

HIG3-02

FACE OF A THOUSAND SCARS

A ONE-ROUND D&D LIVING GREYHAWK®
HIGHFOLK REGIONAL ADVENTURE

Version 1.0

by **Andrea Paulinski**

Reviewed by Jason Bulmahn

Who said that adventuring would never be complicated? A mysterious woman needs your help, and only a brave adventurer such as yourself can do that for her. But danger lurks always over yonder. An adventure for characters of level 4 through 14.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the

current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five

1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them,

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	

and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE SUMMARY AND BACKGROUND

It has been 122 years since Kaven, a powerful wizard (and aspiring Boneheart) in the service of Iuz from Izlen, had begotten two children of the poor Lavinia Contessa of Clan Fereyth. The elder twin, Ryndilee, has had her ups and downs. Once controlled by her father, she almost became the leader of one of his great armies. That is, until her twin Sakilyn interfered and took her under the foster care of Clan Lleyluna, where the girl forgot about her previous life. Time and time again, Ryndilee walked on the thin line of good and evil, and has decided that with the help of her lover, the half-fiend Tezrik, she would flee from the clutches of her father to the Lendore Isles.

The bride of Clan Fereyth is amazingly still alive. Burein, a cleric of Iuz under Kaven's service, was jealous of his love for Lavinia, and found it best to resurrect and torture her for a while. Once she was through with her plaything, she discarded the poor elf only to have the temple to Norebo find her and take her in. For years she has been kept in secrecy in the temple, until one noble cleric – Wentland – decided to solve the mystery that was this elf, only to fall prey to some goblinoids in the middle of his search (HIG1-11 *Gnome's Affair*). After some adventurers found his body, he was raised. Only now does he have the opportunity to call those adventurers again to his aid.

While searching for his missing daughter, Kaven also tires of the fools he's gathered that is the True Elven Order (HIG1-03 *Of Elven Make*). He no longer has any use for them as their Elder, as FMA has all the elven weapons he needs, and therefore sends one of his three minions, Jarn, to deal with them. This is Jarn's final chance for redemption, having failed in bringing him the twenty elven children by the double-spy Sarindina's meddling (*Summer Blues* Highfolk interactive). He goes to the small encampment of the Order to destroy them.

Melia (HIG2-02 *Eyes in the Dark*) has found a way to cripple Kaven so that she may destroy him. He needs to keep a careful eye on his three minions – Jarn, Burein and Galeset – because they know too much. She has found the locations of each of the minions, and calls upon the PCs to join her in Quaalsten for such an attack against Kaven. Though little does she know that other groups have contacted them for other purposes: Wentland for further investigations, Clan Lleyluna for their missing member, and the Stonehouse Adventuring Company has been informed that one of their members is a spy.

The heroes meet up on their journey to Quaalsten/Verbeeg Hill, only to be waylaid by a small problem. A camp is being attacked by demons, and it is

the camp of the True Elven Order. After dispatching the demons and Jarn, they find more information about the Elder and his wishes to go to the temple of Norebo in Verbeeg Hill to get "the woman" (Lavinia).

On the way there, they encounter a disguised Ryndilee and Tezrik, who are on the run from Kaven's mob. They attempt to flee while the PCs are busy.

In Verbeeg Hill, the woman of a thousand scars, Lavinia, reminisces about her daughters. One of her daughters is there – Sakilyn – who gives them more information on where to find Kaven to destroy him.

In Quaalsten, Melia is waiting with a man named Serin (Mordenkainen Jr. from HIG1-03 *Of Elven Make*). She has found the weakness of the man they must destroy – his servants – and gives them a choice of who to fight. Galeset is a weakling (lower level PCs) while Burein is more powerful. Galeset works the lower district of Highfolk, slitting throats and intimidating people for information. Burein, on the other hand, lives in a mansion. The PCs are teleported to each location they've last been seen via Serin.

Once destroyed or captured, Kaven either mocks (Galeset) or comes to them for a final battle (Burein). After all is said and done, the PCs are thanked for their performance.

INTRODUCTION

Before starting the scenario, ask the players for the following information. They receive different handouts based on who they are and what scenarios they have played.

- Characters who are members of Clan Lleyluna or Moonbow get **Handout 1**. This details a bit of the history of Clan Fereyth's demise.
- Characters who are members of the Stonehouse Adventuring Company get **Handout 2**. Kaven has sent this letter as a "warning" that one of their members is, in fact, a spy.
- Characters that have played HIG1-11 *A Gnome's Affair* receive a letter from Wentland (**Handout 3**) asking for them to come to Verbeeg Hill.
- All characters receive a letter from Melia (**Handout 4**). She has heard of the hero's prowess, and wishes to use several able-bodied adventurers in her quest to destroy her enemy.
- Characters who met and befriended Dloby Bile in *Eyes in the Dark* receive **Handout 5**. Their lives are now in extra danger, as Kaven has been watching them. While nothing particularly bad happens to them in the adventure, the DM should keep them on their feet and scare them.

Throughout the adventure, an Intelligence check (DC 15) lets the PCs know that they are being watched – always. This is especially true of the PCs who befriended Dloby Bile.

Once the players are ready and understand their missions, you may begin.

The cold bitter wind from the north still bites your skin as you travel along the road. At a crossway some distance back, you came across some other travelers, and the group of you has traveled together since then.

Allow the PCs to introduce themselves if they do not know each other already.

The sun is now starting to set. The dark purple clouds tease that it is going to rain soon. A crack of lightning flashes and hits a tree several hundred yards off, but that is not the only sound you hear. Gathering your wits, you see a young disheveled half-elven woman running towards your group. She trips and falls to the ground, skinning her knee, but that does not deter her from her goal.

“P-please... my group... is under attack!” She points off the path to the left. “Please save them...” Her eyes close, and she falls limp to the ground.

Characters who have played HIG1-03 *Of Elven Make* recognize the girl as **Rosianna Dellenfall** (female elf Rog3). Her small group is the True Elven Order, who is being attacked by Jarn and his group 100 feet away.

She is not dead, only fainted from the trauma. When the PCs move on, proceed to Encounter One.

ENCOUNTER ONE: TRUE ELVEN ORDER

Another bolt of lightning flashes before your eyes, illuminating the scene before you. Locked in combat are several elves with creatures from beyond this realm. The elves appear to be on the losing side of the battle. A fat middle-aged man laughs raucously at their folly. “Yes, my pets! Kill! Kill them all!! And then we shall go to Verbeeg Hill for the woman!!”

Jarn has brought with him several demons to deal with the True Elven Order. When the PCs make themselves known, he appears to be apathetic to their presence. He believes that his pets can handle this pesky little problem.

APL 6 (EL 7)

☛ Jarn; hp 49 (33); See Appendix 1.

APL 8 (EL 9)

☛ Jarn; hp 49 (33); See Appendix 1.

☛ Dretch (2); hp 9; See *Monster Manual* p. 43.

APL 10 (EL 11)

☛ Jarn; hp 61 (41); See Appendix 1.

☛ Quasit (3); hp 13; See *Monster Manual* p. 43.

APL 12 (EL 13)

☛ Jarn; hp 73 (49); See Appendix 1.

☛ Quasit (3); hp 12; See *Monster Manual* p. 43.

Once the problem is solved or during the fight, PCs who have played HIG1-03 *Of Elven Make* recognize the man who got away: Brennen.

The remaining grey-cloaked elves cast sideways glances at their fallen companions. One of them looks slightly different than his friends. His skin is tanner, and he glares silently at the rest of you. The others appear to be thankful that they are alive, and with careful steps start gathering their friends' bodies.

Questioning Brennen

☛ Who are you?

“Brennen Daen, the supposed ‘Prophet’ of this clan. Though, I don’t even know anymore.” He spits at the ground in disgust.

☛ What do you mean by ‘Prophet’?

“Long ago, a man appeared to me and called himself the ‘Elder’. He said he had a vision to bring the elves together and take back Highfolk for the elves. And so, I formed our clan.”

☛ What is ‘this clan’?

“We called ourselves the True Elven Order, crusaders for the rights of the elves of Highfolk and cousins to the almighty grugach of the Vesve. But we are an order no more. Not since...” He trails off.

