage 2/day (see +1 *icy surge dagger*)

Special Actions blur of motion, fast movement, flawless stride, run-by attack, uncanny dodge

Combat Gear *tanglepatch*, *thorn pouch*

Spell-Like Abilities (CL 6th):

1/day – *dancing lights*, *daze*, *levitate*, *shatter*, *ventriloquism*. Save DCs are Charisma-based.

Abilities Str 10, Dex 25, Con 14, Int 16, Wis 16, Cha 14
SQ natural invisibility, trackless step, trapfinding

Feats Combat Reflexes, Dodge, Improved Initiative, Run^B, Weapon Focus (dagger), Weapon Finesse^B

Skills Balance +10, Bluff +6, Craft (alchemy) +5, Escape Artist +12, Hide +19, Jump +89, Listen +13, Move Silently +17, Sense Motive +4, Spot +13, Survival +5, Tumble +17

Possessions combat gear plus +1 *icy surge dagger*, 6 masterwork throwing daggers, masterwork Hide, Jump, Listen, Move Silently, Spot, & Tumble kits, *gloves of agile striking*

Blur of Motion (Ex) Due to its incredible speed, a quickling on the move appears as a blur of motion. A moving quickling is treated as if under the effect of a *displacement* spell (50% miss chance). This ability is an extraordinary side effect of its great speed, and cannot be dispelled or negated by abilities or magic that would otherwise negate concealment or reveal its true location. If a quickling's speed is ever reduced below normal (i.e. *slow* spell, difficult terrain, etc.), it is instead treated as if under the effect of a *blur* spell (20% miss chance). A quickling that cannot move does not benefit from this ability.

Natural Invisibility (Ex) A quickling is effectively invisible when standing motionless in its natural environment (forests). It loses this extraordinary invisibility anytime it moves, attacks or casts a spell.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet.

Poison Use (Ex): Quicklings often employ daggers lined with poison, and never risk accidentally poisoning themselves when applying poison to a blade.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Run-By Attack (Ex) If a quickling moves at least half its speed in a round, it can take a move action and another standard action at any point during the move. The quickling cannot take a second move action during a round when it makes a run-by attack. A

quickling does not provoke an attack of opportunity from the target of a run-by attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th).

Description *This creature looks like a small elf with large ears rising to points above its head. Its skin has a pale blue tint and its hair is fair. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.*

SENESCHAL

CR 11

Female banshrae Brd 6

CE Medium fey

Init +7; **Senses** Listen +18, Spot +16

Languages understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.

AC 27, touch 23, flat-footed 27
(+7 Dex, +6 deflection, +4 natural)

hp 149 (21 HD); DR 10/cold iron

Fort +10, **Ref** +21, **Will** +16

Speed 60 ft. (12 squares), Spring Attack

Melee unarmed strike +19/+14/+9 (2d6+3/x2)

Ranged masterwork greater blowgun +19/+14/+9 (1d3/x2)

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

Base Atk +11; **Grp** +14

Atk Options Stunning Fist 3/day (DC 19)

Special Actions blowgun flute, dart cone, locust dart

Combat Gear masterwork flute/blowgun

Bard Spells Known (CL 6th):

2nd (3/day)— *calm emotions* (DC 19), *eagle's splendor*, *glitterdust* (DC 18)

1st (5/day)— *accelerated movement*, *charm person* (DC 18), *improvisation*, *invisibility* (swift),

0 (3/day)— *dancing lights*, *daze*, *ghost sound*, *mage hand*, *resistance*, *summon instrument*

‡ Already cast

Spell-Like Abilities (CL 10th):

1/day – *bestow curse* (DC 19)

Abilities Str 16, Dex 24, Con 17, Int 14, Wis 15, Cha 22

SQ Bardic knowledge, bardic music, countersong, fascinate, inspire competence, inspire courage +1, *suggestion*

Feats Combat Expertise, Deflect Arrows^B, Dodge, Improved Unarmed Strike^B, Mobility, Spell Focus (Enchantment), Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike), Whirlwind Attack

Skills Balance +17, Bluff +18, Climb +8, Concentration +12, Diplomacy +14, Disguise +14 (+16 acting), Escape Artist +24, Hide +22, Intimidate +8, Jump +25, Knowledge (arcana) +12, Knowledge (nature) +14, Listen +19, Move Silently +19, Perform (wind instruments) +24 (+26 with blowgun flute), Spellcraft +10, Spot +16, Survival +5 (+7 in above ground natural environments), Tumble +21, Use Rope +7 (+9 bindings)

Possessions combat gear plus *skin of the defender*, pouch

Sylvan Warrior (Su) A banshrae applies its Charisma bonus as a deflection bonus to its Armor Class. It doesn't lose its Dexterity bonus to AC when flat footed.

Blowgun Flute (Su) At will, as an immediate action, a banshrae can call into being a masterwork flute that also functions as a masterwork greater blowgun (10 foot range increment). A banshrae can have only one such flute at a time, and the instrument disappears if the fey loses possession of it. Each round, a banshrae can play its flute as a swift action to create one of the effects detailed below. Opponents within a 60 foot radius spread who can hear the flute can be affected (Will DC 23 negates) – the effect ends if an enemy can no longer hear the music creating it. The save DC is Charisma based. The tunes are sonic mind-affecting abilities.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are shaken. This is a fear effect.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Move Silently checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Dart Cone (Ex) Once per day per point of Charisma bonus a banshrae possesses, as a full round action, the creature can create a 15 foot cone of blowgun darts. Those caught in the cone take 4d6 points of damage (Reflex DC 24 for half). The save DC is Dexterity based.

Locust Dart (Su) Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates). The locusts form a swarm (MM 239) that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution based.

Bestow Curse (Sp) Once per day, a banshræ can produce a *bestow curse* effect. Victims of this curse inspire anger in those around them, taking a -6 penalty on Bluff and Diplomacy checks as well as a -2 penalty to Armor Class.

Description A willowy dressed in dark green finery approaches, a lustrous topknot decorated with silver ornaments draped over its shoulder. Except for its golden insectile eyes, the creature's oval face is eerily featureless, yet it raises a carved flute to its chin and begins to play a haunting tune.

Source banshræ (MM5)

ADVANCED FANG GOLEM **CR 10**

N Huge construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 24, touch 13, flat-footed 19
(-2 size, +5 Dex, +11 natural)

hp 180 (20 HD); **DR** 5/adamantine or bludgeoning

Immune construct immunities, magic

Fort +6, **Ref** +9, **Will** +6

Weakness sonic (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 claws +24 (3d6+11)

Ranged spikes +18 (3d6+11)

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

Base Atk +15; **Grp** +34

Atk Options verdant surge

Special Actions spikes

Abilities Str 33, Dex 21, Con -, Int -, Wis 13, Cha 3

SQ construct traits

Feats --

Skills Listen +0, Spot +0

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell (*Complete Arcane* 116).

Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the fang golem to exceed its full normal hit points, it gains any excess as temporary hit points, up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty on saving throws made to resist the effects of a druid spell or a fey's spell or ability. This effect lasts for 1 minute.

Spikes(Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to 5 times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 20 half). The save DC is Constitution-based.

Description A hulking bestial form looms through the shadows. It looks like a wild animal, but its shape is jagged and unnatural. The creature rears up and suddenly the air is filled with spikes.

Source fang golem (MM 4)

SPIRIT SABER-TOOTHED TIGER **CR 8**

N Large fey (augmented animal, incorporeal)

Init +2; **Senses** low-light vision; Listen +13, Spot +13

Languages -

AC 15, touch 15, flat-footed 13

(-1 size, +2 Dex, +4 deflection* [*changes to +4 natural when ethereal]); Dodge, Mobility

Miss chance 50% (incorporeal)

hp 123 (15 HD)

Immune all non-magical attack forms (see incorporeal subtype)

Fort +12, **Ref** +11, **Will** +13

Speed 40 ft. (8 squares)

Melee bite +13 touch (3d6 nonlethal/19-20/x3) and 2 claws +11 touch each (1d6 each nonlethal)

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

Base Atk +11; **Grp** n/a (+22 when ethereal)

Atk Options improved grab (ethereal only), pounce, rake

Special Actions manifestation

Abilities Str - (or 24 when ethereal), Dex 15, Con 16, Int 2, Wis 18, Cha 10

SQ incorporeal traits

Feats Alertness, Dodge, Improved Critical (bite), Improved Natural Attack (bite), Mobility, Spring Attack

Skills Balance +7, Hide +7 (+13 in forest), Jump +16, Listen +13, Move Silently +7, Spot +13

Augmented Critical (Ex) A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex) To use this ability, a saber-toothed tiger must hit an ethereal opponent with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake. This ability does not function against non-ethereal foes.

Manifestation (Su) A spirit saber-toothed tiger dwells on the Ethereal Plane and is an ethereal creature. As an ethereal creature, it cannot be affected or be affected by anything in the material world. When a spirit saber-toothed tiger manifests (usually at the request of a powerful spellcaster) it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested spirit saber-toothed tiger can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested spirit

saber-toothed tiger can pass through solid objects, but not force effects, at will, and its own attacks pass through natural armor, armor and shields. A manifested spirit saber-toothed tiger always moves silently.

A manifested spirit saber-toothed tiger can strike with its natural attacks; these attacks deal nonlethal damage to physical creatures. A manifested spirit saber-toothed tiger remains partially on the Ethereal Plane, where is it not incorporeal. A manifested spirit saber-toothed tiger can be attacked by opponents on either the Material or Ethereal Planes. The spirit saber-toothed tiger incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Pounce (Ex) If a spirit saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) A spirit saber-toothed tiger gains two additional claw attacks against grappled foes (ethereal only) or foes it pounces on (ethereal and material). Attack bonus +11 touch, damage 1d6 each.

