

Coming through the Rye

A One-Round Dungeons & Dragons® Living Greyhawk™
Highfolk Regional Adventure

Version 0.1

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A fortress in the Vesve holds a secret that must be unchained to help the forest. Moving toward the light is usually the best move—if you can find it. PCs that have been previously Touched by the Fey are encouraged to participate in this adventure. A one-round Highfolk Regional adventure set in the Vesve for APLs 4-12. Part Three of the Harvesting Information Series.

Resources for this adventure include Complete Warrior [Andy Collins, David Noonan, and Ed Stark], Dungeonscape [Jason Buhlman and Rich Burlew], Iuz the Evil [Carl Sargent], The Marklands [Carl Sargent], Miniatures Handbook [Michael Donais, Skaff Elias, Rob Heinsoo, and Jonathon Tweet].

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

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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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.
- 1.

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Highfolk. Characters native to Highfolk pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

After Radiance left King Kashafen court she began an investigation to restore the link to Har'dro Ilharn (Spirit of the Land). She was also a key opponent to initial discussions in the fey court to ally with the emerald dawn. It was her feelings that the fey should not involve themselves with agreements like this. It was at this time that a plot was fostered to capture her to stop her plans and opposition. She holds great power influencing the fey even during the time when the Unseelie are in charge of court. It was a surprise that her disappearance went virtually unnoticed.

ADVENTURE SUMMARY

This adventure begins on the streets of the Town of Highfolk and follows the list of events below.

- Magic Show and the message for the PCs to meet with Keenwyn.

- Meeting with Keenwyn to hear what mission he has now.
- Travel on eagles to Castle Ehlenestra to look for Radiance.
- Explore the castle. Sharnalem is nowhere to be found and the castle is abandoned.
- Explore the Faerie Grounds and meet some Brownies that saw Sharnalem walk through a rock.
- Fight crazy treants and solve the puzzle to enter the rock.
- Enter the dungeon and make your way through its defenses.
- Battle the armed guards and rescue Radiance and Sharnalem.
- Talk with Radiance to find out where she has been.

PREPARATION FOR PLAY

Balance of Scales: Determine if any PCs have levels of Dragon Disciple or other draconic prestige classes, base classes, feats, or other abilities and do not have Highfolk regional documentation granting them access (that is, they gained access from another region, or took access exercising the core or Open option) or are playing a kobold using the “Sojourner from the Mist Kingdom” Player Rewards card. These PCs should be noted, as they may receive a special encounter or be specifically targeted during Encounter 5 Faerie Grounds; also refer to the Adventure Supplement for this adventure, if present. Those PCs that do have levels of Dragon Disciple with Highfolk regional documentation should also be noted, as they too may receive special attention, dependent upon their color.

Legendary Deeds: These deeds automatically activate (no rolling necessary). At the beginning of this scenario, each player chooses ONE of their unused Legendary Deeds and for the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, if the deed expires, mark it “USED”.

Highfolk Influence Chart: PCs may wish to spend various Regional Influence Points during this adventure. Refer to the Supplemental Highfolk Influence Chart for guidelines.

INTRODUCTION

It’s a gloomy day in the town of Highfolk, and you’re looking for a diversion. A young man is walking through town advertising the grand opening of a new drinking establishment. It is just down the street from where you stand. He boasts of the unusual and exciting entertainment it offers.

Admission is free this week, so the temptation tugs at you. Thunder rolls overhead, “Do you go in?”

I: NOTHING EVER HAPPENS AROUND HERE

A short time later, you’re sitting in the tavern. A hooded stranger wanders in and sits at the table next to yours. He lowers his hood, shaking off a heavy spray of raindrops. The man gestures to a serving girl, then nods at you in greeting. He grasps a holy symbol of Fharlanghn from a chain around his neck, then closes his eyes, deep in prayer until his meal arrives.

A small stage occupies the front of the room, and the proprietor steps up to introduce the entertainment. “Ladies and gentlemen, we are pleased to bring you a demonstration in the mystifying secrets of the arcane. May I introduce—the Amazing Mumford!!” The gathered crowd applauds politely as a tall wizard steps onto the stage.

Mumford entertains the crowd with minor tricks, such as repeatedly changing the color of his hair, levitating a small boy on his chair, and climbing up the wall and across the ceiling. To the gathered townsfolk, the tricks are impressive. But you’ve dodged fireballs and seen some pretty strange stuff, so his tricks merely make you drowsy.

Then Mumford announces, “Watch me pull a rabbit out of my hat!” He doffs his cap, shakes it three times, mutters some magic words, and opens the cap wide—and the cap emits the ear-splitting roar of a lion. He snaps the cap shut and takes a bow as the proprietor ushers him off stage.

The owner seems less than delighted with Mumford’s performance, and he stammers a moment. He says, “And now here’s something we hope you’ll really like! Introducing—Pylek!” The owner hurries off stage.

A gnome steps out on stage and climbs onto a high stool. “I am a tale spinner,” he says, “and I’m here to entertain you with a story of daring adventures, dangerous villains, fantastic treasure, and heroic deeds. Listen closely to my tale.” Pylek hops off the stool and steps closer to the crowd.

“This is the tale of an adventuring group that was thought to be lost. It was a group much like some of you here—like you—and you—and you—and you.” He points to the people of interest in turn, including yourself. “They set off on a mission to Frostbite Falls, and were not heard from for six

months. All were thought to be dead. And then one day...

You suddenly hear the gnome's voice speaking in your head. You glance around quickly, and see that the gnome is still telling his story and the crowd is attentive. The voice is urgent. "Depart immediately to discuss a matter of importance with Keenwyn. Do not delay. Follow the trail to the cave in the hills..."

The voice continues, giving precise directions.

The PCs are unaware that others are receiving the same message. As they exit the tavern and follow the trails, they may encounter each other and choose to travel together (introductions if they do). The walk takes about two hours.

The cave has torches lighting the perimeter. Other people are arriving, and the PCs may recognize each other from the tavern—the folks the gnome had pointed at while telling his story.

Let the characters interact for a few moments as they all arrive and assess their situation (continue introductions).

The cave is approximately 75 feet in diameter and about 30 feet high. It shows no signs of having been carved or worked. Toward the rear, gleaming in the torch light, the characters see a great pile of something shiny—coins? Treasure?

2: I HOPE THAT'S TREASURE

As you get your bearings, you see that the pile of treasure at the back of the cave shifts and slides . . . and then sits up. A huge creature rises up, stretches, then sits back on its haunches to stare at you. No doubt about it—it's a dragon. You are in the lair of a copper dragon.

A deep voice rolls out from the dragon and fills the cave. "Greetings, my friends. Are you tired from your journey? Please forgive my methods. I needed to gather you all quickly and discuss matters with you."

This is Keenwyn, the dragon who has been orchestrating efforts to slow the progress of the Emerald Dawn. Using simple magic, his storytelling gnome friend delivered the message to meet at the cave. This is not the dragon's main lair, but only a small hideout that the dragon uses when necessary.

The dragon explains that Radiance, a member of the Seelie court, has been missing for several years. He and his comrades suspected that the Emerald Dawn was responsible, but had no leads until a few days ago. They now believe that she is being held captive somewhere in

the immediate vicinity of Castle Ehlenestra, just on the border with Furyondy. Adventurers are needed to travel there and learn what they can.

Assuming that the characters accept the mission, the dragon lets them stock up on supplies from his stores. He has a significant supply of standard mundane items such as food, rope, arrows, oil, and so on.

The PCs have lost track of time, but the dragon tells them that it is late evening. They may spend the night in his cave, and are welcome to use the blankets he has acquired. Since traveling to Castle Ehlenestra will take more than a week on foot, he has arranged for transportation that will depart at dawn.

The dragon has no information to offer the PCs. Some of his agents recently detected signs of her near Castle Ehlenestra, but the sensory images they picked up were weak and vague. The dragon hopes that the party will find clues to her whereabouts or find and rescue Radiance.

Keenwyn hands over a vial. It contains an elixir of *greater restoration* (two doses).

3: MORE RAPID THAN EAGLES, HIS COURSERS THEY CAME

In the morning, the PCs are awakened by a familiar face. It is Keenwyn in his dwarf persona. He delivers the news that their transportation has arrived. He tells the PCs,

"There are many of us around the Vesve who want to see the Emerald Dawn stopped. You will have allies—and enemies—that you don't even know about."