☛ Not since?

“There have been many accidents and many disputes. Accidents caused by carelessness, disputes caused by who should lead and what our ideals were. I believe these were all planned by our ‘great’ Elder.”

☛ Who is the ‘Elder’?

“A man of many faces! He promised us freedom, but in turn used us for his own gain! If I find him again, I will destroy him.” Brennen’s face turns into an ugly sneer. “The fat human had a name for him. Kaven.”

- What happened here?
"The Elder and the fat man appeared out of nowhere. Many of my people fled into the woods, some were not so lucky. The Elder said 'Thank you for the weapons, my kind fools. You have served me greatly. Now die.' His image disappeared as if he was never there, and the fat man started casting his spell."
- Who is "the woman"?
"I do not know who he is speaking of."
- What happened to Elifin and his father?
"They returned to us, but have gone into the Vesve forest to be at peace with themselves."
- Are you a grugach?
He nods.

Should he be confronted with his past crimes, he makes no fuss about them. He only vows to kill the Elder for betraying him. To do that would ease his spirit, and that is all he asks.

🧝 **Brennen, male grugach elf Rog6/Ftr4:** See Appendix 1: NPCs.

Questioning Jarn

After being beaten again, Jarn is quite liberal with his information. After failing his master a second (and final) time, he has decided that helping them would help keep his hide intact. If such a miracle as killing off Kaven could occur, he feels he can always backstab the PCs later on when the need arises.

He gives the PCs the following information:

- His name is Jarn. He was originally hired in 591 to kidnap and deliver 20 elven children to a man. For what reason, he doesn't know.
- After failing that, he found himself hounded by his employer, and is now paying his debt by serving him.
- His employer's name is Kaven, a wizard in league with Iuz, who is stationed somewhere in Izlen. He is not sure of his exact location.
- His employer has two other lackeys: Burein and Galeset. He does not know their locations, nor has ever contacted them. Jarn prefers to work alone.
- "The woman" he is searching for is Kaven's bride, who he believed dead. She is being held in the Smiling Halls of Good Fortune (temple of Norebo) in Verbeeg Hill, and she was to be brought to him in the Old Skull Tavern in Highfolk.
- Lavinia may have some special power. Kaven was VERY interested in retrieving her, and that could only spell trouble.

- He finds that death by the PCs is much more comfortable than death by the hands of Kaven. He just wants to go back home to Nyron and live comfortably with his family again. (His family is a lie, but the rest is true.)

The PCs now need to make a choice, based on their goals for this adventure. Some may still want to go to Qualsten to meet Melia, while others want to go to Verbeeg Hill. Encounter Two only happens for the PCs who wish to go to Verbeeg Hill to investigate the woman that Jarn mentions. If the PCs decide to go straight to Melia, go to Encounter Four.

ENCOUNTER TWO: CHASED

Whoever or whatever this woman is, you decide to quickly go to Verbeeg Hill to find out. The rain is pouring in sheets now, and has not let up for the past two hours. Just as you take another step, two figures up ahead catch your attention. Both dressed in cloaks, you cannot make out what they are. They are running straight for you. You notice behind them that they are being chased! The runners pay you no heed, still trying to outrun their capturers.

Ryndilee and Tezrik – Kaven's daughter and her lover, and former heads of his forces - are on the run from Kaven's forces. They attempt to run past the PCs as they are busy with their assailants.

APL 6 (EL 5)

👉 **Assailants (4);** hp 11; See Appendix 1.

APL 8 (EL 7)

👉 **Assailants (4);** hp 32; See Appendix 1.

APL 10 (EL 9)

👉 **Assailants (4);** hp 50; See Appendix 1.

APL 12 (EL 11)

👉 **Assailants (4);** hp 68; See Appendix 1.

Questioning the Attackers

The assailants try to be very good with their bluffing. Kaven has made sure to only send out the humans for this mission, in case they get caught. Sending an orc or goblin would arise some suspicion.

- Why are you chasing them?
"They stole our money and murdered our women and children!!" (lie)
- Who are they?

"Thieves! Murderers! We must take them back to town!!" (lie and truth – They need to be taken back to town so Kaven can deal with them personally.)

- Who did they murder/What did they steal?
"These two are agents of Old Wicked, I'm sure of it. One of them even has a tattoo of a skull on her right shoulder, and another is the spawn of demons. They tried to kill us! Murderers!" (They never tried to kill them, but the rest is true. The agents of Iuz comment is formerly true.)

Questioning the Escapees

Ryndilee and Tezrik try to escape, stopping at nothing to get to their goal of the Lendore Isles, save for actually killing the PCs. Should the PCs get off-track and track down the two, it takes extra time to do so (1 extra TU).

Tezrik answers all of the questions. Kaven has cast a *geas* on Ryndilee that she cannot speak until she returns to him.

The tall bulky figure stands protectively in front of his smaller charge. His back is extremely bulky, as if he is hiding something under his cloak. The smaller one coughs and shakes, but does not say a word.

- Who are you?
"My name is Tezrik, and this is Ryndilee."
- Who are the people you are escaping from?
"Agents of her father, Kaven."
- Who is Kaven?
"He is a powerful wizard in service to the Old One. We are trying to escape from him."
- Are you really agents of Iuz?
He shakes his head. (He does not wish to answer yes or no to the question. They were once agents, but not anymore.)
- Why can't she speak? What's wrong with her?
"Her father cast a spell on her. A geas. She cannot speak until she comes to him."
- Where are you going?
"If I tell you, he will find us. It is better to keep things a secret." (He does not wish her father to sry on them, or find out their location by any other means.)
- What are you hiding under your cloak?
At this question, he frowns deeply and rubs the back of his head. "Do you really wish to know?"
- If yes, continue: ***He sighs and calmly unfastens the cloak and places it around the girl's shoulders. Two large bat wings fan out of his back, and he looks at you plainly. "Is that better?"***
- Are you a half-fiend?

"Yes, and no." (He was born a half-fiend, but his alignment is not evil.)

- Why are you with the girl?
"I'm protecting her. That's what lovers do."

If they mention anything about going back to Highfolk:

"It'd be best if we don't," he says quickly. "If we go back, we will be captured, plain and simple. We MUST go to our destination, or we both are lost."

He doesn't explain why, simply that they must be let go. Obviously letting a half-fiend go on his merry way is not something many PCs would do. If he must, he does anything he can do to protect Ryndilee and get her away, including fighting the PCs to subdual. Ryndilee is far too sick with the *geas* spell to put up any type of fight. However, if the PCs let them go, Tezrik is extremely grateful and thanks them profusely.

If the heroes decide to let them go upon their way, Tezrik gives the heroes a small bat pin as a token of thanks for their understanding. See the **Treasure Summary** for details on the *pin of the fiend-bat*.

☞ **Ryndilee, female elf Rog6/Ftr1;** See Appendix 1: NPCs.

☞ **Tezrik, male half-fiend Rog8;** See Appendix 1: NPCs.

After dealing with Ryndilee and Tezrik, the PCs can proceed to Encounter Three and Verbeeg Hill.

ENCOUNTER THREE: THE BRIDE

The rest of the journey is a cold and dreary one. The rain has stopped, only to be replaced by a light snow. The only welcoming scent is the eel jelly that permeates from the town of Verbeeg Hill as you draw nearer to it. The people in town nod at your presence, some echoing the weather, others far warmer.

Inside the Smiling Halls of Good Fortune, a cleric paces unsteadily, arms folded across his chest in extreme panic. He is muttering to himself, ignoring all the stares and questioning looks of the other priests.

Upon your arrival, he instantly looks up in shock and smiles. "Oh, thank goodness you've arrived! You... are the people I sent for, right?"

If the PCs affirm this, or if they ask about the woman, continue:

"Oh good! Very good! Right this way!" He starts to rush towards the back, then stops and turns. "Oh, my name is Wentland. Wentland Bestbrook. You are?"

He seems to be very nervous during introductions, not even affirming that the PCs are the right people he is looking for.

