

Blue with Envy

A One-Round Dungeons & Dragons® Living Greyhawk™
Iuz's Border States Metaregional Adventure

Version 0.99

by Casey Brown

Story Contributor: Susan Threadgill

Other Contributors: Iuz's Border States regional Triads

Metaregional Reviewer: Jeffery A. Dobberpuhl

Circle Reviewer: Britt F. Frey

Playtesters: Joe Aker, Michael Haferkamp, David "Keyoke" Polansky, Robert Watson

Draconic cults stir in the north, their reach and power becoming more powerful by the day. A concerned Gildor Arcanix, confused by recent divination answers, has once more called upon you to help find out just what these chromatic cults are up to. This time, the signs point to the dead Tangles Forest. At the same time, the Old Faith needs to learn more about how Boneheart Cranzer killed the forest. Perhaps you can kill two birds with one stone. A one-round Iuz's Border States Metaregional adventure set in the decimated Tangles Forest in the Combination of Free Lords for APLs 4-10. This is Part Two of the Seeker of the Flesh Series and is a loose sequel to BDK4-06 Scales and Secrets, Iuz6-02 Blue Scales, Red Secrets, and BDK6-07 Love Letter. PCs that have earned the favor of Gildor Arcanix, the Old Faith Druids, the Kingdom of Johrase or the clergy of St. Cuthbert are encouraged to play this adventure. Having at least one wilderness-oriented PC at the table will prove beneficial.

Resources for this adventure include *Draconomicon* [Nigel Findley, et al.], *Draconomicon* [Collins, Williams, Wyatt], and BDK4-06 *Scales and Secrets* [Thowe].

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

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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.

TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion 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

Sometime around 591 CY, Maurgoroothyx, a female adult green dragon, moved from her home in the Fellreev Forest to the Tangles Forest, seeking independence from her domineering mother (The Green Dragon of Lake Aqal). With the elf druid Gerland's help, she remained hidden from the Old Faith Druids for years.

In the spring of 596 CY, Maurgoroothyx's world changed, as the Boneheart Cranzer successfully killed almost every single tree in the Tangles Forest. Cranzer, being a master alchemist as well as an archmage, had formulated a poison so strong that the magically protected Tangles is still lifeless to this day, its magical powers of regeneration apparently stunted.

Her pond poisoned, her forest dead, and having seen the elven druid Gerland defeated by Cranzer, Maurgoroothyx attempted to flee the forest, to return home to the safety of the Fellreev. Surrounded by vrocks, though, the dragon was unable to make her escape. Then, suddenly, a huge red dragon was amongst the demons, rending them limb from limb, blasting them with fire.

Just as he had been about to slaughter the adventurers defending Borjed's (now Thunk's) Hunting Lodge for Cranzer, Morginstaler, red dragon of the Rift Canyon, spied Maurgoroothyx valiantly fighting off the vrocks. Enraged that the demons would dare to attack a dragon, Morginstaler forgot all about the adventurers, Cranzer, and even his own desire for destruction, and flew to the green dragon's aid. Vrocks fell from the sky as he slaughtered them wholesale.

With the vrocks decimated, Maurgoroothyx fled back to the Fellreev. Morginstaler cried out to her to stay as she flew off to the northwest, but the green dragon ignored his pleas. She needed time to think, to plan, and to calm the lust that was rising in her. Never had she seen such a display of ferocity and blood-lust as she had when she watched Morginstaler slaughter the vrocks. The effect had been...stimulating (Owlcon 2006 Interactive).

Several months passed, and Maurgoroothyx was once again living with her mother in Lake Aqal. Not a day had gone by when she did not think of Morginstaler in all his demon-blood-covered glory. However, she could not return to the Tangles. The forest was dead, its waters polluted. Of Gerland's return to life, she knew nothing.

Then, one day, a group of adventurers brought her a letter from Morginstaler, having been 'coerced' into doing so by the red dragon. In the letter, Morginstaler asked to see the green dragon and expressed his love for her. Elated, Maurgoroothyx told the humans to tell Morginstaler that she would meet with him (BDK6-07 *Love Letter*).

Morginstaler and Maurgoroothyx met a month later and the two consummated their love. However, red dragons and green dragons view love and courtship very differently, and soon Morginstaler had returned to the Rift Canyon, his desires sated. Maurgoroothyx was left to return alone to Lake Aqal, her draconic heart broken, for she had been expecting to mate for life.

Within a few days, Maurgoroothyx knew that she was pregnant. Elated, yet terrified of her mother's reaction (for she knew her mother would not approve of the father), she once again left the Fellreev. With nowhere else to go, she returned to her former pond in the Tangles just in time to lay her clutch at its murky bottom.

As yet, neither Gerland nor Bellamoh, one of the nine Druids of the Northern Circle, know that she has returned, as they have been busy in the western end of the decimated forest.

The pond's water, previously poisoned, is almost normal now (thanks to a druid of the Old Faith named Leroy d'Bruin who had undertaken the task of decontaminating the water). However, food is scarce as the forest is still dead. The dragon survived by eating dead trees. From time to time, she managed to kill and eat some evil fey known as redcaps as they came to bathe in her pond. She dared not leave her eggs to hunt farther afield.

Either because of the tainted water of the pond, or because of the nature of the father, or perhaps both, the eggs were unusual in size and shape. Of the eggs laid, all but one hatched very prematurely, revealing various greenspawn. The remaining egg remains dormant but healthy, something else growing within. Its mottled yellow shell hints at what lies inside.

Confused, yet recognizing the birth of the greenspawn as a sign of favor from Tiamat, Maurgoroothyx has forgiven Morginstaler for leaving her. She now eagerly awaits the hatching of the final egg while her rapidly growing greenspawn children roam the forest, bringing her food (more redcaps, as nothing else yet lives). Morginstaler is blissfully unaware of any of this, believing Maurgoroothyx to be back in Lake Aqal.