He leads them outside as soon as they are packed and ready.

The sky is beginning to brighten as you step outside the dragon's cave. This must be a joke—shouldn't there be horses, or mules, or a wagon? You see nothing that resembles transportation other than your own two feet.

You feel a sudden whoosh of air, and a half-dozen giant eagles settle to the ground in front of you. They look you over, then they seem to have a discussion among themselves—a series of clicks, caws, and head shakes.

Keenwyn strolls out of the cave behind you and communicates with the eagles in a strange animal tongue. Then he says, "Everything is arranged. The eagles will take you to the keep and drop you off. They have chosen their riders."

“Good luck, and thank you for your aid.”

The dwarf looks on as the eagles greet you and you mount up. As soon as you are airborne, you see the dwarf change to his natural shape, then the dragon takes to the sky and flies toward the north.

The eagles fly carefully at first to let you become acclimated to their flight. You see the Velverdyva River below you and the Vesve Forest just to the north. The birds increase their speed gradually as you adjust to their movements.

After about six hours, the birds begin to descend and Castle Ehlenestra comes into view. The eagles land just outside the castle wall, nudge you gently with their beaks in farewell, and take to the sky once again.

4: CASTLE EHLENESTRA

DM's Note: Castle Ehlenestra has suffered recently at the hands (or claws) of the Emerald Dawns minions. The castle is deserted, some of its wards have been deactivated, and it is in a state of neglect. In order to preserve the usefulness of Castle Ehlenestra in a campaign setting, the castle is described in this adventure as if it is in a thriving state of health. For the purposes of *Coming Through the Rye*, the castle should be described as empty and neglected. Vegetation is beginning to grow out of control, with weeds appearing where none should be. The entire area has a dusty, neglected, unkempt look. In certain places, the adventurers can discover specific damage or changes to the castle; those features are identified in DM's Notes.

Castle Ehlenestra is a centuries-old stronghold of the Knights of the Hart, but it resembles a stronghold no more than it resembles a castle. The first visible feature is a stone wall that surrounds all of the interior buildings. The wall is made of blocks of granite and basalt, and the blocks are so tightly fitted that no mortar joins them. The blocks vary in size and shape to create an intricate puzzle; this serves to strengthen the wall against tremors and blows. The wall begins 5 feet below ground, and stands 22 feet high above ground. Shards of black, razor-sharp obsidian are embedded in the top of the wall as a deterrent to climbing over. Anyone viewing the wall can easily guess that dwarves were involved in its construction.

An observer who walks along the outside of the wall will notice that images of espaliered fruit trees are chiseled into the stone. The wall appears as if the fruit trees (apple, pear, plum, cherry) are growing as if they are reliefs embedded in the wall. The images depict trees that are fully mature (about 15 to 18 feet tall) and in full fruit. The trees are spaced so that the branches of neighboring

trees are barely touching. A passerby who attempts to take a piece of fruit from the chiseled image will discover that the fruit is easily picked, fully ripe, and completely edible—and the most delicious fruit they have ever eaten. Picked fruit vanishes from the carvings on the wall, but returns after seven days.

Careful observers at the wall may notice that runes are chiseled into randomly placed blocks about 9 feet apart. The runes are part of the magic that protects the wall, the stronghold, and its inhabitants.

A gate is set into the center of the eastern wall. At least, it looks like a gate, with stone framing and a decorative arch. But the stone blocks are fitted tightly, no hinges or hardware are visible, and the gate appears as solid as the rest of the wall. The mechanism for opening the gate is on the inside of the wall, and the mechanism functions only if a command word is spoken, then the mechanical device is activated. When activated, the twin doors swing outward, with the blocks separating along their uneven edges, giving the gates jagged sides. The blocks separate along different edges each time they are opened, to discourage anyone who thinks they might pry the gate open through force.

CASTLE GROUNDS

The castle itself is actually a compound occupied by many buildings. The gate in the east wall is the only entrance. Passing through the gate, a visitor is greeted by twin statues of unicorns. The unicorns face each other in rampant positions, forming a sort of arch that frames the view of the nearest building beyond it—a shrine to Ehlonna.

The unicorns are sculpted of white marble, and their manes and tails shimmer in the sunlight, a natural quality of the exotic stone that was used to form them. The heads are sculpted as separate pieces from the bodies. The necks of the bodies end in a smooth, rounded cone, and the heads are hollow at the neck. The heads are placed atop the neck cones, and the result is that the heads sway slightly in the breeze, giving the unicorns a lifelike quality.

DM's Note: The heads of both unicorns are lying on the ground near the statues. Both are undamaged due to innate protective magic. If the characters pick up the heads and place them back on the statues, they are rewarded. Each PC is bestowed a *Cure Critical Wounds* spell that can be used as an immediate action on themselves.

EHLONNA'S SHRINE

A shrine to Ehlonna stands beyond the unicorns. It soars 80 feet high, ending in a pointed roof that resembles a twisting unicorn horn. The roof is made of

carefully fitted white stone tiles that shimmer in the sunlight or moonlight. The building is round and made of white stone, measuring about 150 feet in diameter. Diamond-shaped windows of iridescent glass are set into the walls around the entire building. Three sets of double doors allow entry.

The interior of the shrine is one enormous room, with the exception of two small rooms on either side of the central double doors. One of the small rooms is a Robing Room, where garments and vestments are stored. The other is a Preparation Room, where vessels, supplies, candles, and other items are kept.

The main room has a central aisle with rows of about 15 benches on each side. The benches are angled to allow easy view of the altar. The walls are white stone and are decorated to appear as if the forest has been brought indoors. Etched into the stone are images of trees, birds, animals, and clouds, and the etchings are tinted just slightly to enhance the feeling of a woodland.

The ceiling matches the spiraling roof and is painted a pale bluish violet. At the tip, a clear crystal the size of a watermelon is embedded. The crystal catches light and illuminates the upper reaches of the ceiling.

The entire population of Castle Ehlenestra can fit comfortably inside the shrine.

NORTH AND SOUTH BARRACKS

Approximately 400 men are garrisoned at Castle Ehlenestra. They are housed in barracks at the northwest and southwest corners of the grounds, and are known as the North Barracks and South Barracks. In the triangular space between the back of the barracks and the stone wall, the men are responsible for tending vegetable and fruit gardens. These are important food sources for the castle. Each barracks also has its own well at the entrance to each garden.

Both barracks have a cellar about half the size of the main floor. These underground spaces are used as root cellars and for storage. An underground tunnel, concealed by hidden doors on both ends, connects the two cellars of the barracks.

Each barracks houses approximately 200 men, but is equipped with sixty beds each on four floors. Each floor has two common rooms where residents can relax or discuss the issues of the day. The population varies daily as knights come and go on various assignments.

STABLES AND TRAINING GROUNDS

Each barracks has a stable and training ground. Each stable is divided into four areas, and can house 200 horses in total. The buildings are magically protected from all forms of fire and lightning. When the castle's garrison is near capacity, the grounds are in use from sunup to

sundown as the knights practice weapon skills and with their horses. A dozen full-time grooms and trainers are employed by the castle for each stable.

DINING HALL

This is a simple rectangular building constructed of stone and massive timbers. The roof is made of slate tiles. The kitchen occupies the south end, and the remainder of the space is occupied by tables and benches. Approximately 250 knights can be seated at one time, but if tables and benches are stacked or moved aside, the entire garrison can be gathered.

On the walls are shields, helmets, and weapons that belonged to deceased or retired knights who showed exceptional bravery or valor.

MAIN KEEP

The main keep is home to the administrators and priests of Castle Ehlenestra. It also serves as a site for diplomatic discussions, strategy meetings, archives, and visitors' quarters.

The keep is built of stone blocks in the same style as the outer wall, with blocks of varying sizes and shapes fitting tightly together. The roof is made of slate tiles. The windows on all floors are fitted with wooden shutters.

The style of the rooms and furnishings is simple and sturdy, yet well crafted. Decorations are sparse, but all parts of the keep are comfortable and of high quality.

Ground Floor: Wooden double doors allow entry to the keep. A broad foyer welcomes residents and guests, and a wide hallway divides the ground floor down the center.

Sitting rooms: On the southern side of the ground floor are two sitting rooms connected by massive sliding wooden doors. The sitting rooms may be connected into one large room by opening the doors. These are used to entertain visiting dignitaries.