Scent (Ex) A spirit saber-toothed tiger can detect opponents within 30 feet. If it moves within 5 feet of the scent's source, the spirit saber-toothed tiger can pinpoint that source.

Skills A saber-toothed tiger gains a +4 racial bonus on Balance, Hide and Move Silently checks. A spirit animal gains an additional +4 racial bonus to Hide, Listen, Search and Spot checks.

Description *Silent and intelligent, this ghostly great cat seems to glow with an inner radiance. It's eyes are bright and yellow and it's huge, curved fangs seem almost real.*

Source smilodon (saber-toothed tiger) (Frostburn), spirit animal (Frostburn)

ENCOUNTER 6 B

NERIVONIAS

CR 10

Male grey elf Fighter 5 / Dervish 5
CG Medium elf (humanoid)

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

Languages Common, Elven, Goblin, Orc, Sylvan

AC 22, touch 16, flat-footed 18
(+4 Dex, +6 armor, +2 class)

hp 83 (10 HD)

Fort +6, **Ref** +10, **Will** +4

Speed 40 ft. /x4

Melee Dervish Dance: 2 +2 *scimitars* +19/+14/+19 (1d6+8/18-20x2) each plus 1d6 2/day from *gloves of agile striking*; After Dervish Dance: 2 +2 *scimitars* +15/+10/+15 (1d6+4/18-20x2) each

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

Base Atk +10; **Grp** +11

Atk Options dance of death (Cleave), dervish dance 3/day (6 rounds each), Spring Attack

Atk Options two-weapon fighting

Combat Gear potion of cure moderate wounds

Abilities Str 12, Dex 17(21), Con 12, Int 16, Wis 8, Cha 12

SQ AC Bonus (Ex), Dervish Dance (Ex), Movement Mastery (Ex), Slashing Blades, Fast Movement (Ex), Dance of Death

Feats Combat Expertise, Dodge, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Skills Climb +12, Jump +20, Perform (dance) +14, Swim +14, Tumble +20

Possessions combat gear plus +2 *chain shirt*, +2 *scimitar (2)*, *gloves of dexterity* +4

AC Bonus (Ex): You gain +2 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): Three times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +3 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon. A dervish dance lasts 1 round for every two ranks of Perform (dance) a dervish has. At the end of a dervish dance, the dervish becomes fatigued for the rest of the encounter.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

Fast Movement (Ex): When wearing light armor or carrying no more than a light load your movement increases by +10 ft.

Dance of Death: You have the benefits of the Cleave feat while doing a dervish dance, even if you don't meet the prerequisites. You do not have to move 5 ft. before making the extra attack granted by this ability.

FAELIVREN

CR 10

Female grey elf Wizard 5 / Divine Oracle 2 / Earth Dreamer 3

CG Medium elf (humanoid)

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

Languages Common, Elven, Goblin, Orc, Sylvan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 shield)

hp 43 (10 HD)

Fort +5, **Ref** +5, **Will** +11

Speed 30 ft./x4

Melee +1*icy surge dagger* +5 One-handed (1d4/19-20x2) plus 2d6 *cold* 2/day

Ranged ray +8 One-handed (*20x2)

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

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

Combat Gear potion of cure moderate wounds

Wizard Spells Prepared (CL 8th):

5th — *baleful polymorph* (DC 19), *dominate person* (DC 19)

4th — *black tentacles*, *charm monster* (DC 18), *resilient sphere x 2* (DC 18)

3rd — *dispel magic*, *fly*, *haste*, *lightning bolt* (DC 16)

2nd — *blindness/deafness* (DC 15), *glitterdust* (DC 15), *locate object* †, *see invisibility*, *touch of idiocy*

1st — *charm person* (DC 17), *magic missile x2*, *ray of enfeeblement*, *shield* †

0 — *dancing lights*, *detect magic*, *daze*, *mage hand*, *resistance*

† Already cast

Abilities Str 9, Dex 16, Con 13, Int 17 (19), Wis 13, Cha 10

SQ Trap Sense (Ex), Scry Bonus (Su), Prescient Sense (Ex), Earth Friend (Ex), Earth Dream (Sp), Lesser Tremorsense (Ex)

Feats Skill Focus (Knowledge (religion)), Scribe Scroll, Empower Spell, Extend Spell, Chain Spell, Earth Sense

Skills Concentration +14, Knowledge (arcana) +17, Knowledge (nature) +16, Knowledge (religion) +17, Spellcraft +19

Possessions combat gear plus +1*icy surge dagger*, *headband of intellect +2*, *tanglepatch*

Trap Sense (Ex): +1 to Reflex saves and AC against traps.

Scry Bonus (Su): You have a +1 sacred bonus to the save DC of all your Divination (scrying) spells.

Prescient Sense (Ex): If you make a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, you instead suffer no damage. Armor has no impact on this ability.

Earth Friend (Ex): Creatures with the earth subtype automatically react to you in a friendlier manner than they otherwise would; their initial attitude is improved by one step.

Earth Dream (Sp): 1/day. Just like divination except that the question must be connected to the mountains. The chance of receiving an answer is 76%.

Lesser Tremorsense (Ex): You gain the tremorsense ability with a range of 10 feet.

GOLLORAEN

CR 10

Male wood elf Ranger 5 / Wild Runner 5

CG Medium elf (humanoid)

Init +3; **Senses** Listen +14, Spot +14, scent

Languages Common, Elven, Orc

AC 22, touch 13, flat-footed 19

(+3 Dex, +5 armor, +4 natural)

hp 75 (10 HD)

Fort +9, **Ref** +11, **Will** +1

Speed 40 ft. /x4

Melee +2 *elven courtblade* +16/+11 Two-handed (2d8+11/18-20x2)

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

Base Atk +10; **Grp** +16

Atk Options favored enemy human (+4 damage); favored enemy orc (+2 damage)

Combat Gear *potion of cure moderate wounds*

Abilities Str 20 (22), Dex 16, Con 12, Int 12, Wis 8, Cha 8

SQ Animal Companion (Ex), Wild Empathy (Ex), Trackless Step (Ex), Favored Enemy \square Humanoid (human)(+4 bonus), \square Humanoid (orc)(+2 bonus), Hide in Plain Sight (Ex), Fast Movement (Ex), Primal Scream (Su), Scent (Ex), Endure Elements (Sp), Spells

Feats Endurance, Power Attack, Improved Bull Rush, Track, Two-Weapon Fighting, Monkey Grip, Improved Weapon Familiarity

Skills Hide +16, Jump +19, Knowledge (nature) +12, Listen +14, Move Silently +16, Spot +14, Survival +11

Possessions combat gear plus +3 *leather armor*, +2 *large elven courtblade*, *gauntlets of ogre power*, *skin of the defender*

Animal Companion (Ex): You have selected an owl as your companion.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of it, and it generally takes one minute to perform the action.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot and Survival checks, as well as weapon damage rolls.

\square Humanoid (human) (+4 bonus)

\square Humanoid (orc) (+2 bonus)

Hide in Plain Sight (Ex): While in any sort of natural terrain, you can use the Hide skill, even while being observed.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, light or no armor.

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of feral frenzy that lasts for 4 round(s). In this state, you gain +2 bonus to Strength, and +6 bonus to Dexterity. In addition, you gain a bite attack that deals 1d6 points of damage. Plus:

\square *Enemies Shaken:* Enemies within 30 feet who fail a Will save (DC 14) are shaken for 5 rounds. This is a sonic, mind-affecting attack. Creatures with more than 10 HD are unaffected.

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Endure Elements (Sp): You can use *endure elements* at will (CL 5).

Description

AISLYNN

CR 10

Female wood elf Fighter 1/Scout 6/Order of the Bow Initiate 3

CG Medium elf (humanoid)

Init +6; **Senses** Low-light vision, Listen +5, Spot +8

Languages Common, Elven

AC 21, touch 16, flat-footed 15; **Expeditious Dodge** (see below)

(+5 Dex, +5 armor, +1 class)

hp 69 (10 HD), evasion

Immune *sleep* spells and effects

Fort +7, **Ref** +14, **Will** +4 (+2 vs. enchantment spells or effects)

Speed 40 ft. /x4

Ranged +2 *composite* (+2) *longbow* +17/+12 Two-handed (1d8+4/20x3) plus 2d6 skirmish plus 2d8 ranged precision

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

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

Atk Options skirmish (within 30 ft.), ranged precision (within 30 ft.), close combat shot

Special Actions uncanny dodge, evasion, **Expeditious Dodge** (+2 to AC after moving 40 ft.)

Combat Gear *potion of cure moderate wounds*

Abilities Str 14, Dex 20 (22), Con 12, Int 8, Wis 10, Cha 8

SQ **Battle Fortitude** (Ex), **Fast Movement** (Ex), **Flawless Stride** (Ex), **Trapfinding** (Ex), **Trackless Step** (Ex),

Feats **Expeditious Dodge**, **Point Blank Shot**, **Precise Shot**^B, **Rapid Shot**^B, **Weapon Focus** (comp. longbow), **Woodland Archer**

Skills **Craft** (bowmaking) +4, **Hide** +16, **Knowledge** (religion) +1, **Listen** +5, **Move Silently** +15, **Search** +1, **Spot** +8, **Survival** +4, **Swim** +3, **Tumble** +10

Possessions combat gear plus arrows (40), +2 *studded leather*, +2 *composite longbow*, *tanglepouch*, *gloves of dexterity* +2, *masterwork composite longbow*

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Close Combat Shot (Ex) At 2nd level, an initiate does not provoke an attack of opportunity when attacking from a threatened square with a ranged weapon.