Wentland opens the door and motions for you to enter. Sitting upon a chair is a thin elven woman, hunched over and rocking back and forth. Another elf with short brunette hair is kneeling besides her, speaking in soft whispers. As you approach, the scars on the elder woman's face and body become clearly visible. She continues to rock, unaware of anyone's presence. Wentland stands beside her, his hands clenched together in silent prayer.

The other elf stands and regards your group with a polite nod. "I trust you're here for a reason?"

"They came on my behalf, Sakilyn."

"Ah..." But she still looks at you, awaiting an answer.

Wentland interrupts the brief silence. "Yes, well, in any case. Perhaps I should start."

- The Smiling Halls of Good Fortune found this woman half-dead about seventy-five years ago. They have since taken her in and kept her a secret from the public.
- Ever since Wentland became a priest, he found out about this secret and became quite interested in her.
- Since then, he has discovered that there is some link between this woman, Clan Fereyth and a man named Kaven.
- In 591, he sought out all of the other clans to gain more information and started writing his observations. He had learned that Kaven was a dangerous man, and he was on his way to Flameflower to warn them when he was waylaid by goblinoids.
- Some adventurers rescued him and brought him back to the temple, where he was raised. Since then, he has not had time to learn more, until now.
- The young woman beside him is a girl named Sakilyn, who has also taken an interest in her.

"I am most interested in this woman," Wentland says after awhile, "but it appears that she is not very safe here. That is, not until this threat is dealt with. You see, I believe she has a strange power, one that could be helpful for us in the future. But for the moment, we must get her to safety, or deal with the threat firsthand. Miss

Sakilyn tells me that Kaven is interested in getting his hands on her, and I know that would be bad, very bad. I would like it very much if you could please take her to a safer location and deal with this threat. Or just take her somewhere safe. That too would be very nice. Very nice indeed."

Questioning Sakilyn

- Who are you?
"My name is Sakilyn, and I know this woman personally. It's best to keep it at that." (She is Lavinia's daughter and Ryndilee's twin sister.)
- Who is she?
"Her name is Lavinia Contessa, and she was once the most beautiful woman of all of the Clan Fereyth. But she was taken and never heard from again."
- Why is she scarred?
"She's been through a lot of trauma. I'm not sure what happened to her, but it's best to just not ask."
- Who is Kaven?
"He is a powerful evil wizard, who destroyed Clan Fereyth a long time ago. Kaven is a very dangerous man who MUST be dealt with. He is commonly called the 'Scourge'."
- Where should we take her?
"Keep her identity secret, disguise her, and take her somewhere out of Highfolk. I would do it myself, but I'm needed elsewhere."
- Where are you needed?
"Believe me, you'd rather not know."

Questioning Lavinia

Lavinia does not talk to anyone from a distance, but once someone approaches her:

"My scars are a tribute to each child that was lost, to each tragedy that has been made, to each soul that has been taken. I will soon make another scar, for my child is lost to me."

After Lavinia's emotional trauma with losing her children and her life, she has gone into a semi-insane state. Every scar she has made on her body (and there are many) is a tribute to each tragedy that Highfolk has ever faced. Her child she mentions is Ryndilee, for she believes that her daughter will finally succumb to the evil that is inside her, and become what her father envisioned her as: an assassin.

The PCs can choose to end the adventure here, taking Lavinia to a safer location. If they decide to take

her out of the Highfolk region, be sure to charge one extra TU. Melia will still be in Quaalsten awaiting the PCs no matter what, though she is far more aggravated that they have taken their time.

After dealing with Lavinia, the PCs may proceed to Melia in Quaalsten. (Encounter 4)

ENCOUNTER FOUR: AMBUSH

The weather remains cool and uncomfortable. Despite the warm mug of tea that Wentland gave you before you left for your next destination, it seems to not have helped any. Days pass uneventfully, and when you finally almost pass out from the boredom, the tree town of Quaalsten comes into view. With some sort of elation, you press on.

You enter the Feather's Fall Inn, and look about. An elven woman wearing browns and greens sits at a table all to herself. No one else is around, save for the bartender, who looks upon you coolly as you enter. The look on the woman's face when you arrive at the Inn is that of relief and of anguish. She warmly regards you all, and offers each of you a seat. "Glad you could make it. I'll try to keep this as simple as I can.

"For those of you who don't know me, my name is Melia, and I am a former Knight of the High Forest.

I have a small problem with elven enchanters who aspire to be Bonehearts. Ever since my run-in with Kaven back in Crystal Spring, I have been trying to find a way to bring him down. I believe I have found that way. The man has three subordinates: two men named Jarn and Galeset and a woman named Burein. All three hide out in Highfolk, doing his bidding. The beautiful thing is that he's bound to them. If something should happen to them, he's been ordered to deal with the matter personally. Root out his lackeys, and he shall land in the palm of our hands. What do you say?"

- What can you tell me of Galeset?
"Galeset is a common thief and murderer, found in the lowest places of Highfolk. He is much weaker than Burein is."
- What can you tell me of Burein?
"She is a cleric, one of Kaven's many love interests." She shudders at this thought, and then continues slowly. "Lives in the uptown district, and very powerful. Only a skilled team should go there."
- How did you find this information?
"I have friends in high places. Gathering information is a worthy skill."

- Where will you be during this?
"While you will be dealing with one, I'll be dealing with the other. This way, Kaven will most surely come to us, and then we can destroy him."
- What can you tell me of Kaven?
"He is a clever enchanter, a worshipper of Iuz, who used me not too long ago for his amusement."
- Why are you so set on killing Kaven?
"He is far too dangerous to live."

To APLs 6-8:

"I would suggest Galeset for you. No offense, but Burein is a very powerful foe, and I would not have you sacrificing yourselves needlessly for this."

To APLs 10-12:

"Burein is a worthy opponent, but a deadly one. I will understand if you choose Galeset over her. I think I'll be able to handle her."

As soon as the PCs agree:

"Oh, thank you." Melia smiles sincerely. "You don't know how much this means to me. Serin."

At this, a young elven man steps into the bar and bows politely. "I'm Serin." He grins. "Your friendly wayfarer service. Here to teleport you to your destination."

PCs who have played HIG1-03 *Of Elven Make* may make a Spot check (DC 20) to recognize him as Mordenkainen Jr., one of the entertainers from the Brewfest celebration in 591 CY. He smiles particularly at any PC who owns one of his *dull gray ioun stones* (a certificate from that adventure), and says to them:

"Come to me later, after you're through. I'll be waiting in the Old Skull Tavern for you."

Serin *mass teleports* the PCs to the location of the thug they've chosen.

☛ **Melia, female elf Rgr5/Rog3:** See Appendix 1: NPCs.
☛ **Serin: Male human Wiz10/Rog4:** See Appendix 1: NPCs.

The next encounter is the attack on Kaven's right-hands.

ENCOUNTER FIVE: ATTACK

ATTACKING GALESET

The shimmering light fades and you find yourselves in the Warehouse District. The place is empty and dirty. A rat skitters past your feet and ducks into a nearby alleyway.

Have the PCs make a Listen check (DC 10). Galeset has found a victim to pawn off of.

"Just a little money, honey. And some food. Galeset is hungryyyyy." The screechy voice of a male is heard off in the alleyway a few feet to your left.

Galeset is twenty feet away from the heroes in a dark alleyway.

A strange looking man hisses as he places the blade of a dagger to a frightened elven woman's throat. "I haven't eaten in days, is all. I need money..."

If the PCs approach, he is startled and threatens them with the death of the woman. However, he is more concerned with his own life than anything else. Should it come to a battle, he begs for it after losing 75% of his hit points.

APL 6 (EL 8)

☛ Galeset, male human Brb8: hp 85; see Appendix I.

APL 8 (EL 10)

☛ Galeset, male human Brb10: hp 105; see Appendix I.

- ☛ Who are you?
"Galeset!" he almost croaks in reply. "My name is Galeset! I am a thief! A simple thief is all!"
- ☛ Oh really?
"I may have had a few run-ins with bad people, but not intentionally! No, not me! I'm so sweet and innocent and pure as snow, I am!"
- ☛ What were you going to do to that woman?
"All I was doing was giving back her purse! She dropped it while she was walking. I'm a nice man, that I am."
- ☛ Where is Kaven?
"K-kaven? You know of him? Well, I've only heard rumors of his mighty existence, but, uh, I have no idea where he lives. Honest!"