- Dining room: The northern side of the ground floor is occupied by a large dining room with space to seat 50 people at two long tables.
- Kitchen: At the rear of the ground floor is a large kitchen. During daylight hours, the kitchen is constantly busy.
- Second Floor: The layout of the second floor matches the ground floor. Above the dining room is a chapel dedicated to Ehlonna. Above the sitting rooms are private meeting rooms for the priests and administrators of Castle Ehlenestra. In the area above the kitchen are offices for Sharnalem the ranger, her generals, and the head priests.
- Third Floor: This level is occupied by six separate chambers that serve as guest rooms for visiting

dignitaries, along with four rooms occupied by the priests of the keep.

- Fourth Floor: This level holds eight chambers. The largest is for the lady of the castle. Her upper ranking aides and lieutenants fill out the remaining rooms.
- Sharnalem's Room: The Lady of the Castle is Sharnalem, a swanmay and Knight of the Hart. Her room is in the southeast corner of this level.

Stepping into Sharnalem's room makes a visitor feel as if they are stepping outdoors. The perimeter of the room is lined with trees growing in enormous pots. Potted shrubs and flowering plants are mixed in among the trees. A flowing fountain stands in the northwest corner. A few dozen birds make their homes among the trees and fly freely about the room. A pair of raccoons, a family of ferrets, and a corn snake also live comfortably in this room.

The ceiling of this space is unique. The room appears to have no ceiling at all, but by looking closely, an observer can see a slightly domed surface. Inside the room, the climate feels like the outdoors—fresh breezes blow, carrying the scent of the forest, and the room is drenched in sunlight. The ceiling lets air and light pass in and out, but solid objects (including rain and snow) cannot pass through. Sharnalem has the ability to control the air and light in order to keep the temperature comfortable.

The PCs discover a desk with administrative paperwork. Among the papers is a log book. The entries end abruptly about three weeks earlier. PCs can learn that Sharnalem had been sending groups of Knights out on missions until the castle was completely emptied about two weeks before the journal entries ended.

DM's Note: During *Coming Through the Rye*, this room has suffered greatly. The animals are gone, and about half the trees and most of the smaller plants are dead. The fountain has dried up. The room could be restored to its former beauty if Sharnalem were to return, install new plants, and reactivate the magic of the room.

CELLAR

The castle has two sublevels. The upper level is primarily for storage of food and supplies, with several large root cellars. The lower level contains about a dozen empty prison cells.

5: FAERIE GROUNDS

Facing the stone wall of Castle Ehlenestra on the south is a massive wooden wall. This wall, about 25 yards from Ehlenestra's stone perimeter wall, forms an oval "courtyard" that is roughly two miles long

and one mile wide. Ehlenestra's southern wall is visible only from within the courtyard.

The wood that makes up the wall is not simply a row of planks or posts, but living trees growing closely together. Thousands of ironwood trees, centuries old, grow so closely together that their trunks touch each other. Their roots and branches intertwine, anchoring them solidly to the ground and making the branches impassible to anything larger than a raccoon.

Within Ehlenestra's courtyard is a sylvan paradise. The forest grows as freely as it does outside the wall, but within, the forest is far more wild. Fey folk cavort, animals thrive, and the guardians of Ehlenestra—packs of canines, mist wolves (type of wolf), and tyrgs (type of striped dog)—coexist peacefully. Hundreds of brownies dwell there and act as messengers and spies for the castle, carrying missives to and from the brownies of the Vesve.

A creek trickles across the woodland, forming three separate ponds on its path.

If the PCs attempt to enter the faerie grounds, they are met by two brownies. Hundreds of brownies live in this sanctuary, so the PCs will be greeted regardless of where they enter. The brownies begin a conversation with the PCs in order to assess their motives. If they are satisfied that the PCs have good intentions, they take them to the pond and rock. Other brownies will watch and spread the word that visitors have arrived. This announcement is heard by all that live here in a matter of a few moments.

The brownies are named Wink and Krok. They have the following information:

- The green dragon has been sighted in the area several times in the past few months.
- Castle Ehlenestra is deserted.
- Sharnalem passed through the shiny rock by the pond.
- Sharnalem has not been seen for about three weeks.

Wink and Krok, Brownies (2):

APL 4 (EL 6)

Treant (1): hp 66; *Monster Manual* page 244.

APL 6 (EL 8)

Treant (2): hp 66; *Monster Manual* page 244.

APL 8 (EL 10)

Treant, Huge Half Dragon Treant / Fighter 1 (1): hp 132; *Appendix 1*.

APL 10 (EL 12)

Treant, Huge Half Dragon Treant / Fighter 1 (2): hp 132, 132; Appendix 1.

APL 12 (EL 14)

Treant, Huge Half Dragon Treant / Fighter 1 (4): hp 132, 132, 132, 132; Appendix 1.

**EL reduced by 1 because of gift of Ehlonna.

Tactics

The treants are alerted that intruders are in the forest while the brownies are talking to the PCs. They take this time to animate their full contingent of trees. The trees take up positions around the entrance to the shadow prison.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 698 gp; +1 *keen great sword* (698 gp); Total 698 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 1396 gp; +1 *keen great sword x2* (698 gp); Total 1396 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 2792 gp; +1 *keen great sword x4* (698 gp); Total 2792 gp.

6: THE STEAMED DOOR

Wink and Kroc eagerly lead your group across the forest. They come to a stream and follow it for nearly half an hour. The stream opens into a wide pond with a rock formation on the opposite side.

The rock formation looks ordinary, except that in one place near the edge of the pond, one side of the rock is black, shiny, and perfectly smooth. The smooth section is a few feet wide and about five feet high. It is fogged, as if by steam.

When examined, a series of letters appears on the surface.

Vixen queen ruler til eve

Bring lumen

Free zepyr

Pick jugge fruit

(The answer is *shadow*.)

Give the players Handout #1.

Jade burden vexes

darkness wars

pyros forms

aqua cures

dawn dazes

(The answer is *light*.)

When a player moves to touch the stone surface, the words vanish, leaving a clean steamed surface for the PC to draw on. If a letter drawn on the surface is not part of the answer, the stone will fog it over.

The brownies can offer some help with the puzzle if needed. "Sometimes, what you don't see is more important than what you do," they advise.

DC20 Intelligence check reveals that letters are missing.

If the players draw the correct answer on the steamed stone, the stone shimmers and becomes vaporous. The characters may step through.

7: FALSE ENTRANCE

A simple chute trap sends the PCs to the dragon crystal room below.

You have entered a narrow, empty room. A double door lies at the far end. A purple mist flows over your feet.

This room is 10 feet wide and 25 feet long. A double door at the end of the hallway is a false doorway. The entrance to the rest of the complex is the chute trap below the PCs' feet. The middle section of the floor will fall away after everyone has been in the room for one round. The DM should note where each PC stands in this room.

ALL APLs (EL 1)

Chute Trap: CR 1; mechanical; touch trigger; automatic reset; Reflex DC 22 avoids (allow PCs to jump to a open floor section if they make the save); 30' deep greased slide (2d6 damage); Search DC 22; Disable Device DC 22.

Anchor Mists (CR 8): This violet vapor hangs low to the ground, usually filling an entire dungeon level with its wispy haze. The mist is harmless except to those who attempt to enter or leave the current plane of existence. Anyone standing within anchor mists is affected as if by a dimensional anchor spell (PH221). If a creature attempts to enter or leave the area of the mists by any form of planar travel—such as *ethereal jaunt*, *teleport*, *rope trick*—he immediately takes 10d6 points of damage (Fortitude DC 23 half), and the attempt fails. If the effect lasts for multiple rounds, as with a *blink* spell, the creature takes damage every turn that he remains within the mists. Creatures cannot access extra dimensional spaces while

standing in the anchor mists, and thus cannot remove items from a *bag of holding*.

Anchor mists are unaffected by winds, holding their place in midair even in gales as strong as hurricanes, but they can be dispersed with bottled air.

8: DRAGON EYES

You have entered a hexagonal room where each wall is 20' wide and 20' high. A statue of a dragon stands in the center of the room and lightning moves from it to touch the walls. In each ceiling corner a small dragon head is set. A purple mist covers the floor.