Fast Movement At 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 damage if the attack hits. The target must be within 30 feet for this attack. Unlike a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied it's

Dexterity bonus, but if it is, the ranged precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The damage dealt by this attack increases by 1d8 every two levels. An initiate can only use this attack with a weapon for which he has taken the **Weapon Focus** feat.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. This bonus lasts until the start of her next turn.

Trackless Step (Ex) Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

Description

APPENDIX 4 – APL 12

ENCOUNTER 4

LICHBORN GOLEM (GRISGOL, LESSER) CR 14

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision

Languages Common, Abyssal, Draconic, Dwarven, Elven, Flan, Giant, Goblin, Infernal

AC 30, touch 8, flat-footed 30

(-1 size, -1 Dex, +22 natural)

hp 157 (18 HD); DR 10/piercing and magic

Immune construct immunities, magic

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

Weakness *erase* (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 slams +23 (2d10+11) plus 1d8+5 negative energy (Will DC 19 half) plus paralysis (Fort DC 19 negates).

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

Base Atk +12; **Grp** +28

Atk Options spell-like abilities

Special Actions paralyzing touch

Spell-Like Abilities (CL 16th):

1/day – *fireball* (DC 14), *mage's private sanctum*, *scorching ray*, *shout* (DC 16), *shield*, *touch of fatigue* (DC 10), *true seeing*, *delayed blast fireball* (DC 20), *sunburst* (DC 22)

Abilities Str 33, Dex 9, Con -, Int -, Wis 11, Cha 11

SQ construct traits

Feats --

Skills --

Choking Dust (Ex) Striking the lichborn golem with any kind of implement other than a piercing weapon invites a disease causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 26 Fortitude save or take 1d4 points of Constitution damage. Those who fail their save must make another DC 26 Fortitude save or contract the slimy doom disease (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the *Dungeon Master's Guide*) in 24 hours. The save DC is Strength-based.

Damaging Touch (Su) As with the lich that animates it, the touch of a lesser grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 19 half). The save DC is Charisma-based.

Paralyzing Touch (Su) Any living creature a lichborn golem hits with its touch attack must succeed on a DC 19 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description). The effect cannot be dispelled. Anyone paralyzed by a lichborn golem seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. The save DC is Charisma-based.

Spell-like abilities A grisgol is created with the ability to use a number of different spells as spell-like abilities, one spell from each spell level usable by creator, each once per day. These sorcerer/wizard spells can vary based on the creator's whim. Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy. The save DCs are 10 + 1½ the spell's level (much like a magic item).

Immunity to Magic (Ex) A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spell and effects function differently against a grisgol, as noted below.

The spell *erase* delivered as a touch attack on the lesser grisgol deals 2d6 points of damage to the creature.

Casting *secret page* on a grisgol renders it invisible as the *invisibility* spell.

Description *This humanoid figure is wrapped from head to toe in strips of scroll parchment and pages from dusty tomes. Pieces of tattered magic belts, robes and chainmail also seem integrated into its form.*

Source *iron golem* (MM), *grisgol* (MM3)

ENCOUNTER 5

GORRAM & LLURG

CR 9

Lesser Dusk Giant

CE Large giant

Init +0; **Senses** Low-light vision, Listen +17, Spot +17

Aura Moderate evil

Languages Common, Giant, Elven

AC 21, touch 9, flat-footed 21

(-1 size, +12 natural)

hp 180 (15 HD)

Fort +17, **Ref** +5, **Will** +9

Speed 40 ft. (8 squares)

Melee 2 claws +14 (1d6+24) and bite +12 melee (1d6+17) or large +2 *greatclub* +14/+9 (2d8+43)* [*includes adjustment for full Power Attack] *Without Power Attack: 2 claws +23 (1d6+13) and bite +21 melee (1d6+6) or large +2 greatclub +25/+20 (2d8+20)*

Ranged rock +1 (2d6+22)* *Without Power Attack* +12 (2d6+13)

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

Base Atk +11; **Grp** +28

Atk Options Power Attack, Cleave, Rend, Improved Sunder, Quicken Spell-like Ability (*ray of enfeeblement*), extra attack 3/day (see *bracers of blinding strike*), *true strike* 1/day (see *true strike gauntlets*)

Special Actions cannibalize

Combat Gear *potion of cure serious wounds*

Spell-Like Abilities (CL 15th):

1/day – *enervation* [+11 ranged touch (1d4 negative levels)], *ray of enfeeblement* [+11 ranged touch (1d6+5) Strength penalty]

Abilities Str 37, Dex 11, Con 26, Int 14, Wis 14, Cha 16

Feats Cleave, Improved Sunder, Iron Will, Multi-attack, Power Attack, Quicken Spell-like Ability (*ray of enfeeblement*)

Skills Climb +29, Intimidate +20, Jump +19, Listen +20, Spot +20

Possessions combat gear plus +2 *greatclub, bracers of blinding strike, true strike gauntlets, vanguard treads*

Cannibalize (Ex) Dusk giants gain power – Strength, Constitution, even size and mystical powers by consuming other creatures. This will not happen during this scenario, so do not worry about it.

Rend (Ex) If a dusk giant hits with both claw attacks, it latches onto its target's body and tears the flesh. This attack automatically deals extra damage equal to two claw attacks plus 1.5 times the giant's Strength modifier.

Pall of Twilight (Su) A dusk giant is constantly surrounded by an aura of gloom that darkens bright light and casts an equal pallor upon the spirits of its enemies. In a 20-foot radius around a lesser dusk giant, bright light is treated as shadowy illumination, although creatures with low-light vision (or darkvision), suffer no penalties in this area. In addition, enemies within this area take a –2 penalty on all saving throws because of the despair it elicits.

Rock Throwing (Ex) A lesser dusk giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a lesser dusk giant is 120 feet. A dusk giant has a +1 racial bonus on attack rolls when throwing rocks.

Rock Catching (Ex) A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Description *This creature stands roughly 9 feet in height and seems to be either a more evolved troll or a bestial giant. Its arms hang low, and end in vicious talons; its jaw, although not as distended as a troll's, is long and filled with jagged teeth. Its flesh is a dull tan of a weather-beaten hide, and its eyes gleam with a malicious intelligence.*

Source dusk giant (Heroes of Horror)

SLAYA (HUMANOID FORM)

CR 10

Female Vultivor rogue 6

CE Medium outsider (chaotic, evil, extraplanar, shapechanger)

Init +10; **Senses** Darkvision 60 ft., Listen +16, Spot +16

Languages Abyssal, Common, Elven

AC 24, touch 16, flat-footed 24

(+0 size, +6 Dex, +5 armor, +3 natural)

Miss Chance 20% while in shadowy illumination

hp 69 (9 HD);

Resist evasion, uncanny dodge

Fort +8, **Ref** +16, **Will** +7

Speed 30 ft. (6 squares) in +1 mithral chain shirt, base movement 30 ft.

Melee +1 *ghost touch shadowstrike rapier* +16/+11 (1d6+4/18-20x2) plus 5d6 sneak attack [*Vorr form*: bite +15 (2d4+3/20x2) plus 5d6 sneak attack and 2 claws +10 (1d3+1/20x2) plus 5d6 sneak attack]

Ranged +1 *mighty* (+3) *composite longbow* +16/+11 (1d8+4/x3) plus 5d6 sneak attack (within 30 ft.)

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

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

Atk Options Blind-Fight, *bracers of lightning* (add 1d6 electricity damage to all attacks), *ghost strike, shadowstrike* 1/day, sneak attack

Special Actions alternate form, shadow form, shadow jump

Combat Gear *bracers of lightning, +1 ghost touch shadowstrike rapier, +1 mighty* (+3) *composite longbow, 40 arrows*

Abilities Str 16, Dex 26, Con 16, Int 11, Wis 14, Cha 12

SQ Alternate form, command vorrs, outsider traits, scent, shadow form, shadow jump

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Balance +18, Climb +7, Hide +22, Jump +13, Listen +14, Move Silently +22, Search +8, Spot +14, Survival +12, Tumble +24

Possessions combat gear plus +3 *leather armor, boots of the winterlands, gloves of dexterity* +4, masterwork balance, Hide, Jump, Listen, Move Silently, Spot, Survival and Tumble skill kits

Sneak Attack (Ex) Anytime a vultivor's target is denied a Dexterity bonus, or when a target is flanked by a vultivor, the vultivor deals an additional 5d6 points of damage on a successful melee attack.

Trip (Ex) A vultivor that hits with a bite attack can attempt to trip its opponent 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 vultivor. The vultivor can only attempt to trip in this manner while in its vorr form.

Shadow Form (Su) Once per day, a vultivor can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vultivor can move at normal speed on any surface, including walls and ceilings, and even across liquids. The vultivor gains a +15 circumstance bonus on Hide checks. Effects that detect thoughts, life, or presences (including *true seeing*) can detect it. While in shadow form, a vultivor gains DR 20/adamantine and magic and is immune to blindness, critical hits, damage to ability scores from non-magical attacks, deafness, drowning, poison and stunning. It takes half damage from fire and acid. In all other ways, shadow form is treated as *gaseous form*.