Galeset honestly has no idea where Kaven is. The other statements are obviously lies.

The woman, an elven maiden by the name of Faef, was exploring the streets when Galeset nabbed her. That is all she has to tell.

When all is said and done, a *magic mouth* cast by Kaven appears:

"Well done. I have no such use for him anyway." There is a twinge of regret in his voice, like a mighty blow has been struck, though he does his best to hide it.

Proceed with the Conclusion.

ATTACKING BUREIN

The shimmering of the portal ends, and you stand in a city block. The houses here in the Elven District of Highfolk are mostly perched atop trees, but there is one mansion on the ground that catches your attention.

Scoping the area finds no one around.

The door is slightly ajar, as if the hosts of the house are here to welcome you in.

The mansion is 100' by 100', and there are two stories. The "throne" is located on the second floor against the back wall, with two staircases on each side of the floor. Two rooms are located on each side of each floor, but there is nothing in them. There is also a back door, but it requires an Open Lock (DC 20) to open.

Upon entering the front door, continue. If the PCs make it through the back door, modify the text a bit:

A beautiful elven woman sits on a velvet chair with her legs crossed. Dangling from her neck is a holy symbol of a skull. Several armed men are surrounding her, ready for battle. But she holds up a hand and smiles serenely.

"Welcome to my household. Kaven told me you would be coming. That little wench of his, Melia, still does not realize that she's being watched.

"I DO suggest you leave before things get ugly around here. I wouldn't want to scar any more pretty faces." The smile on her face turns into pure sadistic pleasure, and she licks her lips. "Would you?"

Burein does not give up her freedom without a fight. Her guards do her best to protect her.

APL 10 (EL 12)

☛ Burein, female elf Clr11: hp 102; see Appendix I.

☛ Fighters, male human Ftr3 (3): hp 31; see Appendix I.

If the characters are APL 12, when they come upon Burein and her guards, immediately go to Encounter 6 before the fight begins.

ENCOUNTER SIX: KAVEN

The air shimmers around you as it did when you first came here, and out of the portal steps an elven man. He is dressed in deep purple silks and satin, and he wears a twisted smile on his face.

"I thought better of you, Burein," he sighs and bows to your group with a flourish. The female cleric disappears in a puff of acrid smoke; only her guards remain. "You came here looking for me - looking for a fight - and now you have it."

Kaven wants only revenge upon the heroes for their meddling in his affairs. If he is very close to defeat, he attempts to *teleport* away, back to the lands of Iuz.

ALL APLs (EL 15)

☛ Kaven, male wood elf WIZ15 (Enc): hp 91; see Appendix I.

Tactics:

Round 1 - *haste, darkness*

Round 2 - *Otiluke's greater dispelling screen*, chained *dominate person* targeting fighter-type initially

Round 3 - *globe of invulnerability, feeblemind* arcane spell caster

Round 4 - *geas/quest* rogue "Lay upon the ground and do absolutely nothing" or *feeblemind* arcane spell caster, *insanity* fighter type

Round 5 - chained *hold person, dispel magic* fighter type or archer type

If the PCs capture him, he still refuses to speak with them.

CONCLUSION

MELIA (PCS ATTACK GALESET)

It is a week later when you receive a note from Melia asking you to meet her in the Leaping Deer of Highfolk. She greets you in low spirits. "Well, my friends, luckily I am still alive. I met up with Burein, only to have her nearly tear me apart. I just made it out with my life. But yes, this HAS been a blow to Kaven, and I'll see to his death until the very end." The elf smiles. "I know it's not much of a reward, but I know a friend of a friend of a friend who can enchant armor for you, if you need it. Please accept it as my thanks."

MELIA (PCS CAPTURE/KILL KAVEN)

It is a week later when you receive a note from Melia asking you to come to the Leaping Deer in Highfolk. She greets you in very high spirits, laughing and smiling as you enter. "Greetings, my friends! I'm so glad you're here! Dinner is on me!" As the barmaid takes your orders, Melia continues to talk in jolly spirits of her run-in with Galeset and the elven maiden she saved. "And then, Kaven had the nerve to tell me it didn't matter that I captured that poor excuse of a lackey. Ah well. He got what he deserved. As well as you. I know it's not much of a reward, but I know a friend of a friend of a friend who can enchant armor and weapons for you. Please accept it as my thanks."

SERIN

The Old Skull still remains the dank bar as it did since its opening. The crowd is loud and obnoxious as you enter, and the man known as Serin – once 'Mordenkainen Jr.' – waves you over to him.

"It's been awhile since I've had an apprentice, my friend. I took great interest in you when we met not too long ago, and I still do to this day. Will you join me? I can teach you many things."

Serin can teach the PC rogue or mage feats/spells, but he also has another purpose. He is part of an organization, though he does not tell the PC this at all. He simply gives the PC the recognition.

OTHER LOOSE ENDS

The PCs can turn in any of the people they captured, and the Constable Paxana is very grateful.

Returning to Wentland after hiding Lavinia gives him great comfort. He offers any clerics of Norebo the opportunity to purchase *greater Holy symbols of Norebo* from the Smiling Halls' vault in thanks for a job well done.

Giving information to the Clans (or returning Ryndilee) provides them with some relief.

Another chapter is closed in the big book that is Highfolk. But what awaits the heroes next time? The threat of one man is little compared to the rest of the danger that lies ahead.

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 to each character.

Encounter 1: True Elven Order

Defeat Jarn and his minions.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 2: Chased

Defeat the assailants.

APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

Encounter 5: Attack

Defeat Kaven's minions.

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6: Kaven

Defeat Kaven.

APL 12	450 XP
--------	--------

Roleplaying Award

Give out this award however you see fit - roleplaying, accomplishing goals, performing heroic actions, etc.

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 6	780 XP
APL 8	1005 XP
APL 10	1230 XP
APL 12	1485 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

Encounter 1: True Elven Order

APLs 6-12	223 gp
-----------	--------

Encounter 2: Chased

APLs 6-8	201 gp
APLs 10-12	863 gp

Encounter 5: Attack

APLs 6-8	354 gp
APL 10	546 gp

Encounter 6: Kaven

APL 12	1944 gp
--------	---------

Adventure Maximums

APL 6	779 gp
APL 8	1250 gp
APL 10	1632 gp
APL 12	3000 gp

Encounter One: True Elven Order

APL 6-12: L – 0 gp; C – 0 gp; M – *+1 dagger* (192 gp per character); *scroll of magic circle against good* (31 gp per character).

Encounter Two: Chased

APL 6-8: L – 110 gp; C – 0 gp; M – *pin of the fiend-bat* (91 gp per character).

APL 10-12: L – 5 gp; C – 0 gp; M – four *+1 longswords* (193 gp per item per character); *pin of the fiend-bat* (91 gp per character).

Encounter Five: Attack

APL 6-8: L – 0 gp; C – 0 gp; M – *+1 greatsword* (196 gp per character); *pipes of the sewers* (96 gp per character); *potion of cure serious wounds* (62 gp per character).

APL 10: L – 29 gp; C – 0 gp; M – *+1 heavy mace* (193 gp per character); *+1 chain shirt* (104 gp per character); *pipes of the sewers* (96 gp per character); two *potions of cure serious wounds* (62 gp per item per character).

Encounter Six: Kaven

APL 12: L – 29 gp; C – 0 gp; M – two *potions of cure serious wounds* (62 gp per item per character); two *rings of counterspells* (333 gp per item per character); *wand of lightning bolt* (6th-level caster) (1125 gp per character).

ITEMS FOUND DURING THE ADVENTURE

APLs 6-10

- *Greater holy symbol (Norebo)* (Region, see above)
- *Pin of the fiend-bat* (Adventure, see above)
- *Pipes of the sewers* (Adventure, DMG)*
- *Potion of cure serious wounds* (Region, DMG)

APL 12 (All of APLs 6-10, except the *pipes of the sewers*, plus the following)

- *Ring of counterspells* (Adventure, DMG)
- *Wand of lightning bolt* (6th-level caster) (Adventure, DMG)

* This item is found only at APLs 6-10; if the scenario is being played at APL 12, please cross off this item.