Unbeknownst to the green dragon, a powerful being is aware of her recent blessing by Tiamat. The dragon worshipped by the kobolds of the Rift Canyon (IUZ6-02 *Blue Scales, Red Secrets*), desires her children for himself, for purposes only he knows. As a result, he has sent visions to his kobold adepts (for he has not yet moved into his new home) instructing them to send a raiding party to capture the greenspawn and the remaining, unhatched egg.

In addition, the redcaps are very upset that something in the pond has been eating their brethren. As a result, they have organized a raiding party to find out what is in the pond and kill it.

At the same time, Gildor Arcanix, a gold dragon native to the Shield Lands and devotee of Bahamut, has received strange answers during recent divinations that lead him to believe that something important to dragonkind is occurring in the Tangles. His divinations

have led him to the conclusion that he must send a party of adventurers to the Tangles with the instructions "to help the lesser save the children." He has no idea about the dragonspawn, kobolds or redcaps, nor what this divination really means.

Finally, the Old Faith Druids of the Northern Reaches are very concerned. Cranzer's attack made them realize just how dangerous the Boneheart is. If the Tangles could be so decimated, what about the Fellreev or Vesve? Soil and water samples are needed to study the poison further, but Bellamoh, Gerland, and their aspirants are too busy to deliver any such samples to the other Druids. As a result, the Old Faith needs to send someone to the Tangles.

ADVENTURE SUMMARY

Introduction: The PCs speak with Gildor and/or a representative of the Old Faith.

Encounter 1: As the heroes near the pond, they enter lands now controlled by the redcaps. Magical mushroom circles dot the dead forest's floor, the only things living. Beware the mushrooms!

Encounter 2: A pseudodragon has followed the redcaps from the portal they used to get from the Fey Lands into the Tangles. With the forest dead around it, and the redcaps a constant threat, this pseudodragon is eager to become someone's companion and warns a PC it likes about the dangers the redcaps pose.

Encounter 3: On the way to the pond, the heroes are attacked by a lost group of kobolds from the Rift Canyon. However, the heroes are not the kobolds' true targets.

Encounter 4: The PCs arrive at Green's Pond just as the kobolds and redcap do. The greenspawn defend the pond, the kobolds are trying to capture them while killing the redcaps, and the redcaps want to kill everyone. Even worse, if the PCs choose to attack the greenspawn, Maurgoroothyx herself makes an appearance. Who do the PCs help?

Conclusion: The PCs return to Gildor or the Old Faith to tell them what they have learned/done.

PREPARATION FOR PLAY

- Find out if any PCs have any enmities, disfavours, favours or influence points with Gildor Arcanix.
- Find out if any PCs have any enmities, disfavours, favours or influence points with the Old Faith Druids of the North.
- Find out if any of the PCs are Citizens of Johrase, Johrase mercenaries, or clergy of St. Cuthbert.
- Find out if any of the PCs have the *Strange Blue Scale* from IUZ6-02 *Blue Scales*, *Red Secrets*.
- Keep in mind that the entire Tangles Forest is dead. Because of this, spells such as *entangle*, and any other spell which requires a living, plant-filled environment, will not work. Druids will automatically know this once they arrive in the forest. There is no mechanic around this effect. Planting a plant of any kind in the ground causes the plant to die within minutes.
- Listen checks are unaffected by being in the forest, as there are no background noises.
- Druids or rangers WILL NOT be able to summon new non-flying animal companions once they have moved several miles inside the forest's boundaries. There simply are no animals to call inside the forest.

BANDIT KINGDOMS WARNING

Read the following text after the PCs realize that they are in the Bandit Kingdoms:

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

Ask each player if their character belongs to any BK regional or Iuz metaregional meta-orgs and, if so, which one(s). Have them write this information on slips of paper to maintain in-character secrecy.

Also, find out if anyone is Wanted by the Church of Iuz (a Bandit Kingdoms meta-organization. For more information, see www.bandit-kingdoms.net), and what their Disguise check is (they may NOT take 20 on this). While a hero's Wanted! score might not come into play during this event, it is best to make our player base as paranoid as possible. If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous "hmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect.

INTRODUCTION

The city of Kinemeet, capital of the Kingdom of Johrase, is bustling with activity. The population, consisting mostly of Flan peasants and Oeridian knight-nobles, appears to be industrious and law-abiding. Thus, they are perhaps the most unusual peoples here in the Combination of Free Lords.

Kinemeet was once known for its vast horse markets and for being neutral ground. Bandit lords from throughout the area would meet in Kinemeet to discuss alliances, grievances, and form plans to raid nearby areas such as Tenh, the County of Urnst, or the Shield Lands. The capturing of the city during the Greyhawk Wars put an end to that, and for years Kinemeet was an orcish city, its streets covered by filth.

However, since the retaking of their capital last year (some say with the help of the new god, Molaho Khem), the Johrase have fortified the defenses. The final lingering bit of orc-stench has been scrubbed from the city's streets and buildings, and word on the street is that soon they will move to attack Riftcrag itself. The Johrase have a debt to settle with the Boneheart Cranzer, who still holds their king's soul trapped in a gem.

While the Johrase are clearly no paladins, being far more pragmatic, after walking the streets it became clear why your contact asked you to meet here. Not a single Iuzian can come within 60 miles of Kinemeet and survive, so fierce are the patrols. Kinemeet is a city dedicated to law and order, and the Cudgel, a great enemy of the Old One's, holds sway here.

Kinemeet is a very militarized small city. Johrase soldiers patrol the orderly streets, often accompanied by a 3rd-level cleric of St. Cuthbert. Here and there, low-level druids of the Old Faith can be found tending gardens or the farmlands outside the city's walls. Half-orcs are watched with wary suspicion. Orcs, kobolds, and members of other predominantly evil races will not be allowed into the city at all.

Most of the structures are painted white, with yellow and black accents, and the sign of the Morningstar is abundant (see above). Siege engines rest on roofs (ballistae) or in the backyards of large manor houses near the city's walls (trebuchets).

For more information on Kinemeet and NPCs that appear in this scenario, please refer to Appendix 3.

Kinemeet (Small city): Conventional; AL LN; 15,000 gp limit; Assets 5,250,000 gp; Population 7,000; Mixed (human [OFsb] 6,720, halfling 70, gnome 70, dwarf 35, half-elf 35, half-orc 35).