Shadow Jump (Su) As a standard action, a vultivor can travel between shadows as if by a *dimension door* spell. The starting and ending points of the jump must be in shadow, and these points must be at least

10 feet apart. A vultivor can make several shadow jumps in one day, as long as the total distance traveled in this fashion per day does not exceed 160 feet.

Alternate Form (Su) All canomorphs can assume humanoid form at will. Transforming to humanoid form from hound form, or vice versa, is a move action. This transformation works like alter self; the canomorph retains physical ability scores, extraordinary abilities, and supernatural abilities in humanoid form. It loses its natural attacks and is limited to the movement of the form it assumes. A canomorph can only choose humanoid forms of Small to Large size. A canomorph's alternate form ability does not affect equipment it may be carrying or wearing. Most canomorphs create secure caches of arms and armor they intend to use in humanoid form when they expect to shift form frequently.

Command Fiendish Hound (Sp) All canomorphs can use greater command at will against fiendish hounds of their associated kind (hell hounds for haraknins, shadow mastiffs for shadurakuls, and vorrs for vultivors). These creatures will never voluntarily attack a canomorph of the associated kind.

Skills Vultivors have a +8 racial bonus on Survival checks when tracking by scent.

Description *This elf has gray skin, and black hungry eyes are deep set in his long lupine face. Vorr form: This canine stands 4 feet at the shoulder and has bristly black and gray fur. It's long hyena-like body ends in a gray rat tail, and it's coal black eyes bore into you*

Source canomorph (Fiend Folio)

ENCOUNTER 6 A

QUIMBLE CR 12

Male quickling scout 9

CE Small fey

Init +8; **Senses** low-light vision; Listen +15, Spot +15

Languages Common, Sylvan

AC 22, touch 21, flat-footed 22

(+1 size, +8 Dex, +2 class, +1 natural)

Miss Chance 50% (see Blur of Motion), evasion

hp 74 (9 HD); DR 5/cold iron

Fort +5, **Ref** +15, **Will** +7

Speed 250 ft. (50 squares)

Melee +1 *small icy surge keen dagger* +17 (1d3+1/17-20) plus 3d6 skirmish plus 2d6 *cold* 2/day [plus 2d6 2/day see *gloves of agile striking*]

Ranged masterwork small dagger +17 (1d3/19-20) plus 3d6 skirmish

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

Base Atk +6; **Grp** +2

Atk Options spell-like abilities, *tanglepouch*, *thorn pouch*, 2d6 damage 2/day (see *gloves of agile striking*), 2d6 *cold* damage 2/day (see +1 *icy surge keen dagger*)

Special Actions blur of motion, camouflage, fast movement, flawless stride, run-by attack, uncanny dodge

Combat Gear *tanglepatch*, *thorn pouch*

Spell-Like Abilities (CL 6th):

1/day – *dancing lights*, *daze*, *levitate*, *shatter*, *ventriloquism*. Save DCs are Charisma-based.

Abilities Str 10, Dex 26, Con 14, Int 16, Wis 16, Cha 14

SQ natural invisibility, trackless step, trapfinding

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Quick Draw, Run^B, Weapon Focus (dagger), Weapon Finesse^B

Skills Balance +12, Bluff +8, Craft (alchemy) +8, Escape Artist +14, Hide +21, Jump +91, Listen +15, Move Silently +19, Sense Motive +4, Spot +15, Survival +5, Tumble +19

Possessions combat gear plus +1 *icy surge dagger*, 6 masterwork throwing daggers, masterwork Hide, Jump, Listen, Move Silently, Spot, & Tumble kits, *gloves of agile striking*

Blur of Motion (Ex) Due to its incredible speed, a quickling on the move appears as a blur of motion. A moving quickling is treated as if under the effect of a *displacement* spell (50% miss chance). This ability is an extraordinary side effect of its great speed, and cannot be dispelled or negated by abilities or magic that would otherwise negate concealment or reveal its true location. If a quickling's speed is ever reduced below normal (i.e. *slow* spell, difficult terrain, etc.), it is instead treated as if under the effect of a *blur* spell (20% miss chance). A quickling that cannot move does not benefit from this ability.

Natural Invisibility (Ex) A quickling is effectively invisible when standing motionless in its natural environment (forests). It loses this extraordinary invisibility anytime it moves, attacks or casts a spell.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. She loses his benefit when wearing medium or heavy armor or when carrying a medium or heavy load. Quicklings often employ daggers lined with poison, and never risk accidentally poisoning themselves when applying poison to a blade.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet.

Poison Use (Ex): Quicklings often employ daggers lined with poison, and never risk accidentally poisoning themselves when applying poison to a blade.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through

terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Run-By Attack (Ex) If a quickling moves at least half its speed in a round, it can take a move action and another standard action at any point during the move. The quickling cannot take a second move action during a round when it makes a run-by attack. A quickling does not provoke an attack of opportunity from the target of a run-by attack.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th).

Description *This creature looks like a small elf with large ears rising to points above its head. Its skin has a pale blue tint and its hair is fair. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.*

SENESCHAL

CR 13

Female banshrae Brd 10

CE Medium fey

Init +7; **Senses** Listen +16, Spot +16

Languages understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.

AC 27, touch 23, flat-footed 27
(+7 Dex, +6 deflection, +4 natural)

hp 173 (25 HD); DR 10/cold iron

Fort +11, **Ref** +23, **Will** +18

Speed 60 ft. (12 squares), Spring Attack

Melee unarmed strike +22/+17/+12 (2d6+3/x2)

Ranged masterwork greater blowgun +22/+17/+12 (1d3/x2)

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

Base Atk +14; **Grp** +17

Atk Options Stunning Fist 3/day (DC 19)

Special Actions blowgun flute, dart cone, locust dart

Combat Gear masterwork flute/blowgun

Bard Spells Known (CL 10th):

4th (1/day)— *dimension door*, *modify memory* (DC 21)

3rd (3/day)— *charm monster* (DC 20), *confusion*, *scrying*, see *invisibility*

2nd (4/day)— *calm emotions* (DC 19), *eagle's splendor*, *glitterdust* (DC 18), *surefooted stride*

1st (5/day)— *accelerated movement*, *charm person* (DC 17), *improvisation*, *invisibility* (swift)

0 (6/day)— *dancing lights*, *daze*, *ghost sound*, *mage hand*, *resistance*, *summon instrument*

‡ Already cast

Spell-Like Abilities (CL 10th):

1/day – *bestow curse* (DC 19)

Abilities Str 16, Dex 24, Con 17, Int 14, Wis 15, Cha 23

SQ Bardic knowledge, bardic music, countersong, fascinate, inspire competence, inspire courage +2, inspire greatness, *suggestion*

Feats Combat Expertise, Deflect Arrows^B, Dodge, Elusive Target, Improved Unarmed Strike^B, Mobility, Spell Focus (Enchantment), Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike), Whirlwind Attack

Skills Balance +17, Bluff +20, Climb +8, Concentration +17, Diplomacy +16, Disguise +18 (+20 acting), Escape Artist +26, Hide +24, Intimidate +8, Jump +25, Knowledge (arcana) +14, Knowledge (nature) +16, Listen +21, Move Silently +24, Perform (wind instruments) +24 (+26 with blowgun flute), Spellcraft +12, Spot +16, Survival +7 (+9 in above ground natural environments), Tumble +23, Use Rope +7 (+9 bindings)

Possessions combat gear plus *skin of the defender*, pouch

Sylvan Warrior (Su) A banshrae applies its Charisma bonus as a deflection bonus to its Armor Class. It doesn't lose its Dexterity bonus to AC when flat footed.

Blowgun Flute (Su) At will, as an immediate action, a banshrae can call into being a masterwork flute that also functions as a masterwork greater blowgun (10 foot range increment). A banshrae can have only one such flute at a time, and the instrument disappears if the fey loses possession of it. Each round, a banshrae can play its flute as a swift action to create one of the effects detailed below. Opponents within a 60 foot radius spread who can hear the flute can be affected (Will DC 23 negates) – the effect ends if an enemy can no longer hear the music creating it. The save DC is Charisma based. The tunes are sonic mind-affecting abilities.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are shaken. This is a fear effect.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Move Silently checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Dart Cone (Ex) Once per day per point of Charisma bonus a banshrae possesses, as a full round action, the creature can create a 15 foot cone of blowgun darts. Those caught in the cone take 4d6 points of damage (Reflex DC 24 for half). The save DC is Dexterity based.

Locust Dart (Su) Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates). The locusts form a swarm (MM 239) that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution based.

Bestow Curse (Sp) Once per day, a banshrae can produce a *bestow curse* effect. Victims of this curse inspire anger in those around them, taking a -6 penalty on Bluff and Diplomacy checks as well as a -2 penalty to Armor Class.

Description *A willowy dressed in dark green finery approaches, a lustrous topknot decorated with silver ornaments draped over its shoulder. Except for its golden insectile eyes, the creature's oval face is eerily featureless, yet it raises a carved flute to its chin and begins to play a haunting tune.*

Source banshrae (MM5)

ADVANCED FANG GOLEM **CR 12**

N Huge construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +1

Languages understands creator's orders

AC 24, touch 15, flat-footed 19

(-2 size, +5 Dex, +11 natural)

hp 255 (30 HD)

Immune construct immunities, magic

Fort +2, **Ref** +7, **Will** +3

Weakness sonic (see immunity to magic)

Speed 30 ft. (6 squares)

Melee 2 claws +34 (3d6+12)

Ranged +27 (3d6+12)

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

Base Atk +22; **Grp** +42

Atk Options verdant surge

Special Actions spikes

Abilities Str 34, Dex 21, Con -, Int -, Wis 13, Cha 3

SQ construct traits

Feats --

Skills Listen +1, Spot +1

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell (*Complete Arcane* 116).

Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the fang golem to exceed its full normal hit points, it gains any excess as temporary hit points, up to a maximum of twice its full normal hit point total. These temporary hit points

last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty on saving throws made to resist the effects of a druid spell or a fey's spell or ability. This effect lasts for 1 minute.

Spikes(Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to 5 times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 25 half). The save DC is Constitution-based.

Description *A hulking bestial form looms through the shadows. It looks like a wild animal, but its shape is jagged and unnatural. The creature rears up and suddenly the air is filled with spikes.*

Source fang golem (MM 4)

SPIRIT SABER-TOOTHED TIGER ELITE **CR 10**

N Large fey (augmented animal, incorporeal)

Init +5; **Senses** low-light vision; Listen +16, Spot +16

Languages -

AC 17, touch 17, flat-footed 15

(-1 size, +2 Dex, +6 deflection* [*changes to +4 natural when ethereal]); Dodge, Mobility

Miss chance 50% (incorporeal)

hp 162 (18 HD)

Immune all non-magical attack forms (see incorporeal subtype)

Fort +15, **Ref** +15, **Will** +17

Speed 40 ft. (8 squares)

Melee bite +18 touch (3d6 nonlethal/19-20/x3) and 2 claws +16 touch each (1d8 each nonlethal)

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

Base Atk +13; **Grp** n/a (+24 when ethereal)

Atk Options improved grab (ethereal only), pounce, rake

Special Actions manifestation

Abilities Str - (or 24 when ethereal), Dex 20, Con 18, Int 4, Wis 22, Cha 8

SQ incorporeal traits

Feats Alertness, Dodge, Improved Critical (bite), Improved Natural Attack (bite/claw), Mobility, Spring Attack

Skills Balance +10, Hide +11 (+17 in forest), Jump +16, Listen +16, Move Silently +10, Spot +16

Augmented Critical (Ex) A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex) To use this ability, a saber-toothed tiger must hit an ethereal opponent with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake. This ability does not function against non-ethereal foes.

Manifestation (Su) A spirit saber-toothed tiger dwells on the Ethereal Plane and is an ethereal creature. As an ethereal creature, it cannot be affected or be affected by anything in the material world. When a spirit saber-toothed tiger manifests (usually at the request of a powerful spellcaster) it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested spirit saber-toothed tiger can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested spirit saber-toothed tiger can pass through solid objects, but not force effects, at will, and its own attacks pass through natural armor, armor and shields. A manifested spirit saber-toothed tiger always moves silently.

A manifested spirit saber-toothed tiger can strike with its natural attacks; these attacks deal nonlethal damage to physical creatures. A manifested spirit saber-toothed tiger remains partially on the Ethereal Plane, where is it not incorporeal. A manifested spirit saber-toothed tiger can be attacked by opponents on either the Material or Ethereal Planes. The spirit saber-toothed tiger incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Pounce (Ex) If a spirit saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) A spirit saber-toothed tiger gains two additional claw attacks against grappled foes (ethereal only) or foes it pounces on (ethereal and material). Attack bonus +16 touch, damage 1d8 each.

Scent (Ex) A spirit saber-toothed tiger can detect opponents within 30 feet. If it moves within 5 feet of the scent's source, the spirit saber-toothed tiger can pinpoint that source.

Skills A saber-toothed tiger gains a +4 racial bonus on Balance, Hide and Move Silently checks. A spirit animal gains an additional +4 racial bonus to Hide, Listen, Search and Spot checks.

Description *Silent and intelligent, this ghostly great cat seems to glow with an inner radiance. It's eyes are bright and yellow and it's huge, curved fangs seem almost real.*

Source smilodon (saber-toothed tiger) (Frostburn), spirit animal (Frostburn)

ENCOUNTER 6 B

NERIVONIAS

CR 12

Male grey elf Fighter 5 / Dervish 7

CG Medium elf (humanoid)

Init +8; **Senses** Listen +1, Spot +1

Languages Common, Elven, Goblin, Orc, Sylvan

AC 24, touch 18, flat-footed 18

(+6 Dex, +6 armor, +2 class)

hp 99 (12 HD)

Fort +7, **Ref** +12, **Will** +5

Speed 40 ft. /x4

Melee Dervish Dance: 2 +2 *scimitars* +23/+18/+13//+23/+18 (1d6+9/18-20x2) each, plus 1d6 2/day from *gloves of agile striking*; After Dervish Dance: 2 +2 *scimitars* +18/+13/+8//+18/+13 (1d6+4/18-20x2) each

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

Base Atk +12; **Grp** +13

Atk Options *dance of death* (Cleave), *dervish dance* 4/day (7 rounds each), *Spring Attack*, *Two Weapon Fighting*

Special Actions *elaborate parry*

Combat Gear *potion of cure moderate wounds*

Abilities Str 12, Dex 18(22), Con 12, Int 16, Wis 8, Cha 12

SQ AC Bonus (Ex), *Dervish Dance* (Ex), *Movement Mastery* (Ex), *Slashing Blades*, *Fast Movement* (Ex), *Dance of Death*, *Improved Reaction* (Ex), *Elaborate Parry* (Ex)

Feats *Combat Expertise*, *Dodge*, *Mobility*, *Spring Attack*, *Two-Weapon Fighting*, *Improved Two-Weapon Fighting*, *Weapon Finesse*, *Weapon Focus* (Scimitar), *Weapon Specialization* (Scimitar)

Skills *Climb* +15, *Jump* +22, *Perform* (dance) +16, *Swim* +16, *Tumble* +23

Possessions *combat gear plus +4 leather armor, +2 scimitar (2), gloves of dexterity +4*

AC Bonus (Ex): You gain +2 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

Dervish Dance (Ex): Four times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +4 bonus on attack and damage rolls when performing the *dervish dance* with a *slashing weapon*. A *dervish dance* lasts 1 round for every two ranks of *Perform* (dance) a *dervish* has. At the end of a *dervish dance*, the *dervish* becomes fatigued for the rest of the encounter.

Movement Mastery (Ex): Your movement is not affected by adverse conditions. When making a *Jump*, *Perform* (dance), or *Tumble* check you may take 10 even if stress or distractions would normally prevent you from doing so.

Slashing Blades: You treat a *scimitar* as a light weapon for all purposes including fighting with two weapons.

Fast Movement (Ex): When wearing light armor or carrying no more than a light load your movement increases by +10 ft.

Dance of Death: You have the benefits of the *Cleave* feat while doing a *dervish dance*, even if you don't meet the prerequisites. You do not have to move 5 ft. before making the extra attack granted by this ability.

Improved Reaction (Ex): You have a +2 bonus to initiative rolls.

Elaborate Parry (Ex): You gain an extra +4 bonus to AC when you choose to fight defensively or use all-out defense in melee combat.

Description

FAELIVREN **CR 12**
Female grey elf Wizard 5 / Divine Oracle 2 / Earth Dreamer 5

CG Medium elf (humanoid)

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

Languages Common, Elven, Goblin, Orc, Sylvan

AC 21, touch 13, flat-footed 18
(+3 Dex, +4 armor, +4 shield)

hp 51 (12 HD)

Fort +6, **Ref** +5, **Will** +12

Speed 30 ft./x4

Melee +1 *icy surge keen dagger* +6/+1 One-handed
(1d4/17-20x2) plus 2d6 *cold* 2/day

Ranged ray +9 One-handed (* /20x2)

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

Base Atk +5; **Grp** +4

Combat Gear potion of cure moderate wounds

Wizard Spells Prepared (CL 8th):

6th — *analyze dweomer*, *dispel magic (greater)*, *mage's lucubration*

5th — *baleful polymorph (DC 21)*, *break enchantment*, *dominate person x2 (DC 21)*

4th — *black tentacles*, *charm monster (DC 20)*, *resilient sphere x 2 (DC 20)*

3rd — *dispel magic x2*, *fly*, *haste*, *lightning bolt (DC 19)*

2nd — *blindness/deafness (DC 18)*, *glitterdust (DC 18)*, *locate object †*, *see invisibility*, *spectral hand*, *touch of idiocy*

1st — *charm person (DC 17)*, *mage armor †*, *magic missile x2*, *ray of enfeeblement*, *shield †*

0 — *dancing lights*, *detect magic*, *daze*, *mage hand*, *resistance*

† Already cast

Abilities Str 9, Dex 16, Con 13, Int 18 (22), Wis 13, Cha 10

SQ Trap Sense (Ex), Scry Bonus (Su), Prescient Sense (Ex), Earth Friend (Ex), Earth Dream (Sp), Lesser Tremorsense (Ex), Earth Sight (Su), Earth Glide (Su)

Feats Skill Focus (Knowledge (religion)), Scribe Scroll, Empower Spell, Extend Spell, Chain Spell, Sudden Maximize, Earth Sense

Skills Concentration +16, Knowledge (arcana) +21, Knowledge (nature) +21, Knowledge (religion) +19, Spellcraft +23

Possessions combat gear plus +1 *icy surge keen dagger*, *headband of intellect +4*, *tanglepatch*

Trap Sense (Ex): +1 to Reflex saves and AC against traps.

Scry Bonus (Su): You have a +1 sacred bonus to the save DC of all your Divination (scrying) spells.

Prescient Sense (Ex): If you make a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, you instead suffer no damage. Armor has no impact on this ability.