SPECIAL (NEW ITEMS TO BE LISTED ON THE ADVENTURE RECORD)

Recognition of Serin: The above named PC has received Serin's recognition as an "able-bodied" individual and apprentice. Only PCs with the *dull grey ioun stone* from the previous meeting with Serin may earn this recognition. The PC is able to learn one of the following feats: Alluring, Charlatan, Persuasive, Trustworthy, Arcane Defense, Eschew Materials, Subdual Substitution.

The PC is also able to learn any one of the following spells: *choke*, *energy buffer*, *false life*, *feign death*, *ghostform*.

The PC cannot take these feats or spells for free. Circle the choice when made; only one feat and spell may be chosen. Once selected, the choice cannot be reversed. The player must have and be able to present the appropriate sourcebook to have access to the feat or spell.

Favor of Melia: For helping Melia in her endeavor, Melia has called in some contacts that are quite adept in the arcane arts. The hero may have an existing suit of magical armor upgraded with the *slick* enhancement, or any magical weapon upgraded with the *bane vs. evil outsiders* enhancement. Once one option is chosen (either the armor or weapon upgrade), this favor is considered used and must have the word "used" across the text. . This favor may only be redeemed after a Highfolk regional scenario.

Greater Holy Symbol (Norebo): Manufactured from precious metals and gems, this item is imbued by a servant of Norebo. A greater holy symbol grants the bearer the Empower Turning feat, usable at will.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, ability to turn or rebuke undead as 4th-level cleric, participation of a celestial, fiend, or other outsider servant of a deity; *Market Price:* 5,040 gp; *Weight:* 1 lb; *Frequency:* Region.

Pin of the Fiend-Bat: This small bronze pin is in the shape of a bat with outstretched wings. Two tiny bloodstones dot its eyes, and seem to glow with intensity even under the darkest night sky. When worn, the pin grants a +2 bonus to saving throws versus spells and spell-like abilities of demons, devils, and yugoloths. The pin uses up the amulet slot.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *protection from evil*; *Market Price:* 1100 gp; *Weight:* -.

HANDOUT ONE: CLAN LLELYUNA OR MOONBOW

Recently, one of the more important types of your clan took you aside.

"I have an important assignment for you. Try and keep this a secret.

"It has been awhile since Clan Fereyth met their demise to the hands of someone they took in. Too many times have our clans been routed in lies and deceit, and now we have learned that one of our own has the power to destroy us. We must NOT let that happen.

"Do you know the story behind Fereyth's destruction? A man in the service of Iuz was taken in by them and gained their trust. He fell for a woman, and when he could not have her, told his troops to destroy them all. He took the woman and she gave birth to his two daughters. One of them had the promise of great evil upon her, and almost became his assassin, had the other not intervened. And so she was brainwashed and taken in to Clan Llelyuna to happily live out her days.

"But her father does not forget easily, and neither did she. He is still seeking her out. The sister merged her clan with Moonbow for an easy alliance...

"However... The assassin's disappearance is quite troubling. Both of our clans have kept a keen eye on her, but a few nights ago we saw a winged creature flying off with her in his arms. They were heading southeast.

"I would like you to find them and see what they're up to. We have no idea who or WHAT this winged creature is, only that he could be bringing her back to her father, Kaven."

HANDOUT TWO: STONEHOUSE ADVENTURING COMPANY

It has been quite awhile since you've seen your adventuring member, Ryndilee, though usually that is the case with her. However, she's never been gone for six months in a row before, at least not without leaving a note.

But a note arrives for you anyway, though not from her. It is unsigned and unmarked, arriving literally on the stone door of the house. It reads:

Through no fault but my own, I have discovered that one of your members is in fact a spy. She has been gone for far too long, but I have seen her in the woods of the Vesse just two morns ago. With her is a member of one of Suz's forces, a half-elf half-fiend. Perhaps it is best to deal with this in a manner befitting of your company. Highfolk has too many double-faced individuals as it is.

I thank you.

--A friend

Drawn on the letter is a crude map of the area, with a small X on the road from Highfolk to Verbeeg Hill.

HANDOUT THREE: WENTLAND

Dear Friend,

It has been awhile since I have last “seen” you. Allow me to take the time to reacquaint myself with you. Over a year ago, you found me and brought me back to the Smiling Halls of Good Fortune in Verbeeg Hill. For that, I cannot thank you enough. I am forever in your debt.

As for why I was there, well, that is something that I cannot explain without meeting you in person. If you would be so kind to come to Verbeeg Hill to discuss an assignment, it would be most appreciated. I thank you.

Sincerely,
Wentland Bestbrook

HANDOUT FOUR: MELIA

Friend,

You may not know me, but I bring you news from Quaalsten of a certain "Scourge" that shall threaten Highfolk if not disposed of quickly. If you desire to assist me, I and the Vale shall be forever in your debt. Please come to Quaalsten. I can commonly be found evenings in the Feather's Fall Inn.

*Yours,
Melia*

HANDOUT FIVE

For the past few months, it seems that you have been watched. You turn, feeling eyes upon you, only to see people walk past. Some stare, some snicker, others just simply walk away. But no matter where you go, that dread feeling still remains with you.

There were a few points, in fact, when your life was in terrible danger. This was not the terrible danger you usually face with adventuring, but normal everyday things. You had an accident just before you started on this quest. Luckily people were around to administer to your serious wounds. After a few hours, you felt extremely better, as if nothing actually happened.

But still you feel the eyes watching you, waiting for your next move.

Appendix I – NPCs

ENCOUNTER ONE

ALL APLS

☛ **Rosianna Dellenfall, female elf Rog3:** Medium-size Humanoid (5 ft. 6 in. tall); HD 3d6+2; hp 17; Init +3 (Dex); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atks +5 melee (1d6 [crit 19-20], short sword); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +6, Will +1.

Str 10, Dex 16, Con 12, Int 10, Wis 9, Cha 18.

Skills: Balance +9, Bluff +6, Climb +5, Disguise +6, Escape Artist +9, Hide +9, Listen +0, Move Silently +9, Search +1, Spot +0, Tumble +9, Use Magic Device +9; *Feats:* Weapon Finesse (short sword), Quick Draw.

Equipment: Short sword, Leather armor.

Personality Traits: Friendly, but extremely nervous around everyone she meets.

☛ **Brennen, male elven Ftr4/Rog6:** Medium-size humanoid (4 ft. 5 in. tall); HD 4d10 + 6d6; hp 55; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+4 chain shirt, +3 Dex); Atks +10/+5 melee (1d8+1 [crit 19-20], longsword), +11/+6 missile (1d8 [crit x3], longbow); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (retains Dex bonus to AC, cannot be flanked); AL CN; SV Fort +6, Ref +9, Will +2.

Str 12, Dex 16, Con 10, Int 12, Wis 8, Cha 16.

Skills: Bluff +10, Diplomacy +9, Disguise +15, Escape Artist +4, Forgery +12, Hide +5, Listen +5, Move Silently +5, Perform +5, Sense Motive +11. *Feats:* Dodge, Endurance, Improved Initiative, Mobility, Run, Weapon Focus (longsword).

Equipment: Chain shirt, longsword, longbow.

Personality Traits: Reserved, calm, casual.

APL 6 (EL 7)

☛ **Jarn, male human Wiz8:** Medium-size Humanoid; HD 8d4+8; hp 33 (49); Init +2; Spd 30 ft.; AC 21/12 (+4 *mage armor*, +7 *shield*, +2 Dex); Atks +4 melee (1d4 [crit 19-20], dagger); SA Spells; AL NE; SV Fort +3 (+5), Ref +4, Will +5.

Str 8, Dex 14, Con 14 (18), Int 18, Wis 8, Cha 12.

Skills: Alchemy +15, Bluff +6, Concentration +12, Scry +15, Spellcraft +15, Knowledge (local) +6. *Feats:* Combat casting, Empower spell, Spell focus (illusion, necromancy, enchantment).