This hexagonal room is 20' on each side. The room is 20' tall. In each corner of the room at the ceiling is a dragon head made of stone. In the center of the room is a 10' statue of a dragon. The statue can be moved (DC 30 strength check) to reveal a 5x5 hole leading down. A ladder is attached to the wall. The head is very similar to the ones attached near the ceiling. The chute opening is 10' off the floor. The statue has lightning dancing from it throughout the room. Once anyone enters the room the eyes of each of the dragon heads begin to glow with a blue light.

APL 4 (EL 4)

Dragon Head Encounter Trap (1): hp 10, 10, 10, 40; Appendix 1.

APL 6 (EL 6)

Dragon Head Encounter Trap (1): hp 10, 10, 10, 10, 10, 10, 80; Appendix 1.

APL 8 (EL 8)

Dragon Head Encounter Trap (1): hp 15, 15, 15, 15, 15, 15, 160; Appendix 1.

APL 10 (EL 11)

Dragon Head Encounter Trap (1): hp 20, 20, 20, 20, 20, 20, 280; Appendix 1.

APL 12 (EL 12)

Dragon Head Encounter Trap (1): hp 40, 40, 40, 40, 40, 40, 320; Appendix 1.

Anchor Mists (CR 8): This violet vapor hangs low to the ground, usually filling an entire dungeon level with its wispy haze. The mist is harmless except to those who attempt to enter or leave the current plane of existence. Anyone standing within anchor mists is affected as if by a dimensional anchor spell (PH221). If a creature attempts to enter or leave the area of the mists by any form of

planar travel - such as *ethereal jaunt*, *teleport*, *rope trick* - he immediately takes 10d6 points of damage (Fortitude DC 23 half), and the attempt fails. If the effect lasts for multiple rounds, as with a *blink* spell, the creature takes damage every turn that he remains within the mists. Creatures cannot access extra dimensional spaces while standing in the anchor mists, and thus cannot remove items from a *bag of holding*.

Anchor mists are unaffected by winds, holding their place in midair even in gales as strong as hurricanes, but they can be dispersed with bottled air.

9: ARMED GUARDS

You have entered a lightless 125' long by 20' wide by 15' high room. The same mist covers the floor. At one end are four doors.

This room is 125' x 20' and is 15' high. At one end are four doors to 5'x 10' cells. The guards here will make every attempt to eliminate any invaders. The cell doors are unlocked since the prisoners are secured and kept unconscious and weak. They are wrapped from head to toe in a heavy cold iron chain. Inside are both Radiance and Sharnalem.

APL 4 (EL 8)

Ghirrash (1): hp 52; Appendix 1.

APL 6 (EL 10)

Ghirrash (2): hp 52; Appendix 1.

APL 8 (EL 12)

Elite Ghirrash (2): hp 122; Appendix 1.

APL 10 (EL 14)

Elite Ghirrash (3): hp 157, 122, 122; Appendix 1.

APL 12 (EL 16)

Elite Ghirrash (4): hp 157, 157, 157, 157; Appendix 1.

While in this room the guards are protected by a magic circle against good creatures.

Anchor Mists (CR 8): This violet vapor hangs low to the ground, usually filling an entire dungeon level with its wispy haze. The mist is harmless except to those who attempt to enter or leave the current plane of existence. Anyone standing within anchor mists is affected as if by a dimensional anchor spell (PH221). If a creature attempts to enter or leave the area of the mists by any form of planar travel - such as *ethereal jaunt*, *teleport*, *rope trick* - he

immediately takes 10d6 points of damage (Fortitude DC 23 half), and the attempt fails. If the effect lasts for multiple rounds, as with a *blink* spell, the creature takes damage every turn that he remains within the mists. Creatures cannot access extra dimensional spaces while standing in the anchor mists, and thus cannot remove items from a *bag of holding*.

Anchor mists are unaffected by winds, holding their place in midair even in gales as strong as hurricanes, but they can be dispersed with bottled air.

Tactics

The armed guards close the doors to the cells. They will charge once a creature has entered the room. They will defend the cells until dead.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 0 gp; Coin 0 gp; Magic 667 gp; *ring of protection*+1 (167 gp), *vest of resistance* +1 (167 gp), *ring of counterspells* (333 gp); Total 667 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 2730 gp; *ring of protection*+1 x2 (167 gp), *vest of resistance* +1 x2 (167 gp), *ring of counterspells* x2 (333 gp); Total 1334 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 4414 gp; *gauntlets of ogre power* (167 gp), *amulet of health* +2 (167 gp), *ring of protection*+1 (167 gp), +1 *studded leather armor* (175 gp) *vest of resistance* +2 (167 gp), *ring of counterspells* (333 gp), *ring of counterspells* (333 gp), +1 *keen great sword* (698 gp); Total 4417 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 13480 gp; *belt of giant strength* +4 (1333 gp), *boots of speed* (1000 gp), +3 *mithral breastplate* (864 gp), *amulet of health* +4 (1333 gp), *gloves of dexterity* +2 (167 gp), *ring of protection*+1 (167 gp), +1 *studded leather armor* (175 gp) *vest of resistance* +3 (667 gp), *ring of counterspells* (333 gp), *ring of counterspells* (333 gp), +1 *keen great sword* (698 gp), +2 *keen great sword* (1531 gp), *incandescent blue sphere ioun stone* (667 gp), +1 *animated heavy mithral shield* (835 gp); Total 13480 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 18126 gp; *belt of giant strength* +4 (1333 gp), *boots of speed* (1000 gp), +3 *mithral breastplate* (864 gp), *amulet of health* +4 (1333 gp), *gloves of dexterity* +2 (167 gp), *vest of resistance* +3 (667 gp), *ring of counterspells* (333 gp), *ring of counterspells* (333 gp), +2 *keen great sword* (1531 gp), *incandescent blue sphere ioun stone* (667 gp), +1 *animated heavy mithral shield* (835 gp); Total 18126 gp.

CONCLUSION

Relay the following information to the PCs as the prisoners gain their strength back.

- Sharnelem: I was under a powerful domination spell that had me sending troops to needed areas. I kept doing this until no knights or soldiers were left. Then I walked into the rock area and have been unconscious ever since. Thanks you very much. I wish to extend a favor of the Knights that protect this castle.
- Radiance: When I left the court of King Kashafen I began an investigation to restore the link to Har'dro Ilharn (Spirit of the Land). I had solved and gathered what I needed and was about to restore that what was severed. It was at this time that I was betrayed and captured. I have been a prisoner for many years now. I will attempt the magic again very soon. The brownies tell me that the emerald dawn is much more powerful now. Time draws near where it might be too late to do this.
- Radiance: Also at this time talk had begun of formally allying the fey court with the emerald dawn. I was an opponent of the agreement not believing we fey needed to by tide down in such away. It was at this time that a plot was fostered to capture her to stop her plans and opposition. I will go to court and see if I can end that agreement.

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.

5: FAERIE GROUNDS

Experience objective: Enter Shadow Prison by defeating treants and solving the puzzle.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: DRAGON EYES

Experience objective: Get past the trap

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	330 XP
APL 12	360 XP

9: ARMED GUARDS

Experience objective: Defeat guards

APL 4	240 XP
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APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

STORY AWARD

Objective(s) met: Rescue Radiance & Sharnelem

APL 4	100 XP
APL 6	130 XP
APL 8	175 XP
APL 10	220 XP
APL 12	265 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	35 XP
APL 6	50 XP
APL 8	50 XP
APL 10	50 XP
APL 12	50 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1380 XP
APL 12	1575 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.

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

5: FAERIE GROUNDS

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 698 gp; +1 *keen great sword* (698 gp); Total 698 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 1396 gp; +1 *keen great sword* x2 (698 gp); Total 1396 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 2792 gp; +1 *keen great sword* x4 (698 gp); Total 2792 gp.