Earth Friend (Ex): Creatures with the earth subtype automatically react to you in a friendlier manner than

they otherwise would; their initial attitude is improved by one step.

Earth Dream (Sp): 1/day. Just like divination except that the question must be connected to the mountains. The chance of receiving an answer is 76%.

Lesser Tremorsense (Ex): You gain the tremorsense ability with a range of 10 feet.

Earth Sight (Su): You can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet. You gain no special ability to see in darkness or into unlit areas. Using this ability is a standard action that lasts for 4 rounds.

Earth Glide (Su): You can move through earth like an earth elemental (see MM). Using this ability is a standard action. Each use lasts for 4 rounds.

Description

GOLLORAEN **CR 12**

Male wood elf Ranger 5 / Wild Runner 7

CG Medium elf (humanoid)

Init +3; **Senses** Listen +16, Spot +16, scent

Languages Common, Elven, Orc

AC 24, touch 14, flat-footed 20
(+4 Dex, +6 armor, +4 natural)

hp 92 (12 HD)

Fort +10, **Ref** +13, **Will** +2

Speed 40 ft. /x4

Melee +3 *elven courtblade* +20/+15/+10 Two-handed
(2d8+13/18-20x2)

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

Base Atk +12; **Grp** +19

Atk Options enemies shaken, favored enemy human (+4 damage); favored enemy orc (+2 damage), pounce

Combat Gear *potion of cure moderate wounds*

Abilities Str 21 (25), Dex 18, Con 12, Int 12, Wis 8, Cha 8

SQ Animal Companion (Ex), Wild Empathy (Ex), Trackless Step (Ex), Favored Enemy \square Humanoid (human)(+4 bonus), \square Humanoid (orc)(+2 bonus), Hide in Plain Sight (Ex), Fast Movement (Ex), Primal Scream (Su), Scent (Ex), Endure Elements (Sp), Unfettered Stride (Ex), Spells

Feats Endurance, Power Attack, Improved Bull Rush, Track, Two-Weapon Fighting, Monkey Grip, Shock Trooper, Improved Weapon Familiarity

Skills Hide +19, Jump +20, Knowledge (nature) +12, Listen +16, Move Silently +19, Spot +16, Survival +13

Possessions combat gear plus +4 *leather armor*, +3 *large elven courtblade*, *belt of giant strength*, *skin of the defender*

Animal Companion (Ex): You have selected an owl as your companion.

Wild Empathy (Ex): You can make a check (1d20+2) to improve the attitude of an animal. You must be within 30 feet of it, and it generally takes one minute to perform the action.

Trackless Step (Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.

Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot and Survival checks, as well as weapon damage rolls.

- Humanoid (human) (+4 bonus)
- Humanoid (orc) (+2 bonus)

Hide in Plain Sight (Ex): While in any sort of natural terrain, you can use the Hide skill, even while being observed.

Fast Movement (Ex): Your speed increases by 10 when wearing medium, light or no armor.

Primal Scream (Su): 2 time(s) per day, as a free action, you can induce a state of feral frenzy that lasts for 4 round(s). In this state, you gain +2 bonus to Strength, and +6 bonus to Dexterity. In addition, you gain a bite attack that deals 1d6 points of damage. Plus:

- *Enemies Shaken:* Enemies within 30 feet who fail a Will save (DC 16) are shaken for 7 rounds. This is a sonic, mind-affecting attack. Creatures with more than 12 HD are unaffected.
- *Pounce:* If you charge a foe in the round in which you activate your primal scream, you may make a full attack after the charge.

Scent (Ex): You gain the Scent special quality. You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Endure Elements (Sp): You can use *endure elements* at will (CL 7).

Unfettered Stride (Ex): You can move through bogs, rubble, undergrowth, ice sheets, and natural stone floors without affecting your movement or skill checks.

Spells: You can now cast Ranger spells. Your caster level is 2.

Description

AISLYNN

CR 12

Female wood elf Fighter 1/Scout 6/Order of the Bow Initiate 5

CG Medium elf (humanoid)

Init +6; **Senses** Low-light vision, Listen +5, Spot +10

Languages Common, Elven

AC 21, touch 16, flat-footed 15; Expeditious Dodge (see below)

(+5 Dex, +5 armor, +1 class)

hp 83 (12 HD), evasion

Immune *sleep* spells and effects

Fort +7, **Ref** +16, **Will** +5 (+2 vs. enchantment spells or effects)

Speed 40 ft. /x4

Ranged +3 *composite* (+2) *longbow* +22/+17 Two-handed (1d8+4/20x3) plus 2d6 skirmish plus 3d8 ranged precision

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

Base Atk +9; **Grp** +12

Atk Options skirmish (within 30 ft.), ranged precision (within 30 ft.), close combat shot

Special Actions uncanny dodge, evasion, Expeditious Dodge (+2 to AC after moving 40 ft.)

Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 20 (24), Con 12, Int 8, Wis 10, Cha 8

SQ Battle Fortitude (Ex), Fast Movement (Ex), Flawless Stride (Ex), Trapfinding (Ex), Trackless Step (Ex),

Feats Expeditious Dodge, Greater Weapon Focus (comp. longbow)^B, Manyshot, Point Blank Shot, Precise Shot^B, Rapid Shot^B, Weapon Focus (comp. longbow), Woodland Archer

Skills Craft (bowmaking) +4, Hide +16, Knowledge (religion) +1, Listen +5, Move Silently +15, Search +1, Spot +10, Survival +4, Swim +3, Tumble +10

Possessions combat gear plus arrows (40), +2 *studded leather*, +3 *composite longbow*, *tanglepouch*, *gloves of dexterity* +4, *masterwork composite longbow*

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Close Combat Shot (Ex) At 2nd level, an initiate does not provoke an attack of opportunity when attacking from a threatened square with a ranged weapon.

Fast Movement At 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 damage if the attack hits. The target must be within 30 feet for this attack. Unlike a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the ranged precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The damage dealt by this attack increases by 1d8 every two levels. An initiate can only use this attack with a weapon for which he has taken the Weapon Focus feat.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an additional 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. At 3rd level, a scout gains a +1 competence bonus to Armor Class during

any round in which she moves at least 10 feet. This bonus lasts until the start of her next turn.

Trackless Step (Ex) Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

Description

APPENDIX 5 – ALL APLS

ENCOUNTER 2

UIANE

CR 8

Female glaistig sorcerer 5
CN Medium fey

Init +3; **Senses** low light vision; Listen +10, Spot +9

Languages Common, Elven, Sylvan

AC 23, touch 15, flat-footed 19

(+3 Dex, +4 natural, +2 armor (*mage armor*), +2 *bracers or armor*, +2 *ring of protection*)

hp 67 (11 HD); DR 5/cold iron

Resist cold 10, fire 10

Fort +6, **Ref** +9, **Will** +14

Weakness water symbiosis (see below)

Speed 30 ft. (6 squares), swim 50 ft.

Melee +1 *frost water elemental power dagger* +7 (1d4+1 plus 1d6 cold)

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

Base Atk +5; **Gp** +5

Atk Options blood drain, summon large water elemental (with dagger)

Special Actions beguiling song, spell-like abilities (ex. *suggestion*; DC 22), spells (ex. *charm person* DC 21)

Combat Gear +1 *frost water elemental power dagger*

Sorcerer Spells Known (CL 5th):

2nd (6/day)— *shatter* (DC 19), *Tasha's hideous laughter* (DC 18)

1st (8/day)— *charm person* (DC 21), *disguise*, *mage armor**, *magic missile*

0 (6/day)— *daze* (DC 20), *detect magic*, *ghost sound* (DC 17), *prestigation*, *resistance*, *touch of fatigue* (+5 melee touch, DC 17)

*Already cast

Spell-like Abilities: At will – *dancing lights*, *fog cloud*, *hypnotism* (DC 20), *suggestion* (DC 22); 1/day – *water breathing*. (CL 8)

Abilities Str 10, Dex 16, Con 16, Int 12, Wis 17, Cha 24

SQ water breathing, water symbiosis

Feats Ability Focus (beguiling song), Alertness, Iron Will, Spell Focus (enchantment)

Skills Bluff +21, Concentration +13, Diplomacy +15, Disguise +14 (+16 acting), Escape Artist +10, Hide +6, Intimidate +12, Knowledge (nature) +5, Listen +10, Move Silently +9, Sense Motive +13, Spot +9, Swim +17, Use Rope +3 (+5 w/bindings)

*A glaistig has a +4 racial bonus on Bluff and Sense Motive checks. A glaistig has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it moves in a straight line.

Possessions combat gear plus *veil of allure*, +2 *bracers of armor*, +2 *ring of protection*, *ring of counterspells (lightning)*, *pearl of power* (2nd)

Beguiling Song (Su) Uiane can attempt to beguile creatures with her song. Uiane sings, targeting a single creature it can see within 300 yards of the body of water to which she is linked (see water symbiosis, below). This is a sonic, mind-influencing effect, and the creature must be able to hear the glaistig for it to work. The targeted creature must make a Will saving throw (DC 24). If the save is successful, that creature cannot be affected by that Uiane's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the glaistig, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature gets a second saving throw. If the save is successful, the beguiling effect is broken and that creature cannot be affected by Uiane's song for 24 hours.

A glaistig who desires a companion often moves out of the water and bestows water breathing upon its beguiled victim so it can take him underwater. A beguiled creature takes no actions other than to defend himself. (Thus, a fighter cannot run away or attack, but suffers no defensive penalties.) A beguiled victim who moves within 5 feet of Uiane must make a Will saving throw (DC 24) or be charmed per *charm monster* (caster level 8th). Success means that the character is freed of the beguilement and is immune to Uiane's beguiling song for 24 hours. The beguiling effect continues so long as the glaistig sings. The glaistig does not need to continue to sing to keep a victim charmed.