Equipment: +1 dagger, scroll of magic circle against good.

Wizard Spells Prepared (4/5/4/4/3) (base DC = 14 + spell level): 0—*daze, detect magic, ray of frost, read magic*; 1st—*cause fear, expeditious retreat, ~~mage armor~~, ray of enfeeblement, shield*; 2nd—*darkness, mirror image, ~~protection from arrows~~, web*; 3rd—*fly, haste, summon monster III* x2; 4th—*charm monster, ~~endurance (empowered)~~, summon monster IV*.

Personality Traits: Nervous, desperate.

APL 8 (EL 9)

☛ **Jarn, male human Wiz8:** Medium-size Humanoid; HD 8d4+8; hp 33 (49); Init +2; Spd 30 ft.; AC 21/12 (+4 *mage armor*, +7 *shield*, +2 Dex); Atks +4 melee (1d4 [crit 19-20], dagger); SA Spells; AL NE; SV Fort +3 (+5), Ref +4, Will +5.

Str 8, Dex 14, Con 14 (18), Int 18, Wis 8, Cha 12.

Skills: Alchemy +15, Bluff +6, Concentration +12, Scry +15, Spellcraft +15, Knowledge (local) +6. *Feats:* Combat Casting, Empower Spell, Spell Focus (illusion, necromancy, enchantment).

Equipment: +1 dagger, scroll of magic circle against good.

Wizard Spells Prepared (4/5/4/4/3) (base DC = 14 + spell level): 0—*daze, detect magic, ray of frost, read magic*; 1st—*cause fear, expeditious retreat, ~~mage armor~~, ray of enfeeblement, shield*; 2nd—*darkness, mirror image, ~~protection from arrows~~, web*; 3rd—*fly, haste, summon monster III* x2; 4th—*charm monster, ~~endurance (empowered)~~, summon monster IV*.

Personality Traits: Nervous, desperate.

APL 10 (EL 11)

☛ **Jarn, male human Wiz10:** Medium-size Humanoid; HD 10d4+10; hp 41 (61); Init +2; Spd 30 ft.; AC 21/12 (+4 *mage armor*, +7 *shield*, +2 Dex); Atks +5 melee (1d4 [crit 19-20], dagger); SA Spells; AL NE; SV Fort +4 (+6), Ref +5, Will +6.

Str 8, Dex 14, Con 18 (14), Int 18, Wis 8, Cha 12.

Skills: Alchemy +17, Bluff +8, Concentration +14, Scry +17, Spellcraft +17, Knowledge (local) +17. *Feats:* Combat Casting, Empower Spell, Maximize Spell, Spell Focus (illusion, necromancy, enchantment), Spell Mastery (*summon monster III, IV, V, VI*)

Equipment: +1 dagger, scroll of magic circle against good.

Wizard Spells Prepared (4/5/5/4/4/3) (base DC = 14 + spell level): 0—*daze, detect magic, ray of frost, read magic*; 1st—*cause fear, expeditious retreat, ~~mage armor~~, ray of enfeeblement, shield*; 2nd—*darkness, mirror image, ~~protection from arrows~~, ~~resistance to elements (lightning)~~, web*; 3rd—*fly, haste, lightning bolt, summon monster III*; 4th—*charm monster,*

~~endurance (empowered)~~, *summon monster IV*; 5th—*cloudkill, cone of cold, summon monster IV*.

Personality Traits: Nervous, desperate.

APL 12 (EL 13)

☛ **Jarn, male human Wiz12:** Medium-size Humanoid; HD 12d4+12; hp 73 (49); Init +2; Spd 30 ft; AC 21/12 (+4 *mage armor*, +7 *shield*, +2 Dex); Atks +6/+1 melee (1d4 [crit 19-20], dagger); SA spells; AL NE; SV Fort +5 (+7), Ref +6, Will +7.

Str 8, Dex 14, Con 14 (18), Int 19, Wis 8, Cha 12.

Skills: Alchemy +19, Bluff +10, Concentration +16, Scry +19, Spellcraft +19, Knowledge (local) +19. *Feats:* Combat Casting, Empower Spell, Maximize Spell, Spell Focus (illusion, necromancy, enchantment), Spell Mastery (*summon monster III, IV, V, VI*), Quicken Spell.

Equipment: +1 *dagger, scroll of magic circle against good*.

Wizard Spells Prepared (4/5/5/5/4/4/2) (base DC = 14 + spell level): 0—*daze, detect magic, ray of frost, read magic*; 1st—*cause fear, expeditious retreat, ~~mage armor~~, ray of enfeeblement, ~~shield~~*; 2nd—*darkness, mirror image, ~~protection from arrows, resistance to elements (lightning), web~~*; 3rd—*fly, haste, lightning bolt, summon monster III, slow*; 4th—*charm monster, ~~endurance (empowered)~~, Evard's black tentacles, summon monster IV*; 5th—*cloudkill, cone of cold, dominate person, summon monster IV*; 6th—*chain lightning, summon monster VI*.

Personality Traits: Nervous, desperate.

ENCOUNTER TWO

ALL APLs

☛ **Ryndilee, female wood elf Rog6/Ftr1:** Medium-size Humanoid (4 ft 6 in. tall); HD 6d6+1d10; hp 32; Init +4 (Dex); Spd 30 ft; AC 21 (+4 Dex, +5 +1 *mithral shirt, ring of protection +2*); Atks +11 melee (1d6+2 short sword 19-20/x2); SA Sneak attack +3d6; SQ Elven traits, evasion, uncanny dodge (Dex bonus to AC, cannot be flanked); AL CN; SV Fort +4, Ref +9, Will +2. Str 10, Dex 18, Con 10, Int 14, Wis 10, Cha 16.

Skills: Bluff +13, Diplomacy +4, Disguise +15, Escape Artist +8, Hide +24, Innuendo +12, Move Silently +13, Perform +11, Tumble +14. *Feats:* Dodge, Mobility, Weapon Finesse (short sword).

Equipment: *Hat of disguise, +1 mithral shirt, +2 short sword, +2 ring of protection*, masterwork composite shortbow, *cloak of elvenkind, gloves of Dexterity +2*.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. enchantment, low-light vision, proficient:

longsword or rapier, proficient: longbows and shortbows.

Evasion – Successful Reflex saving throws take no damage.

Uncanny Dodge – Retains Dex bonus to AC, cannot be flanked.

Personality Traits: Usually bubbly and enthusiastic, but now much more subdued.

☛ **Tezrik, male half-elf/half-fiend Rog8:** Medium-size Outsider (5 ft. 7 in. tall); HD 8d6+16; 50 hp; Init +6 (+6 Dex); Spd 30, fly 30; AC 23 (+6 Dex, +1 natural, +6 *bracers of armor +6*); Atks +9/+4 melee (1d4+1, claws), +9/+4 melee (1d6, bite), or +12/+8 (1d6+5 [crit 18-20], rapier); SA Sneak attack +4d6, spell-like abilities; SQ Half-fiend qualities, evasion; AL N; SV Fort +4, Ref +12, Will +2.

Str 16, Dex 22, Con 14, Int 18, Wis 10, Cha 14.

Skills: Bluff +13, Diplomacy +13, Disable Device +13, Disguise +13, Hide +17, Innuendo +11, Listen +11, Move Silently +17, Search +17, Sense Motive +11, Spot +13, Use Magic Device +13. *Feats:* Combat Reflexes, Power Attack, Weapon Finesse (rapier).

SA: *Spell-Like Abilities (Sp)*—At 8th level of ability: *darkness* three times per day, *desecrate* once per day, *unholy blight* once per day, *poison* three times per day.

SQ: *Half-Fiend Qualities*—Darkvision 60 feet. Immune to poison. Acid, cold, electricity, and fire resistance 20.

Uncanny Dodge – Retains Dex bonus to AC, cannot be flanked.

Equipment: *Bracers of armor +6, +2 rapier, pin of the fiend-bat* (see New Rules Items).

Personality Traits: Serious.