9: ARMED GUARDS

APL 4: Loot 0 gp; Coin 0 gp; Magic 667 gp; *ring of protection*+1 (167 gp), *vest of resistance* +1 (167 gp), *ring of counterspells* (333 gp); Total 667 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 2730 gp; *ring of protection*+1 x2 (167 gp), *vest of resistance* +1 x2 (167 gp), *ring of counterspells* x2 (333 gp); Total 1334 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 4414 gp; *gauntlets of ogre power* (167 gp), *amulet of health* +2 (167 gp), *ring of protection*+1 (167 gp), +1 *studded leather armor* (175 gp) *vest of resistance* +2 (167 gp), *ring of counterspells* (333 gp), *ring of counterspells* (333 gp), +1 *keen great sword* (698 gp); Total 4417 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 13480 gp; *belt of giant strength* +4 (1333 gp), *boots of speed* (1000 gp), +3 *mithral breastplate* (864 gp), *amulet of health* +4 (1333 gp), *gloves of dexterity* +2 (167 gp), *ring of protection*+1 (167 gp), +1 *studded leather armor* (175 gp) *vest of resistance* +3 (667 gp), *ring of counterspells* (333 gp), *ring of counterspells* (333 gp), +1 *keen great sword* (698 gp), +2 *keen great sword* (1531 gp), *incandescent blue sphere ioun stone* (667 gp), +1 *animated heavy mithral shield* (835 gp); Total 13480 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 18126 gp; *belt of giant strength +4* (1333 gp), *boots of speed* (1000 gp), +3 *mithral breastplate* (864 gp), *amulet of health +4* (1333 gp), *gloves of dexterity +2* (167 gp), *vest of resistance +3* (667 gp), *ring of counterspells* (333 gp), *ring of counterspells* (333 gp), +2 *keen great sword* (1531 gp), *incandescent blue sphere ioun stone* (667 gp), +1 *animated heavy mithral shield* (835 gp); Total 18126 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 0 gp; Coin 0 gp; Magic 667 gp; Total 667 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 1334 gp; Total 1334 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 5105 gp; Total 5105 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 14876 gp; Total 14876 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 20918 gp; Total 20918 gp.

ADVENTURE RECORD

Kissed by Radiance: If you have been kissed by Radiance she conveys the power to become part fey. If you have been Touched by Fey in prior adventures at least three times then you can take on the feytouched template (FF 71). If you have been Touched by Fey five or more times you can become half-fey by using that template (FF 89). You can immediately add this template as if you had leveled. The next time you gain a level, you do not choose a character class; instead, this template effectively replaces that level, as you are now a character with a +1 level adjustment.

The Gratitude of Sharnalem: If you rescued Sharnalem and have a favor of the Knights of the High Forest she bestows a membership invitation provided that you meet the requirements. You can immediately become a Knight of the High Forest.

A Copper Scale: For successfully completing the release of Radiance the copper dragon uses his contacts and resources to grant you one of the following benefits (must be chosen now, cross off when used):

- Regional access to any limited spell from the *Spell Compendium*, to a maximum level equal to half the APL of this AR. All normal costs apply.
- Regional access to any +2 weapon or armor enhancement from the *Dungeon Master's Guide*.
- Regional access to a Cupric Brooch from Dragon Magic at a 50% discount.

Those Clever Gnomes: For attempting the quest for the faerie princess the gnomes are impressed. Using their contacts, resources, and design improvement abilities they offer the follow reward (must be chosen now, cross off when used), to be added to any existing magic item you possess. All normal costs apply:

- Charisma +2 enhancement bonus from the *Magic Item Compendium* (page 234).
- Constitution +2 enhancement bonus from the *Magic Item Compendium* (page 234).
- Dexterity +2 enhancement bonus from the *Magic Item Compendium* (page 234).
- Intelligence +2 enhancement bonus from the *Magic Item Compendium* (page 234).
- Strength +2 enhancement bonus from the *Magic Item Compendium* (page 234).
- Wisdom +2 enhancement bonus from the *Magic Item Compendium* (page 234).

ITEMS FOUND DURING THE ADVENTURE

APL 4 through 8:

- Ring of Counterspells
- +1 keen Greatsword
- Bottled air
- Cupric Brooch

APL 10 and 12 (all APLs 4-8 plus the following):

- Boots of speed
- +2 keen greatsword
- Mithral breastplate +3
- Incandescent blue sphere ioun stone
- +1 animated heavy mithral shield

8: DRAGON CRYSTALS

DRAGON CRYSTAL TRAP

CR 4

Description This hexagonal chamber is entered from the chute or from underneath the statue. In each ceiling corner of the room a dragon head is attached. In the center of the room stands a statue of a dragon. When the PCs enter the room, the trap activates, and the dragon eyes begin to fire *magic missiles* at all creatures in the room (one missile per crystal per target). Until three dragon head are destroyed, each creature is targeted each round. After the trap's duration expires, it takes 1 minute to recharge. If the dragon statue is destroyed, the trap stops functioning.

Search DC19; **Type** Magical

Trigger Detection (alarm); **Init** +2

Effect One magic missile (automatically hits, 1d4+1 points of damage, CL 5th) per dragon head eye per creature (3 at this APL)

Duration 7 rounds

Destruction AC 14; hp 10; hardness 5 (each dragon head)

Destruction AC 14; hp 20; hardness 10 (statue)

Disarm Disable Device DC 26 (each dragon head)

Dispel DC 16 (each dragon head)

9: ARMED GUARDS

GHIRRASH

CR 7

NE Large outsider (extraplanar)

Init +3; **Senses** darkvision 60'; Listen +11, Spot +11

Languages Common, Infernal

AC 21, touch 13, flat-footed 18

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

hp 52 (7 HD); DR 5/magic

Fort +9 **Ref** +11, **Will** +7

Speed 50 ft. (10 squares),

Resist resistance to acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, ring of counterspells (glitterdust)

Melee claw +16 (1d6+6) or

Melee 4 claws +13 (1d6+6) and bite +7 (1d4+3 plus paralysis) and rake +13 (1d6+3)

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

Base Atk +7; **Grp** +17

Atk Options paralysis DC 16, pounce, rake

Abilities Str 23, Dex 16, Con 16, Int 13, Wis 13, Cha 15

SQ displacement

Feats Dodge, Great Fortitude, Weapon Focus (great scimitar)

Skills Balance +15, Climb +16, Hide +13, Jump +26, Listen +11, Move Silently +13, Spot +11, Survival +11, Tumble +15;

Possessions +1 ring of protection, +1 vest of resistance, ring of counterspells (glitterdust), +1 keen greatsword (Encumbrance – Light)

Paralysis (Su) A creature hit by a ghirrash's bite attack must make a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds.

Pounce (Ex) If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex) Two claws, attack bonus +13 1d6+3

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

Power-Up Suite (magic circle against good): vs. good creatures AC 23, Fort +11, Ref +13, Will +9

8: DRAGON CRYSTALS

DRAGON CRYSTAL TRAP**CR 4**

Description This hexagonal chamber is entered from the chute or from underneath the statue. In each ceiling corner of the room a dragon head is attached. In the center of the room stands a statue of a dragon. When the PCs enter the room, the trap activates, and the dragon eyes begin to fire *magic missiles* at all creatures in the room (one missile per crystal per target). Until three dragon head are destroyed, each creature is targeted each round. After the trap's duration expires, it takes 1 minute to recharge. If the dragon statue is destroyed, the trap stops functioning.

Search DC19; **Type** Magical**Trigger** Detection (alarm); **Init** +2

Effect One magic missile (automatically hits, 1d4+1 points of damage, CL 5th) per dragon head eye per creature (6 at this APL)

Duration 7 rounds

Destruction AC 14; hp 10; hardness 5 (each dragon head)

Destruction AC 14; hp 40; hardness 10 (statue)**Disarm** Disable Device DC 26 (each dragon head)**Dispel** DC 16 (each dragon head)

9: ARMED GUARDS

GHIRRASH**CR 7**

NE Large outsider (extraplanar)

Init +3; **Senses** darkvision 60'; Listen +11, Spot +11**Languages** Common, Infernal**AC** 21, touch 13, flat-footed 18

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

hp 52 (7 HD); DR 5/magic**Fort** +9 **Ref** +11, **Will** +7**Speed** 50 ft. (10 squares),

Resist resistance to acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, ring of counterspells (glitterdust)**Melee** claw +16 (1d6+6) or

Melee 4 claws +13 (1d6+6) and bite +7 (1d4+3 plus paralysis) and rake +13 (1d6+3)

Space 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +17**Atk Options** paralysis DC 16, pounce, rake**Abilities** Str 23, Dex 16, Con 16, Int 13, Wis 13, Cha 15**SQ** displacement

Feats Dodge, Great Fortitude, Weapon Focus (great scimitar)

Skills Balance +15, Climb +16, Hide +13, Jump +26, Listen +11, Move Silently +13, Spot +11, Survival +11, Tumble +15;

Possessions +1 ring of protection, +1 vest of resistance, ring of counterspells (glitterdust), +1 keen greatsword (Encumbrance – Light)

Paralysis (Su) A creature hit by a ghirrash's bite attack must make a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds.