TROUBLESHOOTING

It is highly unlikely, but possible, that a PC will have the Enmity of the Johrase. If this is the case, they would not have been allowed into Kinemeet without first passing an unassisted DC 25 Disguise check (may Take 10, but not 20). The same is true of kobold and PCs of other evil races. Half-orcs are allowed in, but only after a serious bout of questioning regarding their business in the city. PCs not allowed into the city should wait for comrades a safe distance from the walls.

Should the PCs request to speak with Lord Hind, or some other Johrase noble, they will be told that the noble is unavailable. Only Lady Hind is available for the PCs to speak with for the purposes of this scenario.

DEVELOPMENT

There are four possible reasons why a PC is in Kinemeet (some PCs might qualify for more than one reason, which is fine). Three of the reasons have their own sub-introductions, as indicated below. Each sub-introduction takes place at a slightly different time of day, so a PC may attend all that they qualify for. Only PCs who were invited to a meeting will be allowed into the meeting by the host (except for Gildor's).

- PCs with favor or influence with Gildor Arcanix, or who worship a good dragon god, have been summoned to Kinemeet by Gildor (see Introduction: Gildor).
- PCs with favor or influence with the Old Faith Druids of the North, including druids of the Old Faith and bards of the Old Lore, have been sent to Kinemeet to meet with Bellamoh, one of the nine Druids of the North (see Introduction: Old Faith).
- PCs who are Citizens of Johrase, including Johrase mercenaries, or who are clergy of the Cudgel, or who have influence or favors with any order dedicated to St. Cuthbert, have been summoned to Kinemeet by Lady Taleetha Hind (see Introduction: The Cudgel).
- All other PCs are in Kinemeet, presumably sight-seeing or horse-shopping, or have merely tagged along with a friend (see above). There's a new mapmaker in town, and his maps are selling like hotcakes. Kinemeet has the standard Core items available for sale at normal prices, minus anything with the chaotic or evil descriptors. In addition, Kinemeet has a bustling siege engine manufacturing industry. See the AR for details.

Proceed to the appropriate sub-introductions. Once all appropriate sub-introductions have been handled, move on to Encounter 1.

INTRODUCTION: GILDOR

The note said, "Kinemeet, 3 weeks, sign of the stag, noon, eat what I give you. Bring friends. GA."

Once you realized that "GA" stood for Gildor Arcanix, you made the decision to come hear what he had to say. Thus, you stand before the Golden Hind Inn in Kinemeet, one of the nicer and newer inns in the rebuilt city.

Allow the PC(s) to make any preparations that they would normally make before meeting with Gildor; they can find an empty house under construction nearby to duck into if they wish to cast spells without being seen (the Johrase are very suspicious of most arcane spellcasters and distrustful of divine spellcasters who are not druids of the Old Faith or clerics of a LG or LN Flan or Oeridian deity).

Once the PC(s) moves inside the inn, they will find a bustling lunch crowd, consisting mostly of Johrase nobles and clergy. The food is expensive, but fancier than in the other inns in the city.

Sitting at one of the tables, by himself and apparently enjoying a plate of oysters, is a straw-haired young-adult human male. He is dressed in finery appropriate for an Oeridian noble, thus he looks perfectly blended in with the crowd. PCs who have met Gildor before will recognize him. PCs who have not met him before will see him give them a brief nod, clearly indicating that he wishes them to join him.

Once the PC(s) moves to join Gildor, continue with the following:

"Well met," says Gildor as he motions for you to take a seat. "Please, have an oyster. Be sure to eat the pearl. I insist."

The pearl does NOT detect as magic thanks to a *nystul's magic aura* spell. The pearl grants the imbiber a lesser *telepathic bond* connection with Gildor (CL 5, SpC 219).

Once the PC has eaten, continue with the following:

"Well, I must be off!" Gildor says as he stands from the table. "See you around town!"

As you watch him leave the inn, you note that two locals, one apparently an officer in the army and one a clergy of the Cudgel, get up from their half-eaten meals and follow Gildor out of the inn.

Just as this registers, you hear Gildor clearly, as though he were speaking directly to you in a quiet room despite the fact that he must be out on the busy avenue by now.

"Telepathy. Neat, huh? It will last almost an hour. I'm going to wander around Kinemeet while we have this conversation. I believe the locals are having me followed, but I am not sure why. No worries, the Johrase are honorable people."

You and your friends are on my tab, so enjoy a nice lunch while we chat. I don't know how they get fresh oysters this far from the Nyr Dyv, but they were delicious."

Below are the pertinent points about why Gildor has summoned the PC(s) to Kinemeet. Try to quickly role-play through this section as you will probably have multiple introductions to run.

- Gildor will be curious about any kobold PCs, so long as they worship a good dragon deity.
- Gildor will refuse to deal with a PC who has any links to evil dragons (dragon disciples of a chromatic color, Draconic Heritage PCs of a chromatic color, Consorts of Morginstaler, etc.). However, such PCs may still participate in the adventure, they just won't be talked to by Gildor.
- Gildor will refuse to deal with a PC who detects as evil, or who has an item that detects as evil (he had detect evil up when the PCs arrived).
- Gildor has recently been attempting more divinations regarding the draconic cults that keep springing up in the north.
- These divinations have revealed little of use, which indicates perhaps that a Power of some sort is meddling with Oerth's affairs.
- The only useful answer that Gildor has received regarding recent divinations is, "Help the lesser save the children." He finds this very confusing.
- Subsequent divinations have pointed at the decimated Tangles Forest, as if something important for dragonkind has, is, or will be occurring there.
- As far as he knows, the Tangles has nothing to do with dragons (he knows nothing of Maurgoroothyx, being a native of Furyondy).
- He is very interested in any information that PCs may have regarding Morginstaler, Red Dragon of the Rift Canyon. Last year, a Furyondian soldier actually found him and begged him to kill the red dragon (Iuz 6-02 *Blue Scales*, *Red Secrets*).
- If a PC mentions the Green Dragon of Lake Aqal (Maurgoroothyx's mother), Gildor replies, "I don't think I will be bothering her anytime soon. I suggest you avoid her as well."
- If a PC mentions That Which Slept, Gildor replies, "Stay away from the Bluff Hills, for she cannot be stopped at this time."
- He cannot provide any material support, but he recommends that the PCs start at the eastern edge of the forest and then work their way west towards Thunk's Hunting Lodge.
- The heroes should report back to him in Kinemeet once they have learned something useful.
- Lucky is not available for this journey. Gildor believes Lucky to be visiting the dwarves of Morakdum, a new dwarven enclave buried beneath the western Tangles.
- Reward? If earning the favor of Gildor isn't enough for them, then perhaps he should look for other people to help him.