APL 6 (EL 5)

☛ **Assailants (4), male human Ftr1:** Medium-size Humanoid (5 ft. 5 in. tall); HD 1d10 + 3; hp 11; Init +2 (Dex); Spd 30 ft; AC 14 (+2 leather armor, +2 Dex); Atks +5 melee (1d8+3 [crit 19-20], longsword); AL NE; SV Fort +5, Ref +2, Will +0.

Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Climb +7, Jump +7. *Feats:* Cleave, Power Attack, Weapon Focus (longsword).

Equipment: Leather armor, masterwork longsword.

Personality Traits: Zealous in their work for their master.

APL 8 (EL 7)

☛ **Assailants (4), male human Ftr3:** Medium-size Humanoid (5 ft. 5 in. tall); HD 3d10 + 12; hp 32; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 leather

armor, +2 Dex); Atks +6 melee (1d8+3 [crit19-20], longsword); AL NE; SV Fort +6, Ref +3, Will +1.

Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Climb +9, Jump +9. Feats: Cleave, Power Attack, Toughness, Weapon Focus (longsword).

Equipment: Leather armor, masterwork longsword.

Personality Traits: Zealous in their work for their master.

APL 10 (EL 9)

☛ **Assailants (4), male human Ftr5:** Medium-size Humanoid (5 ft. 5 in. tall); HD 5d10 + 18; hp 50; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +8 melee (1d8+6 [crit19-20], longsword); AL NE; SV Fort +7, Ref +3, Will +1.

Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Climb +11, Jump +11. Feats: Cleave, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Leather armor, +1 longsword.

Personality Traits: Zealous in their work for their master.

APL 12 (EL 11)

☛ **Assailants (4), male human Ftr7:** Medium-size Humanoid (5 ft. 5 in. tall); HD 7d10 + 24; hp 68; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +10/+5 melee (1d8+6 [crit19-20], longsword); AL NE; SV Fort +8, Ref +4, Will +2.

Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Climb +13, Jump +13. Feats: Cleave, Power Attack, Sunder, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Leather armor, +1 longsword.

Personality Traits: Zealous in their work for their master.

ENCOUNTER THREE

ALL APLS

☛ **Wentland, male human Clr7:** Medium-size Humanoid; HD 7d8+14; hp 52 (73); Init +0; Spd 30 ft.; AC 12/10 (+2 *magic vestment*); Atks +6 melee (1d8+1, heavy mace); SA spells, Turn undead; AL CN; SV Fort +7 (+10), Ref +2, Will +8.

Str 10, Dex 10, Con 14 (20), Int 12, Wis 17, Cha 12.

Skills: Bluff +11, Concentration +7, Diplomacy +6, Heal +8, Knowledge (religion) +6. Feats: Extra Turning, Combat Casting, Empower Spell, Spell Penetration.

Equipment: +1 heavy mace, Greater holy symbol (*Norebo*), clerical vestments.

Cleric Spells Prepared (6/5/4/3/1) (base DC = 13 + spell level): 0—*detect magic* x2, *detect poison*, *light*, *mending*, *read magic*; 1st—*comprehend languages*, *divine favor*, *entropic shield* (domain), *shield of faith* x2; 2nd—*augury*, *bull's strength*, *invisibility* (domain), *lesser restoration*, *zone of truth*; 3rd—*create food & water*, *nondetection* (domain), ~~*magic vestment*~~, *speak with dead*; 4th—~~*endurance* (empowered)~~, *freedom of movement* (domain).

Personality Traits: Bumbling, careless, friendly.

☛ **Sakilyn, female wood elf rog7/Mask of Johydeer:**

Medium-size Humanoid (4 ft 6 in. tall); HD 7d6+1d8; hp 35; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 +1 *mithral shirt*); Atks +8 melee (1d6+2 short sword 19-20/x2); SA Sneak attack +4d6; SQ Elven traits, evasion, uncanny dodge (Dex bonus to AC, cannot be flanked); AL NG; SV Fort +2, Ref +10, Will +6.

Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 14.

Skills: Bluff +14, Decipher Script +12, Diplomacy +14, Disguise +15, Gather Information +12, Hide +13, Innuendo +12, Move Silently +13, Search +14, Spot +16, Tumble +14. Feats: Alertness, Skill Focus (Bluff), Weapon Finesse (short sword).

Equipment: *Hat of disguise*, +1 *mithral shirt*, +2 *short sword*, *ring of mind shielding*.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: longsword or rapier, proficient: longbows and shortbows.

Evasion – Successful reflex saving throws take no damage.

Uncanny dodge – Retains dex bonus to AC, cannot be flanked.

Mask of Johydee Spells Prepared (1): 1—*obscuring mist*.

Personality Traits: A cautious but caring woman.

ENCOUNTER FOUR

ALL APLS

☛ **Melia, female high elf Rgr5/Rog3:** Medium-size Humanoid (5 ft. tall); HD 5d10 + 3d6 + 7; hp 56; Init +7; Spd 30; AC 15 (+3 Dex, +2 leather armor); Atks +6 melee (1d8+1, longsword) and +6 melee (1d6+1, short sword) or +10 ranged (1d8, longbow); SA Spells, sneak attack +2d6; SQ *Evasion*, *uncanny dodge* (Dex bonus to AC), 1st favored enemy (goblinoid), 2nd favored enemy (orc); AL CG; SV Fort +6, Ref 7, Will +3.

Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 12.

Skills: Bluff +7, Diplomacy +7, Forgery +7, Gather Information +6, Hide +12, Listen +4, Move Silently

+11, Search +6, Spot +8, Tumble +9, Use Magic Device +7, Wilderness Lore +6. *Feats*: Alertness, Improved Initiative, Point Blank Shot.

Equipment: Leather armor, longbow, longsword, quiver of arrows (25), short sword.

Spells Prepared (1); 1st—*entangle*.

Personality Traits: Calm, cool-headed, loner.

☛ **Serin, male human Wizard/Rogue**: Medium-size Humanoid; HD 10d4 + 4d6; hp 48; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks +8 melee (1d4+2 [crit 19-20], dagger); SA Spells, sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC) AL CN; SV Fort +4, Ref +9, Will +8.

Str 10, Dex 14, Con 10, Int 19, Wis 10, Cha 14.

Skills: Bluff +9, Concentration +17, Decipher script +11, Diplomacy +9, Disguise +9, Forgery +11, Gather information +9, Innuendo +7, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +4, Move silently +9, Scry +16, Sense Motive +7, Spellcraft +21, Spot +7, Tumble +9. *Feats*: Empower spell, Extend Spell, Maximize Spell, Spell Focus (enchantment), Spell Focus (illusion), Spell Mastery (*teleport*), Spell Penetration.

Equipment: *Hat of disguise*, +2 dagger.

Wizard Spells Prepared (4/5/5/4/4/2) (base DC = 14 + spell level): 0—*detect magic*, *daze*, *mage hand*, *prestidigitation*; 1st—*expeditious retreat*, *mage armor*, *magic missile*, *shield*, *spider climb*; 2nd—*bull's strength*, *cat's grace*, *endurance*, *invisibility*, *mirror image*; 3rd—*fly*, *haste*, *invisibility sphere*, *tongues*; 4th—*confusion*, *dimension door*, *scrying*, *phantasmal killer*; 5th—*teleport* x2.

Personality Traits: Mysterious, witty.

ENCOUNTER FIVE

APL 6 (EL 8)

☛ **Galeset, male human Brb8**: Medium Humanoid (5 ft. 1 in. tall); HD 8d12 + 24; hp 85; Init +2 (Dex); Spd 40; AC 12 (+2 Dex); Atks +13/+8 melee (2d6+5 [crit 19-20], +1 *greatsword*) or +12/+7 melee (1d4+4 [crit 19-20], dagger); SA Rage 3/day; SQ Fast movement, uncanny dodge (Dex bonus to AC, cannot be flanked); AL NE; SV Fort +9, Ref +4, Will +1.

Str 18, Dex 14, Con 16, Int 8, Wis 8, Cha 8.

Skills: Handle Animal +10, Hide +5, Intimidate +10, Listen +10. *Feats*: Cleave, Great Cleave, Power Attack.

Equipment: +1 *greatsword*, dagger, *potion of cure serious wounds*, *pipes of the sewers*.