Pounce (Ex) If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex) Two claws, attack bonus +13 1d6+3

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

Power-Up Suite (magic circle against good): vs. good creatures AC 23, Fort +11, Ref +13, Will +9

5: FAERIE GROUNDS

TREANT**CR 11**

NG Huge Half Dragon Treant / Fighter 1

Init +0 ; **Senses** darkvision 60 ft., low light.
Listen +7, Spot +7**Languages****AC** 25, (-2 size, +0 Dex, +17 natural)
touch 8, flat-footed 25.**HP** 132 : (8 HD) : (52+80)**Immune** : magic sleep, paralysis, fire, poison, polymorph, stunning, crits, all mind affecting effects.**Fort** +17 **Ref** +2 **Will** +5**Speed** 30ft. : **Fly** 60ft (average) : Hover**Melee** Greatsword +21 (4d6+25 : 17-20x2) or
Sunder - Greatsword +37 (4d6+25 : 17-20x2) or
Greatsword +21/+16 (4d6+25 : 17-20x2)
And Bite +15 (2d6+8) or
2 Slams +20/+20 (2d6+16)
And Bite +15 (2d6+8) or**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +6; **Grp** +30**Atk Options** Power Attack, Sunder, Trample (2d6+24)**Combat Gear** : +1 Keen Greatsword.**Abilities** Str 42, Dex 10, Con 30, Int 12, Wis 16, Cha 10**SQ** Animate Trees, DR 10/slashing, Plant traits**Feats** Power Attack, Improved Sunder,
Hover, Combated Brute.**Skills** Hide -8 (+16), Intimidate +5, Listen +8,
Knowledge (nature) +6, Spot +8,
Sense motive +8, Survival +8**Possessions** : combat gear plus**Animate Trees (Sp)** : A treant can animate up to two
trees at will within 180 ft, equal to treant in MM.
MV of trees is 10' only.**Trample (Ex)** : Reflex DC 30 half. Str based.**Double damage against objects (Ex)** : On a full attack
action a treant does double damage vs. object &
structures.**Breath Weapon (Ex)** : Reflex DC 24 half. Con based.
(6d8) 30' cone fire, red dragon breath.

8: DRAGON CRYSTALS

DRAGON CRYSTAL TRAP**CR 8****Description** This hexagonal chamber is entered from
the chute or from underneath the statue. In each
ceiling corner of the room a dragon head is attached.
In the center of the room stands a statue of a dragon.
When the PCs enter the room, the trap activates, and
the dragon eyes begin to fire *magic missiles* at all
creatures in the room (one missile per crystal per
target) and the statue will fire *dispel magic* (CL 6th) at
each creature in the room. Until six dragon heads are
destroyed, each creature is targeted each round.
After the trap's duration expires, it takes 1 minute to
recharge. If the dragon statue is destroyed, the trap
stops functioning.**Search** DC19; **Type** Magical**Trigger** Detection (alarm); **Init** +3**Effect** One magic missile (automatically hits, 1d4+1
points of damage, CL 5th) per dragon head eye per
creature (9 at this APL)**Duration** 7 rounds**Destruction** AC 14; hp 15; hardness 5 (each dragon
head)**Destruction** AC 14; hp 80; hardness 10 (statue)**Disarm** Disable Device DC 26 (each dragon head)**Dispel** DC 16 (each dragon head)

9: ARMED GUARDS

GHIRRASH**CR 9**

Elite Male Ghirrash Warrior1/Monk2/Fighter1

NE Large outsider (extraplanar)

Init +4; **Senses** darkvision 60'; Listen +13, Spot +15**Languages** Common, Infernal**AC** 26, touch 13, flat-footed 22

(-1 size, +4 Dex, +8 natural, +4 armor)

hp 122 (11 HD); **DR** 5/magic**Fort** +22 **Ref** +16, **Will** +15**Speed** 50 ft. (10 squares),**Resist** resistance to acid 10, fire 10, cold 10, electricity
10, spell resistance 14**Immunities** poison, ring of counterspells (glitterdust),
ring of counterspells (ray of enfeeblement)**Melee** +2 large keen greatsword +23/+18 (3d6+17/17-
20 and 2 claws +21 (1d8+11) and bite +16 (1d4+5
plus paralysis) and 2 rakes +20 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +29**Atk Options** paralysis DC 19, pounce (Ex), rake (Ex),
flurry of blows (Ex)**Abilities** Str 32, Dex 19, Con 22, Int 13, Wis 14, Cha 13**SQ** displacement (Su), evasion (Ex)**Feats** Combat Acrobat, Deflect Arrows, Dodge, Great
Fortitude, Improved Grapple, Improved Unarmed
Strike, Iron Will, Weapon Focus (greatsword)**Skills** Balance +18, Climb +23, Escape Artist +11, Hide
+15, Jump +33, Listen +13, Move Silently +14, Spot
+15, Survival +13, Tumble +17;**Possessions** +1large keen great sword, gauntlets of
ogre power, +2 amulet of health, +1 studded leather,
+2 vest of resistance, ring of counterspells
(glitterdust), ring of counterspells (ray of
enfeeblement) (Encumbrance – Light)**Paralysis (Su)** A creature hit by a ghirrash's bite attack
must make a DC 19 Fortitude save or be paralyzed
for 1d4+1 rounds.**Pounce (Ex)** If a ghirrash charges, it can make a full
attack including two rake attacks.**Rake (Ex)** Two claws, attack bonus +20 1d6+5**Displacement (Su)** A light-bending glamor continually
surrounds a ghirrash making it difficult to surmise the
creature's true location. Any melee or ranged attack
directed at it has a 50% miss chance unless the
attacker can locate the ghirrash by some means

other than sight. A *true seeing* effect allows the user to see the ghirrash's position but *see invisibility* has no effect.

Power-Up Suite (magic circle against good): vs. good creatures AC 28, Fort +24, Ref +18, Will +17

5: FAERIE GROUNDS

TREANT

CR 11

NG Huge Half Dragon Treant / Fighter 1

Init +0 ; **Senses** darkvision 60 ft., low light.
Listen +7, Spot +7**Languages****AC** 25, (-2 size, +0 Dex, +17 natural)
touch 8, flat-footed 25.**HP** 132 : (8 HD) : (52+80)**Immune** : magic sleep, paralysis, fire, poison, polymorph, stunning, crits, all mind affecting effects.**Fort** +17 **Ref** +2 **Will** +5**Speed** 30ft. : **Fly** 60ft (average) : Hover**Melee** Greatsword +21 (4d6+25 : 17-20x2) or
Sunder - Greatsword +37 (4d6+25 : 17-20x2) or
Greatsword +21/+16 (4d6+25 : 17-20x2)
And Bite +15 (2d6+8) or
2 Slams +20/+20 (2d6+16)
And Bite +15 (2d6+8) or**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +6; **Grp** +30**Atk Options** Power Attack, Sunder, Trample (2d6+24)**Combat Gear** : +1 Keen Greatsword.**Abilities** Str 42, Dex 10, Con 30, Int 12, Wis 16, Cha 10**SQ** Animate Trees, DR 10/slashing, Plant traits**Feats** Power Attack, Improved Sunder,
Hover, Combated Brute.**Skills** Hide -8 (+16), Intimidate +5, Listen +8,
Knowledge (nature) +6, Spot +8,
Sense motive +8, Survival +8**Possessions** : combat gear plus**Animate Trees (Sp)** : A treant can animate up to two
trees at will within 180 ft, equal to treant in MM.
MV of trees is 10' only.**Trample (Ex)** : Reflex DC 30 half. Str based.**Double damage against objects (Ex)** : On a full attack
action a treant does double damage vs. object &
structures.**Breath Weapon (Ex)** : Reflex DC 24 half. Con based.
(6d8) 30' cone fire, red dragon breath.