A glaistig can use its beguiling song both above and below the water. Most glaistigs move into deep water, forcing a beguiled victim to move toward them. If these unlucky creatures fail their second saving throw, they usually drown (see "The Drowning Rule" in the *Dungeon Master's Guide*, pg. 304).

Blood Drain (Ex) A glaistig can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe (or the foe is helpless due to some other means), it drains blood, dealing 1d4 points of Constitution drain each it maintains the bite.

Water Breathing (Ex) A glaistig can breathe either air or water.

Water Symbiosis (Su): Each glaistig is mystically bound to a body of water or a waterway as small as a pond or as large as a lake or river. Although aquatic, a glaistig can move as far as 300 yards from the body of water to which it is bound and breathe normally. If

the glaistig strays farther than that, it must hold its breath or immediately start to suffocate (see "Suffocation", pg. 304 of the *Dungeon Master's Guide*). Once a glaistig has moved beyond the boundary of its connection, it cannot breathe normally until it has immersed itself in its body of water.

Description *A staggeringly beautiful elven-featured maiden, with snow-white hair and eyes the color of a shimmering pool, stands waist-deep in the water. Her sheer dress and hair float around her, and she beckons to you.*

Source glaistig (MM3)

ENCOUNTER 3

VIRIDIOS THE EVERGREEN PRINCE CR 17

Male verdant prince druid 12

NE Medium fey

Init +13; **Senses** Listen +40, Spot +50

Languages Common, Druidic, Elven, Sylvan

AC 34, touch 29, flat-footed 25; Dodge, Mobility (+9 Dex, +10 deflection, +5 natural)

hp 312 (28 HD); DR 10/cold iron

Immune poison

Resist evasion

SR 28

Fort +33, **Ref** +38, **Will** +40

Weakness double damage from cold iron

Speed 40 ft. (8 squares), woodland stride, trackless step

Melee +2 quarterstaff +24 (1d6+7/x2) or +22/+22/+17/+17/+12/+7 (1d6+7/x2)

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

Base Atk +17; **Grp** +22

Combat Gear expended *staff of the woodlands* (acts as +2 quarterstaff and allows wielder to use pass without trace at will), *wand of magic missile* (5th level)

Druid Spells Prepared (CL 16th):

6th—*fire seeds* (DC 23), *greater dispel magic* (1d20+16 versus 11+caster level), *wall of stone*

5th—*cure critical wounds*, *death ward*, *insect plague*, *stoneskin*

4th—*cure serious wounds*, *flame strike* (DC 21), *giant vermin*, *spike stones* (DC 21)

3rd—*dominate animal* (DC 20), *neutralize poison*, *protection from energy*, *poison* (DC 20), *quench*, *wind wall*

2nd—*barkskin* †, *bear's endurance*, *fog cloud*, *heat metal* (DC 19), *lesser restoration*, *warp wood* (DC 19)

1st—*cure light wounds*, *endure elements*, *entangle* (DC 18), *faerie fire* x2, *produce flame*, *speak with animals*

0—*create water*, *detect magic*, *detect poison*, *know direction*, *mending*, *read magic*

Spell-Like Abilities (CL 28th):

At will—*dimension door* (only when starting point and destination are adjacent to a tree or plant creature), *disguise self* (DC 18)

1/day—*baleful polymorph* (DC 22), *call lightning storm* (DC 22), *changestaff*, *cure critical wounds*,

fire seeds (DC 23), *repel metal or stone*, *wall of thorns*

† Already cast

Abilities Str 20, Dex 28, Con 20, Int 16, Wis 24, Cha 30

SQ oath bond, unearthly grace

Feats Dodge, Improved Initiative, Improved Toughness, Improved Two-Weapon Fighting, Improved Mobility, Natural Spell, Practiced Spellcaster, Skill Focus (concentration), Stealthy, Track^B, Two-Weapon Fighting

Skills Appraise +8, Balance +19, Bluff +20, Climb +10, Concentration +41, Diplomacy +19, Escape Artist +14, Gather Information +12, Handle Animal +11, Hide +16, Intimidate +23, Jump +20, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nature) +10, Listen +40, Search +8, Sense Motive +16, Slight of Hand +16, Spellcraft +10, Spot +50, Survival +38, Swim +10, Tumble +23, Use Magic Device +24, Use Rope +9

Possessions combat gear plus *vest of resistance* +5, *ring of freedom of movement*, *periapt of wisdom* +6, *cloak of charisma* +6, *third eye aware*, *heward's handy haversack*, masterwork skill kit (concentration), masterwork skill kit (listen), masterwork skill kit (spot)

Oath Bond (Su) A verdant prince can strike a powerful supernatural bargain with another willing creature. The bargain can be nearly anything, but must involve an exchange of services or goods. A verdant prince can make an oath bond with only one creature at a time. If either party does not hold up its end of the bargain, it takes a -6 penalty to all ability scores and is sickened until the bargain is fulfilled. When a bargain isn't fulfilled, the wronged party becomes immediately aware of the broken oath and gains a constant awareness of the oathbreaker's distance and direction. This awareness does not extend across the boundaries of planes, but it does relate the information that an oathbreaker is not on the same plane. Only death or a wish or miracle spell can end an oath bond before the bargain is fulfilled or negate the penalties that a broken oath bond imposes. When the oath bond is negated by death or magic, the other party becomes aware that the oath was ended or suppressed but not how or where.

Unearthly Grace (Su) A verdant prince adds its Charisma modifier as a bonus on saving throws, and as a deflection bonus to Armor Class. Included above.

Woodland Stride (Ex) Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex) Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wildshape (Su) See the Player's Handbook p.37.

Resist Nature's Lure (Ex) Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, pixies, and sprites).

Venom Immunity (Ex) At 9th level, a druid gains immunity to all poisons.

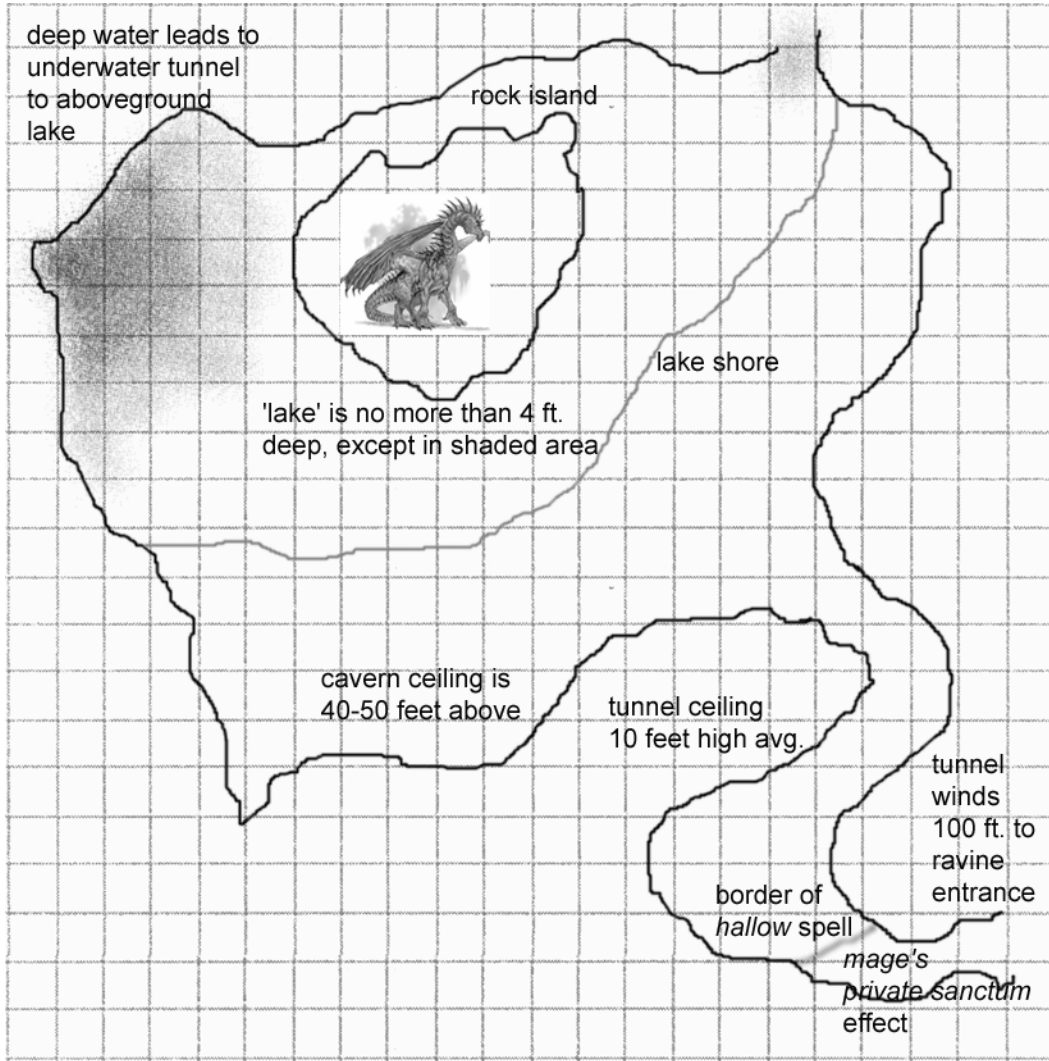
Description

Source verdant prince (MM4)

DM AID: MAP #1 – MAP OF GEOFF HEARTLAND



DM AID: MAP #2 – DRAGON'S LAIR



DM AID: OYTWOOD FOREST TERRAIN

The following Oytwood terrain rules are based upon the rules for Forest Terrain in the *Dungeon Master's Guide* pg. 87.