Personality Traits: Toady, lackey, nervous, hungry.

☛ **Galeset, male human Brb10**: Medium Humanoid (5 ft. 1 in. tall); HD 10d12 + 30; hp 105; Init +2 (Dex); Spd 40; AC 12 (+2 Dex); Atks +15/+10 melee (2d6+5 [crit 17-20], +1 *greatsword*) or +14/+9 melee (1d4+4 [crit 19-20], dagger); SA Rage 3/day; SQ Fast movement, uncanny dodge (Dex bonus to AC, cannot be flanked, +1 vs. traps); AL NE; SV Fort +10, Ref +5, Will +2.

Str 18, Dex 14, Con 16, Int 8, Wis 8, Cha 8.

Skills: Handle Animal +12, Hide +5, Intimidate +12, Listen +12. *Feats*: Cleave, Great Cleave, Improved Critical (*greatsword*), Power Attack.

Equipment: +1 *greatsword*, dagger, *potion of cure serious wounds*, *pipes of the sewers*.

Personality Traits: Toady, lackey, nervous, hungry.

APL 10 (EL 12)

☛ **Burein, female elf Cleric**: CR 12; Medium-size Humanoid; HD 11d8+11; hp 69 (102); Init +1; Spd 30 ft; AC 16 (+5 +1 *chain shirt*, +1 Dex); Atks +10/+5 melee (1d8+2, +1 *heavy mace*); SA Spells, rebuke undead; AL NE; SV Fort +8, Ref +4, Will +14.

Str 12, Dex 12, Con 12 (18), Int 10, Wis 20, Cha 12.

Skills: Concentration +15, Knowledge (religion) +14. *Feats*: Extra Turning, Combat Casting, Empower Spell, Iron Will, Leadership.

Equipment: +1 *heavy mace*, +1 *chain shirt*, 2 *potions of cure serious wounds*, *pipes of the sewers*.

Cleric Spells Prepared (6/7/5/5/4/4/2) (base DC = 16 + spell level): 0—*cure minor wounds* x2, *detect magic*, *detect poison*, *light*, *read magic*; 1st—*bane*, *cause fear*, *cure light wounds* x2, *divine favor*, *entropic shield*, *obscuring mist*, *protection from good* (domain); 2nd—*bull's strength*, *cure moderate wounds*, *death knell*, *invisibility* (domain) *resistance to elements* (*electricity*), *silence*; 3rd—*bestow curse*, *contagion*, *deeper darkness*, *invisibility purge*, *magic circle against good* (domain), *prayer*; 4th—*cure critical wounds*, *endurance* (empowered), *poison*, *summon monster IV*, *unholy blight* (domain); 5th—*dispel good* (domain), *greater command*, *true seeing*, *slay living*; 6th—*blade barrier*, *mislead* (domain).

Personality Traits: Haughty and vain.

☛ **Bodyguards (3), male human Ftr3**: CR 3; Medium-size humanoid (5 ft. 5 in. tall); HD 3d10 + 9; hp 31; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *chain shirt*, +2 Dex); Atks +7 melee (1d8+3 [crit 19-20], longsword); AL NE; SV Fort +6, Ref +3, Will +1.

Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Jump +8. Feats: Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Equipment: Chain shirt, longsword.

Personality traits: Zealous in their work for their master.

Personality traits: Zealous in their work for their master.

ENCOUNTER SIX

☛ **Kaven, male wood elf WIZ15:** CR 15; Medium-size Humanoid; HD 15d4-15; hp 31 (91); Init +0; Spd 30 ft; AC 21/10 (+7 *shield*, +4 *mage armor*); Atks +7/+2 melee (1d4 [crit 19-20], dagger); SA spells; AL NE; SV Fort +8 (+16 vs. spells), Ref +5 (+13 vs. spells), Will +9 (+17 vs. spells).

Str 10, Dex 10, Con 9 (16), Int 16 (22), Wis 11, Cha 14.

Skills: Concentration +23, Scry +23, Spellcraft +23.
Feats: Chain Spell, Empower Spell, Extend Spell, Greater Spell Focus (enchantment), Spell Focus (enchantment, evocation), Greater Spell Penetration, Persistent Spell, Spell Penetration, Scribe Scroll.

Equipment: Dagger, 2 *potions of cure serious wounds*, 2 *rings of counterspells* (*dispel magic* in each one), *wand of lightning bolt* (6th-level caster).

Wizard Spells Prepared (4/5/5/5/4/3/2/1) (base DC = 20 (enchantment), 18 (evocation), or 16 + spell level): 0—*daze** x2, *flare*, *detect magic*, *read magic*, 1st—~~*protection from good*~~, *charm person**, ~~*mage armor*~~, *magic missile* x3; 2nd—*darkness* x2, *mirror image*, *Tasha's hideous laughter**, ~~*protection from arrows*~~, ~~*false life*~~; 3rd—*dispel magic* x2, *hold person**, ~~*protection from elements*~~ (electricity, fire), *haste*; 4th—~~*empowered endurance*~~, *empowered fox's cunning*, ~~*stoneskin*~~, *confusion**, *improved invisibility*, *bestow curse*, 5th—~~*persistant shield*~~, *feblemind**, *cone of cold*, *telekinesis*, *teleport*, 6th—~~*true seeing*~~, *chained hold person**, *geas/quest**, *globe of invulnerability*, 7th—*Otiluke's greater dispelling screen*, *finger of death*, *insanity**; 8th—*chained dominate person**, ~~*protection from spells*~~.

* enchantment spells

Personality Traits: Confident, egotistical, cruel.

☛ **Bodyguards (3), male human FTR3:** CR 3; Medium-size humanoid (5 ft. 5 in. tall); HD 3d10 + 9; hp 31; Init +2 (Dex); Spd 30 ft.; AC 16 (+4 chain shirt, +2 Dex); Atks +7 melee (1d8+3 [crit19-20], longsword); AL NE; SV Fort +6, Ref +3, Will +1.

Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Jump +8. Feats: Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Equipment: Chain shirt, longsword.

GUIDEBOOK FEATS

Chain Spell [Metamagic]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other metamagic feat.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum. If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th-level wizard casts a chained cause fear on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a Will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisites: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. It's effects do not stack. Each time you take the feat, it applies to a new school of magic.

Greater Spell Penetration [General]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisites: Spell Penetration.

Benefit: You get a +4 modifier on caster level check to beat a creature's spell resistance. This supersedes (does not stack with) the bonus from Spell Penetration.

Persistent Spell [Metamagic]

You make one of your spells last all day.

Prerequisites: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal or fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effect is discharged. You need not concentrate on spells such as detect magic and detect thoughts to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

GUIDEBOOK SPELLS

Otiluke's Dispelling Screen

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Wall whose area is up to one 10 ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any creature or unattended object passing through the screen is affected by a targeted dispel magic cast at your caster level (see page 196 of the Player's Handbook).

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 + 1 per caster level (maximum +1) against a DC of 11 + the spell's caster level. The screen has no effect on any items a creature carries.

If an unattended magic item passes through the screen, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds.

Spell effects that are not operating on objects or creatures cannot pass through the screen. A disintegrate or successful dispel magic spell removes Otiluke's dispelling screen, while an antimagic field suppresses it.

Material Component: A sheet of fine lead crystal.

Otiluke's Greater Dispelling Screen

Abjuration

Level: Sor/Wiz 7

As Otiluke's dispelling screen, except that the maximum bonus on the dispel check is +20 instead of +10.

Fox's Cunning

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills. Wizards who receive fox's cunning do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

False Life

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Living creature touched

Duration: 1 hour/level or until discharged (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You grant yourself limited power to avoid death.

While this spell is in effect, you gain 1d10 temporary hit points, +1 point per level (maximum 1d10+10).

Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

NEW RULES ITEMS

Pin of the Fiend-Bat

This small bronze pin is in the shape of a bat with outstretched wings. Two tiny bloodstones dot its eyes, and seem to glow with intensity even under the darkest night sky. When worn, the pin grants a +2 bonus to saving throws versus spells and spell-like abilities of demons, devils, and yugoloths.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *protection from evil*; *Market Price:* 1100 gp; *Weight* -.