8: DRAGON CRYSTALS

DRAGON CRYSTAL TRAP

CR 12

Description This hexagonal chamber is entered from
the chute or from underneath the statue. In each
ceiling corner of the room a dragon head is attached.
In the center of the room stands a statue of a dragon.
When the PCs enter the room, the trap activates, and
the dragon eyes begin to fire *magic missiles* at all
creatures in the room (one missile per crystal per
target) and the statue will fire *greater dispel magic*
(CL 11th) at each creature in the room. Until six
dragon heads are destroyed, each creature is
targeted each round. After the trap's duration expires,
it takes 1 minute to recharge. If the dragon statue is
destroyed, the trap stops functioning.**Search** DC19; **Type** Magical**Trigger** Detection (alarm); **Init** +3**Effect** One magic missile (automatically hits, 1d4+1
points of damage, CL 5th) per dragon head eye per
creature (12 at this APL)**Duration** 7 rounds**Destruction** AC 14; hp 20; hardness 5 (each dragon
head)**Destruction** AC 14; hp 140; hardness 10 (statue)**Disarm** Disable Device DC 26 (each dragon head)**Dispel** DC 16 (each dragon head)

9: ARMED GUARDS

GHIRRASH

CR 9

Elite Male Ghirrash Warrior1/Monk2/Fighter1

NE Large outsider (extraplanar)

Init +4; **Senses** darkvision 60'; Listen +13, Spot +15**Languages** Common, Infernal**AC** 26, touch 13, flat-footed 22

(-1 size, +4 Dex, +8 natural, +4 armor)

hp 122 (11 HD); **DR** 5/magic**Fort** +22 **Ref** +16, **Will** +15**Speed** 50 ft. (10 squares),**Resist** resistance to acid 10, fire 10, cold 10, electricity
10, spell resistance 14**Immunities** poison, ring of counterspells (glitterdust),
ring of counterspells (ray of enfeeblement)**Melee** +2 large keen greatsword +23/+18 (3d6+17/17-
20 and 2 claws +21 (1d8+11) and bite +16 (1d4+5
plus paralysis) and 2 rakes +20 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +29**Atk Options** paralysis DC 19, pounce (Ex), rake (Ex),
flurry of blows (Ex)**Abilities** Str 32, Dex 19, Con 22, Int 13, Wis 14, Cha 13**SQ** displacement (Su), evasion (Ex)**Feats** Combat Acrobat, Deflect Arrows, Dodge, Great
Fortitude, Improved Grapple, Improved Unarmed
Strike, Iron Will, Weapon Focus (greatsword)**Skills** Balance +18, Climb +23, Escape Artist +11, Hide
+15, Jump +33, Listen +13, Move Silently +14, Spot
+15, Survival +13, Tumble +17;**Possessions** +1large keen greatsword, gauntlets of
ogre power, +2 amulet of health, +1 studded leather,
+2 vest of resistance, ring of counterspells
(glitterdust), ring of counterspells (ray of
enfeeblement) (Encumbrance – Light)**Paralysis (Su)** A creature hit by a ghirrash's bite attack
must make a DC 19 Fortitude save or be paralyzed
for 1d4+1 rounds.**Pounce (Ex)** If a ghirrash charges, it can make a full
attack including two rake attacks.**Rake (Ex)** Two claws, attack bonus +20 1d6+5**Displacement (Su)** A light-bending glamor continually
surrounds a ghirrash making it difficult to surmise the
creature's true location. Any melee or ranged attack
directed at it has a 50% miss chance unless the
attacker can locate the ghirrash by some means

other than sight. A *true seeing* effect allows the user to see the ghirrash's position but *see invisibility* has no effect.

Power-Up Suite (magic circle against good): vs. good creatures AC 28, Fort +24, Ref +16, Will +14

GHIRRASH

CR 11

Elite Male Ghirrash Warrior1/Monk2/Fighter1/Drunken Master 2

NE Large outsider (extraplanar)

Init +5; **Senses** darkvision 60'; Listen +15, Spot +15

Languages Common, Infernal

AC 33, touch 14, flat-footed 28

(-1 size, +5 Dex, +8 natural, +8 armor, +3 animated shield)

hp 157 (13 HD); **DR** 5/magic

Fort +24 **Ref** +17, **Will** +17

Speed 50 ft. (10 squares),

Resist resistance to acid 10, fire 10, cold 10, electricity 10, spell resistance 14

Immunities poison, ring of counterspells (glitterdust), ring of counterspells (ray of enfeeblement)

Melee +2 large keen greatsword +26/+21/+16 (3d6+20/17-20 and 2 claws +23 (1d8+12) and bite +18 (1d4+6 plus paralysis) and 2 rakes +23 (1d8+6)

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

Base Atk +11; **Grp** +31

Atk Options paralysis (Su) DC 19, pounce (Ex), rake (Ex), flurry of blows (Ex), improvised weapons (Ex), power attack

Abilities Str 34, Dex 21, Con 24, Int 13, Wis 16, Cha 13

SQ displacement (Su), drink like a demon (Ex), evasion (Ex), stagger

Feats Close Quarters Fighting, Combat Acrobat, Deflect Arrows, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Iron Will, Weapon Focus (greatsword)

Skills Balance +19, Climb +22, Escape Artist +11, Hide +14, Jump +30, Listen +15, Move Silently +13, Spot +15, Survival +13, Tumble +17;

Possessions +2 large keen greatsword, +4 belt of giant strength, +4 amulet of health, +2 gloves of dexterity, boots of speed, +3 mithral breastplate, +3 vest of resistance, ring of counterspells (glitterdust), ring of counterspells (ray of enfeeblement), incandescent blue sphere ioun stone, +1 animated heavy mithral shield (Encumbrance – Light)

Paralysis (Su) A creature hit by a ghirrash's bite attack must make a DC 20 Fortitude save or be paralyzed for 1d4+1 rounds.

Pounce (Ex) If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex) Two claws, attack bonus +23 1d8+6

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

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by 2 points each, but increases his Strength or Constitution (Judges choice) by 2 points. A drunken master may benefit from a number of rounds equal to the PCs drunken master level +3.

Stagger (Ex): By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects. First the charge need not be in a straight line, even though the PC can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning his charge, his movement through threatened squares provokes no attacks of opportunity.

Power-Up Suite (magic circle against good): vs. good creatures AC 35, Fort +26, Ref +19, Will +19

5: FAERIE GROUNDS

TREANT

CR 11

NG Huge Half Dragon Treant / Fighter 1

Init +0 ; **Senses** darkvision 60 ft., low light.
Listen +7, Spot +7**Languages****AC** 25, (-2 size, +0 Dex, +17 natural)
touch 8, flat-footed 25.**HP** 132 : (8 HD) : (52+80)**Immune** : magic sleep, paralysis, fire, poison, polymorph, stunning, crits, all mind affecting effects.**Fort** +17 **Ref** +2 **Will** +5**Speed** 30ft. : **Fly** 60ft (average) : Hover**Melee** Greatsword +21 (4d6+25 : 17-20x2) or
Sunder - Greatsword +37 (4d6+25 : 17-20x2) or
Greatsword +21/+16 (4d6+25 : 17-20x2)
And Bite +15 (2d6+8) or
2 Slams +20/+20 (2d6+16)
And Bite +15 (2d6+8) or**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +6; **Grp** +30**Atk Options** Power Attack, Sunder, Trample (2d6+24)**Combat Gear** : +1 Keen Greatsword.**Abilities** Str 42, Dex 10, Con 30, Int 12, Wis 16, Cha 10**SQ** Animate Trees, DR 10/slashing, Plant traits**Feats** Power Attack, Improved Sunder,
Hover, Combated Brute.**Skills** Hide -8 (+16), Intimidate +5, Listen +8,
Knowledge (nature) +6, Spot +8,
Sense motive +8, Survival +8**Possessions** : combat gear plus**Animate Trees (Sp)** : A treant can animate up to two
trees at will within 180 ft, equal to treant in MM.
MV of trees is 10' only.**Trample (Ex)** : Reflex DC 30 half. Str based.**Double damage against objects (Ex)** : On a full attack
action a treant does double damage vs. object &
structures.**Breath Weapon (Ex)** : Reflex DC 24 half. Con based.
(6d8) 30' cone fire, red dragon breath.