Basically, Gildor doesn't have much to go on. He almost fears that he is sending the PCs on a wild-goose hunt, a fact he will try to conceal from them.

Lady Hind is having Gildor followed because he matches the description previously provided to her by a Johrase adventurer of a gold dragon in disguise. She is merely being prudent before arranging a meeting.

Gildor Arcanix: LG male gold dragon.

INTRODUCTION: OLD FAITH

The note said, "Kinemeet, 3 weeks, at the gardens, one hour before dusk falls. Help Bellamoh. Bring friends but meet her alone. She'll have a big sword."

The note is signed by a different person, depending on which region the PC is from:

- Bandit Kingdoms: Slayer of Hedgehogs
- Furyondy: Krishena
- Highfolk: Calentir Elethiel-Rellen
- Perrenland: HetKanzler Arven Bruidenhuis
- Shield Lands: Tirzhar

Thus, you stand before the entrance to the gardens in Kinemeet, an area of surprisingly lushness in this otherwise arid region.

A DC 15 Knowledge (local - Iuz) check reveals that the name on the note belongs to an influential druid from the PC's home region.

Allow the PC(s) to make any preparations that they would normally make before meeting with Bellamoh. A PC should find an empty house under construction nearby to duck into if they wish to cast spells without being seen (the Johrase are very suspicious of most arcane spellcasters, and distrustful of divine spellcasters who are not druids of the Old Faith, or clerics of a LG or LN Flan or Oeridian deity).

Once the PC(s) moves inside the gardens, he will find several members of the Old Faith tending to the gardens. The gardens are small, but beautiful, with a small hedge maze, hanging plants, etc. Please elaborate based on your knowledge of gardens and plants.

Tending to some flowers by herself is a scar-faced human woman dressed in simple brown robes. A greatsword is sheathed on her back. Members of the Old Faith, or bards of the Old Lore, will recognize her as Bellamoh, one of the nine Druids of the Old Faith of the Northern Reaches.

Once the PC(s) moves to join Bellamoh, continue with the following:

"Well met, and thank you for coming," she says.

Below are the pertinent points about why Bellamoh has summoned the PC to Kinemeet. Try to quickly role-play through this section as you will probably have multiple introductions to run.

- Bellamoh would like for the heroes to wander around the Tangles while collecting soil and water samples.
- She needs these samples returned to the various Old Faith druids from their respective home-regions (the druids or persons who signed the note).
- For PCs local to the BK, she would like for them to bring her the samples so she can study them while she is in Kinemeet. Gerland has been too busy to bring her some samples.
- These samples will allow the Old Faith to further analyze the concoction Cranzer used to denude the forest.
- Naturally, anything that could wipe out the Tangles might be able to wipe out the Vesve, Fellreev, or other woods, so this mission is of vital importance.
- She suggests following the stream south-west into the forest (see map). Once it ends, head due west towards the pond and then on to Thunk's Hunting Lodge. Be sure to label the specimens' locations. Also, if the heroes find any living plant or animal life, **DO NOT KILL IT!** Merely jot down its location for her to later visit.
- **Exception:** Redcaps or other evil fey, those can be killed. Redcaps are using some sort of portal to enter the Tangles from the Fey Realm. The heroes are encouraged to kill them with extreme prejudice. Bellamoh believes that the redcaps are using their fey rings to come and go in the forest. She will warn the PC about the dangers of a fey ring, but she knows of no way of detecting them from the distance necessary to avoid them (300 feet).
- Last year, a druid named Leroy helped to cleanse the pond. She hasn't checked the water there recently, but hopefully it's almost normal now.
- Bellamoh hasn't seen Morginstaler since late last year, when they almost got into a fight in the village of Ankheg Springs. She considers this a good omen.
- Bellamoh hasn't seen Maugoroothyx (the green dragon that used to live in the Tangles) since the dragon left during the Battle of the Tangles in 596 CY. She heard that Maugoroothyx is now once again living with her mother, the Green Dragon of Lake Aqal, in the Fellreev Forest.
- Bellamoh is not sure what Gerland is up to right now, as she has been in Kinemeet helping to prepare the fields for the fall harvest. She hopes that he maintains his temper while she is gone, and doesn't do anything foolish like blast the dwarves near Ulfar's statue.
- Slayer of Hedgehogs is the ranking Johrase member of the Old Faith, and sits on the Council of Lords. He created the gardens and recruited the newest druids. He is currently off adventuring.
- She cannot offer any material assistance, but she does have spells that they may purchase (any Core druidic spell of 7th level or lower, CL 14. Standard

costs apply). For each favor or Influence Point of the Old Faith spent, she will cast one free spell of up to a level equal to the number of favors or IPs spent. Ex. If the PCs spend 5 IPs, she will cast one free 5th-level spell. Spells with xp costs are charged an extra 5 gp per xp. She would need to prepare them tomorrow morning, however. **Note:** PCs cannot use over-the-cap treasure to pay for spellcasting until they have earned treasure during the event.

- If this event is being run for a table of four PCs (no cohorts), then Bellamoh offers them the services of Branagan, a member of the Old Faith. See the Bandit Kingdoms Mercenaries guide via the BK website. The normal cost of hiring the mercenary is waived, but the PCs will be responsible for the costs if the NPC dies.
- Reward? If earning the favor of the Old Faith isn't enough for them, then perhaps she should look for other people to help her.
- She got her scar, and her greatsword, from an Iuzian cleric. She has since learned how to wield the greatsword properly.