Forest Terrain

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

Trees in the Oytwood

20% of the Oytwood has massive trees (which take up a 5' x 5' space).

50 % of the Oytwood surface is covered trees, which have the following effect on combat. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth

50% of the Oytwood forest floor is covered in light undergrowth. Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy

The Oytwood forest canopy begins 30 feet from the ground. It's common for the elves to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. Creatures on platforms or branches in a forest canopy are considered to have cover (+4 AC) when fighting creatures on the ground, and in medium or dense forest areas they have concealment (20% miss chance) as well.

Other Forest Terrain Elements

Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in the Oytwood Forest

In the Oytwood forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 100 feet. Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible. The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

Climbing a tree is DC 15 at $\frac{1}{4}$ normal speed.

Accelerated Climbing: DC 20 to move at $\frac{1}{2}$ speed. Each move action requires another Climb check.

Moving through branches in trees requires a DC 20 Balance check to move at half normal speed as a move action.

Accelerated movement while balancing requires a DC 25 Balance check to move at normal speed as a move action.

A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. A character that has fallen can attempt a DC 20 Reflex save to grab onto a branch and arrest their fall. Failure means they plummet to the ground and take 1d6 for every 10 feet of the fall, plus 1d6 damage every 40 feet of the fall from hitting branches on the way down.

If a character survives a fall of 50 feet or more, they must make a Fortitude save DC 20 + 1 for every 10 feet beyond 50 feet or be stunned for 2d4 rounds.

DM AID: THE *TEAR OF CORELLON*

Lore

Characters who have ranks in Knowledge (religion) or have the bardic knowledge ability can learn the following lore about the *Tear of Corellon*. Elves and half-elves can make a check even if they do not have the proper skill and receive a +5 bonus. Elves from the Oytwood receive a +10 to the check, and members of the Cabal of Sages receive a +20 to the check:

DC 15: The elven legends say that when the world was created, before the First War, the wiser gods banded together and called themselves the Seldarine, or Brothers and Sisters of the Woods. They used their power to emulate the grandeur of their celestial home of Arvandor by covering the barren lands of the new world with lush forests, tall grasses, flowers of incredible beauty and animals of every kind.

As the legend goes, the forests were created when Corellon Larethian carved pieces from the Great Tree and 'planted' the splinters into the ground throughout the new world. The pieces took root and these roots spread for miles over millenia, covering the land in forests of tall evergreens and stout hardwoods. Over time, the splinters of the Great Tree petrified, and the elements wore their surfaces smooth, so that they eventually looked as monoliths of purple stone. The homes of the elves thusly sprang up around the Hearts of the Forest, the high elves in the Hornwood, and the gray elves and wood elves in the Dim Forest. Each forest had it's own Heart, and each was imbued with the primal energy of the Great Tree and the Preserver's will.

In the early times, the Oytwood did not exist. It was once a part of the expansive Dim Forest, until the Great Tragedy. The cause and nature of this calamity is lost to history, but its impact was so great and so violent that it rent the Dim forest in two pieces, and displaced the elves of the Dim. Indeed, Corellon was so moved by the tragedy, that he shed a tear for his ousted children. The gray and wood elves did not have a Heart for their new forest, but they had Corellon's Tear. As long as the Tear endures in the Oytwood, it imbues the forest with a magical life-sustaining energy. Because of its origin, the Tear works differently than the Hearts of the Forests, and the gray elves claim it is the reason that they became the most magically inclined of Corellon's children.

DC 20: The *Tear of Corellon* is a magical, nearly fist-sized ice-blue crystal harder and more brilliant than the brightest diamond, and contained in a filigree cage of the purest gold. The seven-dozen members of the Weeping Council of the Oytwood act as caretakers for the *Tear of Corellon*, assigning a cleric of Corellon from one of the clans as it's steward once every generation.

As long as the Tear is in the Oytwood, the trees in the Oytwood grow to unusually large sizes, and bear enormous fruit. Also, while any elf born within the Oytwood is within 100 feet of the *Tear of Corellon*, that elf is immune to the influence of any enchantment effect.

DM AID: NEW RULES

NEW ITEMS

Bracers of Blinding Strike (Magic Item Compendium)

These bracers grant you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

When you do activate the bracers, you can make one additional attack with any weapon you are holding, as long as you have already used the full attack action during the turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants an extra attack when making a full attack, such as the RApid Shot feat, speed weapon, or haste spell. Can be used 3 times per day.

Strong transmutation; CL 12th; Craft Wondrous Item, *haste*, possession of a piece of the set; Price 5,000 gp; Weight 1 lb.

Bracers of Lightning (Magic Item Compendium)

These bracers allow you to charge your melee and ranged weapon attacks with electricity. When you activate the bracers, they visibly crackle with electricity for 1 round. During this time, your melee and ranged attacks gain the shock property (DMG 225). Even your melee touch attacks deal this extra electricity damage. A druid can activate this item while in wild shape.

Faint evocation; CL 5th; Craft Wondrous Item, *call lightning*, possession of a piece of the set; Price 11,000 gp; Weight 1 lb.

Gloves of Agile Striking (Magic Item Compendium)

These gloves grant you brief bursts of impressive dexterity in combat. When you activate the gloves, you deal an extra 1d6 points of damage with ranged weapons and light weapons. If you are delivering a skirmish attack, this bonus improves to 2d6. This effect lasts one round. The ability functions twice a day.

Moderate transmutation; CL 9th; Craft Wondrous Item, *owl's wisdom*, *true strike*; Price 2,200 gp; Weight --.

Icy Surge (weapon special ability) (Dungeon Master's Guide 2)

An icy surge weapon emits bursts of dangerous freezing cold at its wielder's command, delivering a deadly magical chill to foes. Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack. On a successful melee attack, the wielder causes the weapon to emit a burst of deadly chill, which deals an extra 2d6 points of cold damage to the target. This cold aura does not harm the wielder. This ability is usable a number of times per day equal to the wielder's Charisma bonus.

Moderate evocation; CL 5th; Craft Magic Arms & Armor plus *chill metal* or *ice storm*; Price +2,000gp. Weight --

Shadowstrike (weapon special ability) (Magic Item Compendium)

A shadowstrike weapon can reach through your own shadow to catch foes off guard. Once per day, you can activate the property to add 5 feet to the weapon's reach for a single attack. The target is denied its Dexterity bonus to AC for this attack.

Strong illusion; CL 15th; Craft Magic Arms & Armor, *shadow conjuration*; Price +5,000 gp; Weight --.

Skin of the Defender (Magic Item Compendium)

This skin continually grants a +4 enhancement bonus to your natural armor bonus. Faint transmutation; CL 5th; Craft Wondrous Item, *barkskin* or *thicken skin*; Price 32,000gp; Weight 2 lbs.

Tanglepatch (Magic Item Compendium)

To use a tanglepatch, you must throw it (it can be thrown up to 50 ft). When it lands, it creates an entangle effect (as the spell) centered on the point of impact, with a duration of 5 rounds. Once activated, a tanglepatch is expended and cannot be used again.

Faint transmutation; CL 3rd; Craft Wondrous Item, *entangle*; Price 200 gp; Weight 1 lb.

Thorn Pouch (Magic Item Compendium)

This item allows you to bring forth several types of magical plant effects for offensive and defensive purposes. A pouch has 5 charges, which are renewed each day at dawn. Spending 1 or more charges when you place your hand within the bag allows you to draw forth a single thorn that has one of the following effects:

- 1 charge: *Entangle*
- 3 charges: *Spike growth*.
- 5 charges: *Wall of thorns*.

To use a thorn after drawing it forth, you drop it into your own space or any adjacent square (a free action). After 1 round, the thorn produces the desired effect. If you don't drop a thorn within 1 round after drawing it, it disappears with no effect.

Moderate conjuration; CL 9th; Craft Wondrous Item; *entangle*, *spike growth*, *wall of thorns*; Price 4,400 gp; Weight 1 lb.

True Strike Gauntlets (Magic Item Compendium)

When you activate true strike gauntlets, as a standard action (command), you gain a +20 insight bonus on the next attack you make before the end of your next turn. This ability functions once per day.

Faint divination; CL 5th; Craft Wondrous Item, *true strike*; Price 3,500 gp; Weight --.

Vanguard Treads (Magic Item Compendium)

These boots provide you with superior traction and stability, which in turn provide the following effects:

- Can move through difficult terrain (rubble, undergrowth, steep slopes, stairs or snow) at normal speed and without suffering other impairment;
- Unaffected by slippery ice, wet stones or other traction-challenging surfaces;
- Gain a +8 bonus on attempts to resist bull rushes and a +4 bonus on grapple checks to resist grapple attempts that would move you into another square.

Areas that have been magically manipulated (entangle spells, etc) still affect you, as do water, quicksand and other nonsolid surfaces. You still have to slow down for narrow paths requiring Balance checks and surfaces steep enough to require Climb checks. If the terrain deals damage, you still take that damage. The unique spikes & treads on the soles of these boots leave a distinctive trail and anyone following gains a +10 circumstance bonus on Survival and Search tracks made to track you.

Faint transmutation; CL 3rd; Craft Wondrous Item, *spider climb*, Price 3,100gp; Weight 2 lbs. New
Spells