8: DRAGON CRYSTALS

DRAGON CRYSTAL TRAP

CR 12

Description This hexagonal chamber is entered from
the chute or from underneath the statue. In each
ceiling corner of the room a dragon head is attached.
In the center of the room stands a statue of a dragon.
When the PCs enter the room, the trap activates, and
the dragon eyes begin to fire *magic missiles* at all
creatures in the room (one missile per crystal per
target) the statue will fire *greater dispel magic* (CL
11th) at each creature in the room. Until six dragon
heads are destroyed, each creature is targeted each
round. After the trap's duration expires, it takes 1
minute to recharge. If the dragon statue is destroyed,
the trap stops functioning.**Search** DC19; **Type** Magical**Trigger** Detection (alarm); **Init** +3**Effect** One magic missile (automatically hits, 1d4+1
points of damage, CL 5th) per dragon head eye per
creature (18 at this APL)**Duration** 7 rounds**Destruction** AC 14; hp 40; hardness 5 (each dragon
head)**Destruction** AC 14; hp 160; hardness 10 (statue)**Disarm** Disable Device DC 26 (each dragon head)**Dispel** DC 16 (each dragon head)

9: ARMED GUARDS

GHIRRASH

CR 11

Elite Male Ghirrash Warrior1/Monk2/Fighter1/Drunken
Master 2

NE Large outsider (extraplanar)

Init +5; **Senses** darkvision 60'; Listen +15, Spot +15**Languages** Common, Infernal**AC** 33, touch 14, flat-footed 28(-1 size, +5 Dex, +8 natural, +8 armor, +3 animated
shield)**hp** 157 (13 HD); **DR** 5/magic**Fort** +24 **Ref** +17, **Will** +17**Speed** 50 ft. (10 squares),**Resist** resistance to acid 10, fire 10, cold 10, electricity
10, spell resistance 14**Immunities** poison, ring of counterspells (glitterdust),
ring of counterspells (ray of enfeeblement)**Melee** +2 large keen greatsword +26/+21/+16
(3d6+20/17-20 and 2 claws +23 (1d8+12) and bite
+18 (1d4+6 plus paralysis) and 2 rakes +23 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +11; **Grp** +31**Atk Options** paralysis (Su) DC 19, pounce (Ex), rake
(Ex), flurry of blows (Ex), improvised weapons (Ex),
power attack**Abilities** Str 34, Dex 21, Con 24, Int 13, Wis 16, Cha 13**SQ** displacement (Su), drink like a demon (Ex), evasion
(Ex), stagger**Feats** Close Quarters Fighting, Combat Acrobat, Deflect
Arrows, Dodge, Great Fortitude, Improved Grapple,
Improved Unarmed Strike, Iron Will, Weapon Focus
(greatsword)**Skills** Balance +19, Climb +22, Escape Artist +11, Hide
+14, Jump +30, Listen +15, Move Silently +13, Spot
+15, Survival +13, Tumble +17;**Possessions** +2 large keen greatsword, +4 belt of giant
strength, +4 amulet of health, +2 gloves of dexterity,
boots of speed, +3 mithral breastplate, +3 vest of
resistance, ring of counterspells (glitterdust), ring of
counterspells (ray of enfeeblement), incandescent
blue sphere ioun stone, +1 animated heavy mithral
shield (Encumbrance – Light)**Paralysis (Su)** A creature hit by a ghirrash's bite attack
must make a DC 20 Fortitude save or be paralyzed
for 1d4+1 rounds.

Pounce (Ex) If a ghirrash charges, it can make a full attack including two rake attacks.

Rake (Ex) Two claws, attack bonus +23 1d8+6

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

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Stagger (Ex): By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects. First the charge need not be in a straight line, even though the PC can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning his charge, his movement through threatened squares provokes no attacks of opportunity.

Power-Up Suite (magic circle against good): vs. good creatures AC 35, Fort +26, Ref +19, Will +19

APPENDIX 2: NEW RULES ITEMS

All new rules items from sources other than the PH, DMG, or MM go in this section. If you do not have any DM aids or maps, replace this line with “N/A”

FEATS

List alphabetically. Include source and page:

STAGGER

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

Source: *Sandstorm* 53

Creatures affected by this spell take a –4 penalty on attack rolls and Dexterity, a 50% reduction in their speed (to a minimum of 5 feet), and must make a Concentration check to cast any spell (DC equal to this spell's DC + the level of the spell being cast).

Material Component: A pinch of ashes from a destrachan.

Source: *Spell Compendium* 66.

ITEMS

List alphabetically; see above.

WHALE GREASE

Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foul-smelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is not water soluble, but can be quickly removed with alcohol. While worn, the pungent odor the grease gives off allows creatures with the scent ability to detect you at double normal range.

Cost: 2 gp.

Craft DC: 25.

Weight: 2 lb.

Source: *Frostburn* 79.

SPELLS

List alphabetically; see above.

DIRGE OF DISCORD

Enchantment (compulsion) [Evil, Mind-Affecting]

Level: Bard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft-radius spread

Duration: Concentration + 1 round/level

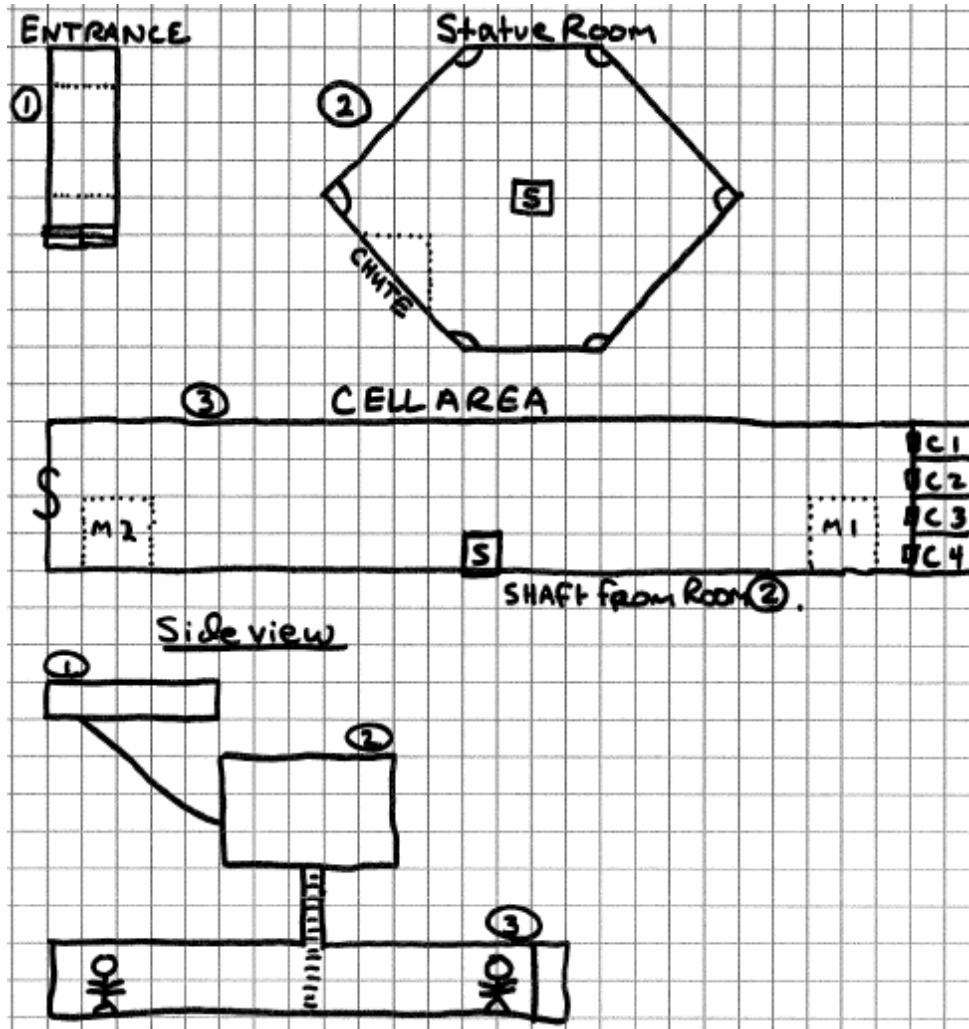
Saving Throw: Will negates

Spell Resistance: Yes

You create an unholy, cacophonous dirge that fills the target's mind with screams of the dying, the wailing of the damned, and the howling of the mad.

Faerie Grounds Encounter Map

Dungeon Map



Vixen queen ruler til eve

Bring lumen

Free zepyr

Pick jugge fruit

Lade burden vexes

darkness wars

pyros forms

aqua cures

dawn dazes