Bellamoh Galanmion, Old Faith Druid of the Northern Reaches: N female human (Flan) Druid 14; Cha 14. See Appendix 3.

INTRODUCTION: THE CUDGEL

The note said, "Kinemeet, 3 weeks, at the training grounds, one hour after dusk falls. Bring disciplined friends but meet me alone. Lady Taleetha Hind, Billet of the Cudgel."

Thus, you stand before the entrance to the training grounds outside the main garrison in Kinemeet. Soldiers and officers trickle past you, heading to their barracks in time to prepare for dinner or the changing of the guard. Most are covered with sweat, evidence that their training was no laughing matter. A lone officer remains on the grounds, cleaning her mace. Her morningstar tabard bears the additional sign of the billet. She is coldly beautiful, clearly fit as a warrior, and has chiseled features that give her Oeridian features a sharp aspect.

A DC 20 Knowledge (religion) reveals that she is a member of the Billet order of the clergy of St. Cuthbert. The Billets serve to defend the faithful.

Allow the PC(s) to make any preparations that they would normally make before meeting with Lady Hind. A PC should find an empty house under construction nearby to duck into if they wish to cast spells without being seen (the Johrase are very suspicious of most arcane spellcasters, and distrustful of divine spellcasters who are not druids of the Old Faith, or clerics of a LG or LN Flan or Oeridian deity).

Once the PC(s) moves to join Lady Hind, continue with the following:

"Ah, I see you made it on time. Good. I am Lady Taleetha Hind, and I require your services," she says in a manner not unlike a drill sergeant's. Clearly, this is a woman used to getting her way, or cracking skulls if she has to.

Lady Taleetha is the only daughter of Lord Hind's (current regent of the Johrase while the king is missing) deceased older brother (he died during the Wars). Taleetha discovered her devotion to the Cudgel at a young age, and her powers have grown over the years to where she is now the most powerful divine spellcaster amongst the Johrase. In her mid-late twenties, she is stunningly beautiful, but as chaste as the driven snow. She does not suffer fools, and flirting only irritates her.

Taleetha speaks with a lot of "thee," "thine," and other archaic pronunciations. She will be unfailingly polite to any Johrase nobles or knights, and only slightly less so with all others.

Below are the pertinent points about why Lady Hind has summoned the PC to Kinemeet. Try to quickly role-play through this section, as you will probably have multiple introductions to run.

- She would like a status report on the Tangles Forest. The hero should ascertain the dangers that would be posed to a force that moved through the forest. She

particularly wants to know if the pond is suitable as a staging area yet. She will not elaborate further. She thinks the stream from Kinemeet will lead them close to the pond, but she is not sure.

- The hero should always be wary of the Iuzian Blackguard Arvad Michelson. He recently impersonated Viscount Jorn Brerse and assassinated the father of an important County of Urnst noble. Any information about his whereabouts should be immediately relayed to her.
- She cannot offer any material assistance, but she does have spells that they may purchase (see below. Standard costs apply). For each favor or Influence Point with either the Johrase or the clergy of St. Cuthbert spent, she will cast one free spell of up to a level equal to the number of favors or IPs spent. Ex. If the PCs spend 5 IPs, she will cast one free 5th-level spell. Spells with xp costs are charged an extra 5 gp per xp. **Note:** PCs cannot use over-the-cap treasure to pay for spellcasting until they have earned treasure during the event.
- If this event is being run for a table of four PCs (no cohorts), then Lady Hind offers them the services of Kalmek, a Johrase soldier. See the Bandit Kingdoms Mercenaries guide via the BK website. The normal cost of hiring the mercenary is waived, but the PCs will be responsible for the costs if the NPC dies.
- If asked about Gildor, Lady Hind will merely reply that if he is who she thinks he is, she would like to have a nice, quiet chat with him.
- Reward? If earning the favor of the Johrase isn't enough for them, then perhaps she should look for other people to help her.

Lady Taleetha Hind, Billet of the Faith: LN female human (Oeridian) Favored Soul 3/Church Inquisitor 6/Combat Medic 5 (St. Cuthbert); Cha 22; Favored Soul Spells Known (CL 14; 6/8/8/7/7/7/6/3; base DC = 14 + spell level): 0—create water, cure minor wounds, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic; 1st—bless, cure light wounds, detect chaos, endure elements, protection from evil, protection from chaos; 2nd—aid, align weapon, cure moderate wounds, gentle repose, resist energy, zone of truth; 3rd—cure serious wounds, detect thoughts, invisibility purge, magic circle against chaos, magic vestment, prayer; 4th—cure critical wounds, death ward, discern lies, dismissal, greater magic weapon, restoration; 5th—mass cure light wounds, dispel chaos, flame strike, raise dead, true seeing; 6th—banishment, geas/quest, heal, mass bear's endurance, heroes' feast; 7th—mass cure serious wounds, dictum, regenerate. Can cast detect evil at will as a spell-like ability. See Appendix 3.

1: BAD 'SHROOMS

Once the PCs are ready to leave Kinemeet, they should choose their route. A quick look at a map reveals that the road south from Kinemeet passes right by the Tangle's eastern border. This would be roughly a day and a half's ride by horseback.

In addition, a small creek runs out of the forest, past Kinemeet. Following it from the city into the forest will lead the PCs almost directly to the pond. This would be roughly one day's ride by horseback.

Once the PCs have reached the forest's edge, continue with the following:

For some time now, the presence of the Tangles Forest has loomed large on the horizon. Now, you can finally make out that the forest, once famed for its jungle-like canopy and undergrowth, is a dead, brown collection of twisted tree trunks. Only a few trees at the very edge of the forest yet survive.

Mere meters inside the forest's edge, all signs of life cease to exist, as even the grass and other weeds can no longer grow in the poisoned soil. Even more eerie, the forest is still and silent, as if nothing inside stirs or lives. It's almost as if the wind itself has died inside the forest.

Allow the PCs to take soil samples, attempt to cure the forest, etc. Nothing they do will allow the forest to be healed. Druids will immediately know that any spells which require an area of living plant life to work, such as *entangle*, will not work inside the forest. In addition, druids or rangers WILL NOT be able to summon new non-flying animal companions once they have moved several miles inside the forest's boundaries. There simply are no animals to call inside the forest.

A DC 20 Knowledge (nature) or Survival check will reveal quickly that the soil is tinged with an unnatural yellowish color, similar to that of sulphur, and stinks a bit like rotten eggs. A DC 20 Knowledge (the planes) check will reveal that this would not be uncommon soil if one were on certain layers of the Abyss. A DC 20 Craft (alchemy) check will reveal that the poison seems similar to a defoliator poison, only apparently much stronger and tinged with some Abyssal elements.

The Tangles is a dense forest, albeit it no longer has any undergrowth (all having since died and rotted away). Still, 80% of its squares contain dead typical trees, and the remaining 20% contain dead massive trees. See DMG 87.

Despite the lack of living vegetation, moving through the Tangles is a slow, time-consuming process. For purposes of movement, the Tangles counts as a trackless forest. Thus, the PCs will have to move at half-speed unless they can locate some game trails. A DC 20 Survival check made each hour will allow the PC to find a game trail that is 5 feet wide and heading in the same direction the PCs need to go. Game trails allow the PCs, and large mounts, to move at $\frac{3}{4}$ speed. Huge mounts are reduced to $\frac{1}{2}$ speed no matter what in the forest. See PHB 164.

Once per hour, the PCs must make a DC 15 Survival check to avoid becoming lost. If the PCs become lost, consult DMG 86. The PCs do not have to make this check if they are following the stream.

The stream is 5 feet wide by 5 feet deep throughout its run through the forest. It ends a day's journey east of the pond. It is not any easier to walk alongside, or even in, the stream, but the stream does at least take the PCs towards their destination.

The stream's water smells slightly off, like slightly rotting eggs. A DC 20 Survival check will reveal that it is ok to drink, but only just barely. (For role-playing purposes, anyone with a Constitution score of 9 or less should find the water violently disgusting). The citizens of Kinemeet never noticed the smell because by the time the stream reaches them, the pollutants have been washed away by fresh rains or leached out by rocks as the water flows over them.

Once the PCs have been in the forest for several hours, continue with the following:

Walking through the dead forest is a bit surreal. The undergrowth has long since rotted away, meaning your footfalls are quiet and muted. Dead brown trees reach to the sky, their leafless branches brittle and dry. The only sound native to the forest is the sound of a branch falling to the forest floor as its own weight finally snaps it off from the trunk. Although open to the cloudy sky above, you have yet to see a bird flying above the forest. The decimation of the forest is complete, and you have yet to see any signs that anything can live in what was once one a thriving jungle.

In fact, you have seen signs time to time of what must have helped cause the destruction: bones from a winged, demonic creature can be found scattered here and there as you travel.

A DC 20 Knowledge (the planes) check reveals that these are the bones of vrocks. Several bare huge claw and bite marks, or are scorched. There are not enough bones for any sort of animation to occur, or for a *speak with dead* spell to work. These are merely some of the remains of the vrocks Morginstaler slew as he defended Maurgoroothyx during the Battle of the Tangles in 596 CY.

No matter which path, or direction, the PCs take, eventually they will approach within 300 feet of one of the redcap's fey rings (most likely, even flying parties will have to set down for the night to rest). See below. The PCs will only encounter one such trap during their journey (Bellamoh and Gerland have destroyed a few others in this area). Have the players give you a marching order before they move deeper into the forest. See Appendix 4 for a map of the fey ring.

TRAPS

Scattered throughout the dead forest are traps created by the redcaps and their allies called fey rings (DMG2 42). As the PCs move through the forest, eventually they will pass near one of these traps.

Once you have determined who is in the front of the party, have them make a Will save, DC 20, as the fey ring's compulsion effect hits them first (see below). As soon as each PC, animal companion, familiar, or cohort crosses the 300-foot threshold, they must make a save. Once a PC has failed the Will save, it will be best to go to initiative as the rest of the party might try to stop the compelled PC from moving deeper into the forest.

A fey ring appears as an arrangement of small, pallid mushrooms growing in a 30-foot-radius ring. No trees grow inside this ring. A character with the nature sense ability can identify a fey ring with a Knowledge (nature) or Survival check as if she were a rogue using Search to find traps (and rogues can still use their Search skill as well). These mushrooms are the only things that the PCs have seen growing in the forest.

A fey ring affects anyone who steps inside the ring with a random, potent magic effect.

Worse, it exudes a strange mental lure out to a distance of 300 feet; ALL creatures that approach within 300 feet must make a DC 20 Will save or become compelled to move toward the fey ring and enter it. Thus, they must move as quickly as possible towards the ring. This is a mind-affecting compulsion effect; thus it can be negated or suppressed a variety of ways. See compulsions (PHB 173).

All that a compelled character will know is that they have to move in a certain direction to reach an unknown destination as quickly as possible. They will not know about the mushroom ring until they see it. A character who is prevented from reaching his destination will struggle to do so. Once a compelled PC sees the ring, they will know that they have to walk into the ring. Even if they do not see it, the compulsion will guide them into it.

A DC 20 (+1 per 10 feet) Spot check is required to see the small mushrooms. Once spotted, a DC 20 Survival check is required to see that the individual mushrooms are arranged to outline a large ring. Thus, you should determine the distance at which the PCs see the ring as normal for determining an encounter's starting distance in a sparse forest (maximum visibility distance is $3d6 \times 10$ feet per DMG 87. Feel free to average this to 105 feet. The Tangles is normally a dense forest, but because of the defoliation it is much easier to see in than it once was).

Once the victim enters the fey ring, this compulsion vanishes and cannot affect him again until the next sunrise.

For each nonfey that enters the fey ring (**note:** flying into the ring at a height less than 30 feet counts as entering it), roll 1d10 and consult the APL appropriate version of the trap to determine what sort of fell magic effect targets the character (feel free to allow the player to roll the d10). For effects with more than one option, such as *blindness/deafness*, randomly determine the effect.

Note: Be sure to only allow each possible result to be rolled once, to reflect the chaotic nature of the trap. I.E., each affected victim should suffer a different effect.

A non-good fey character (including any non-good creature with at least one level of druid that makes its saving throw against the randomly determined magic effect of the fey ring) that enters a fey ring is suffused with dark energy and gains a +4 profane bonus to its Charisma score for 1d6 hours. A creature can gain this bonus only once in a 24-hour period.

Any creature summoned by the trap is immune to the trap's compulsion effect, nor does its arrival, or exit and re-entry, trigger an effect.

NOTE: Spell effects that normally affect an area only affect the creature that triggered the effect. A druid or ranger may use the Survival skill to attempt to disable the trap. The DC remains 30, and failure might lead to a mishap (see the Disable Device skill in the PHB). It takes 2d4 rounds to disable this trap.

APL 4 (EL 4)

Minor fey ring: CR 4; magic trap; location trigger; automatic (immediate) reset; randomly determined 2nd-level magic effect (see below, 5th-level caster, DC 13 if a save is allowed); Search DC 20; Disable Device DC 30.

Possible spell effects: 1) *blindness/deafness*, 2) *scare*, 3) *daze monster*, 4) *hold person*, 5) *hypnotic pattern*, 6) *chill metal*, 7) *summon swarm* (spiders), 8) *gust of wind*, 9) *summon nature's ally II* (black bear), 10) *sound burst*.

APL 6 (EL 6)

Heightened Minor fey ring: CR 6; magic trap; location trigger; automatic (immediate) reset; randomly determined 4th-level magic effect (see below, 7th-level caster, DC 16 if a save is allowed); Search DC 20; Disable Device DC 30.

Possible spell effects: 1) *heightened blindness/deafness*, 2) *fear*, 3) *heightened confusion*, 4) *hold monster*, 5) *rainbow pattern*, 6) *ice storm*, 7) *phantasmal killer*, 8) *heightened sleet storm*, 9) *summon nature's ally IV* (brown bear), 10) *shout*.

APL 8 (EL 8)

Heightened Moderate fey ring: CR 8; magic trap; location trigger; automatic (immediate) reset; randomly determined 6th-level magic effect (see below, 12th-level caster, DC 19 if a save is allowed); Search DC 20; Disable Device DC 30.

Possible spell effects: 1) *heightened mind fog*, 2) *summon nature's ally VI* (dire bear), 3) *heightened song of discord*, 4) *heightened baleful polymorph*, 5) *eyebite*, 6) *greater shout*, 7) *heightened flame strike*, 8) *heightened plane shift* (see Random Planar Destinations, SpC 169), 9) *heightened slay living*, 10) *heightened feeblemind*.

APL 10 (EL 10)

Major fey ring: CR 10; magic trap; location trigger; automatic (immediate) reset; randomly determined 8th-level magic effect (see below, 20th-level caster, DC 22 if a save is allowed); Search DC 20; Disable Device DC 30.

Possible spell effects: 1) *finger of death*, 2) *reverse gravity*, 3) *whirlwind*, 4) *maze*, 5) *Otto's irresistible dance*, 6) *power word stun*, 7) *scintillating pattern*, 8) *horrid wilting*, 9) *summon nature's ally VIII* (1d4+1 dire bears), 10) *temporal stasis*.

Tactics

Summoned creatures attack only the triggering character until that character drops. They will eat/coup d' grace a downed character unless being threatened. If attacked by other PCs, they attack them back once their primary target has been dropped. Swarms will still attack anyone who enters their squares.

DEVELOPMENT

Allow the PCs to take soil samples, attempt to cure the forest, etc. Nothing they do will allow the forest to be healed. The mushrooms of the fey ring are the only thing they have seen alive in the forest so far.

A DC 15 Survival check made by a PC with the Track feat reveals that a handful of creatures wearing heavy boots exited the fey ring within the past day or so. Their tracks lead off to the west, towards the pond.

Once the PCs have dealt with the fey ring, continue immediately with Encounter 2.

If the trap caused a lot of noise (summoned bears roaring, PCs screaming out spells, *fireballs* burning the dead trees, etc.) then it is assumed that the kobolds from Encounter 3 heard brief sounds of the fight from miles away (after all, nothing else is making noise in the forest). In this case, Encounter 3 occurs on the night after Encounter 1 occurred, as the kobolds come to investigate.

If the PCs handled the trap with a minor amount of noise, then Encounter 3 happens during the next day, when the kobolds are resting.

2: PSEUDOWHAT?

Immediately following Encounter 1, a pseudodragon appears in midair above the fey ring, having used it to transport himself from the Fey Realm to Oerth. It is unaffected by the trap as a result.

Just as you are getting your breath back after having dealt with the trap and its affect on your friends, you hear a pop of displaced air. Where before there was only empty air, now flying above the mushroom ring is a cat-sized, purple dragon. It is staring at your group with interest as its wings beat slowly.

The pseudodragon has only recently matured, and is very curious about the Prime Material. It will flit about and ask questions of the heroes until it determines a favorite. Its initial starting attitude is Friendly. It will consider anyone who makes it Helpful a boon companion. It will then pick the character with the highest Cha, of those that made it Helpful, to be its companion for this adventure. It will prefer Chaotic PCs over Lawful PCs.

Of particular interest to the heroes will be the fact that the dragon can give them information about redcaps using the fey rings to come and go in the Tangles. It knows that a large hunting party of redcaps set out recently to attack something in a nearby pond. It has no idea what they are going to attack, or how to reach the pond.

See MM 210 for details on pseudodragons. Role-play as you see fit.

Note: If any character has the pseudodragon familiar made available by Gildor in SHL4-06 *The Banners of Torkeep*, this new pseudodragon is that one's cousin and they chat incessantly about "things going on back home".

All APLs

Pseudodragon: hp 15; *Monster Manual* 210.

TROUBLESHOOTING

If the PCs cause the dragon to flee, or later get it killed, it will NOT be available on the AR.

DEVELOPMENT

Continue to Encounter 3.

3: LOST AND FOUND KOBOLDS

As the PCs move through the forest, they will encounter a group of kobolds. If the PCs made a lot of noise during Encounter 1, the kobolds will have heard them and will be moving to investigate. As luck will have it, they will find the PCs camp that same night. The PCs can find a small clearing to camp in, if they so choose. In such a clearing, a DC 30 Search or Survival check by a character with the Track feat will allow that PC to spot huge dragon footprints in the clearing. The footprints are very old (over a year old). A DC 30 Knowledge (arcana) check will reveal that these prints belong to a huge green dragon. A DC 20 Knowledge (local – Iuz) will further reveal that the strange elven druid Gerland once harbored a green dragon in the area.

For other terrain features, such as hollow trees or logs, game trails, etc., feel free to add them as desired (see DMG 87 for forest terrain elements). Feel free to use or modify the maps in Appendix 4 for this encounter. Keep in mind that all trees are still dead.

If the PCs did not make a lot of noise during Encounter 1, then the PCs will stumble upon the kobolds' daytime encampment on the day following their encounter with the fey ring.

Use the rules for determining encounter start distance as if in a sparse forest (maximum visibility distance is 3d6*10 feet per DMG 87. Feel free to average this to 105 feet. The Tangles is normally a dense forest, but because of the defoliation it is much easier to see in than it once was).

Camped kobolds: If the kobolds are encamped, they will be in a small clearing. They will have dug out small sleeping nooks and a pit trap out of the forest's soft and dead soil, to hide from the sun and for security (they are wise enough to know that they might not be alone in the dead forest, despite the lack of life). The entrances to these nooks will be hidden by dead branches (DC 15 Search). To exit such a nook will require a move action to stand up and 10 feet of movement to climb out of the burrow. Kobolds with medium or heavier armor will remove it to sleep.

One kobold will be awake at all times, armored and on guard, and hiding in a blind made up of dead branches (this allows the kobold to take 20 on his Hide check). Randomly determine which kobold is on watch when the PCs approach. If it is the dracolite, at APL 10 his dragon cohort will be awake and patrolling the forest (while hiding as he goes from tree to tree). If the beast heart adept is awake, his companions will be on watch and patrolling as well. Patrolling creatures, especially flying ones, use a spiraling pattern out to a distance of 200 feet from the encampment. Burrowing creatures burrow around the camp, relying on their tremorsense ability to detect approaching hazards. Large flying creatures are flying above the forest's dead canopy, for easier movement and better visibility. Thus, they aren't hiding.

Sleeping companions will have built blinds for themselves to Hide in while they sleep.

Determine encounter start distance as normal using Spot and Listen checks. The kobolds do not maintain a fire during the day.

Note: Even though dead, the trees in the forest, combined with clouds in the sky, block enough of the sun's light that the kobolds are not dazzled during the daylight hours.

TRAP

If encamped, the kobolds will have dug a quick pit trap to help protect them during the day. The top consists of four thin 5-ft. by 5-ft. boards (made out of dead branches tied together by dead vines) and then braced against the inside wall of the pit. The boards are then covered in dirt and loose sticks and branches.

Note: The trap does not affect the EL of this encounter because the kobolds have used the Craft (trapmaking) skill and have the ability to craft the trap in a few hours time with the help of their burrowing companions and the natural materials readily available.

All APLs (EL 0)

10-ft. by 10-ft. Basic Camouflaged Pit Trap: CR 1/8; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of four adjacent 5-ft. squares [as a large creature]); Search DC 15; Disable Device DC 15. *Market Price:* 12 gp, 5 sp.

Camped PCs: Reverse the situation if the kobolds find the PCs encamped. The kobolds will be moving quietly through the forest, since they believe something to be in the area due to all the noise they previously heard. Thus, they will be moving at half-speed and taking 10 on their Move Silently checks. At higher APLs, the monstrous companions and dragon cohort will be scouting ahead as well.

Please note: This does NOT have to be a combat encounter. The kobolds are on a serious mission that they do not want to deviate from. They are merely investigating the noises they heard (if encountered at night) or are encountered while sleeping (if encountered during the day). Even if they get the drop on the PCs at night, they will merely watch the PCs camp from a safe distance before deciding to initiate contact (preferably with a PC they deem likely to be a sorcerer or wizard, as they will guess that such a person might speak their language. The dracolite speaks Common, but she has no interest in approaching the PCs initially).

HOWEVER, if the PC's party contains a gnome or sprite, the kobolds will NOT initiate peaceful contact. It will take all of their will power to not attack in this case, but, being lawful, and on a mission, there are more important things on their mind. In this case, you will have to initiate the encounter by giving the PC on guard

duty multiple chances to hear or see the kobolds as they argue about whether or not to attack or leave.

If the PCs talk before attacking, the kobolds start with an initial attitude of Unfriendly. If a PC speaks Draconic to them in an effort at Diplomacy, the kobolds will listen to what they have to say, so long as the PCs are not clearly readying to attack, moving to flank, etc.

Special: If the speaking PC is a kobold from the Mist Isles, he suffers a -10 circumstance bonus to Diplomacy as the local kobolds see him as an interloper and foreigner in their territory. If the party contains a gnome or a sprite, the PCs suffer a -10 circumstance bonus as well. These penalties DO NOT stack. Offering the kobolds a magical item that has something to do with blue dragons or electricity gives the PCs a +10 circumstance bonus to Diplomacy as long as the kobolds already do not have the same item.

The PCs might also attempt to use the Intimidate skill against the kobolds. This is opposed by the dracolite, with assistance from the remaining kobolds and companions (for each DC 10 modified level check they make, she gets a +2 bonus against being intimidated. I.E., they are aiding her). Should the PCs intimidate her, the kobolds are made Friendly until dismissed by the PCs. Roughly 1d6x10 minutes later, their attitude shifts to Hostile and they attempt to ambush the PCs.

Below are the salient points the kobolds will discuss, based on their final attitude towards the PCs:

HOSTILE

- “Attack!” – The kobolds attack to kill, focusing their best attacks on one PC at a time. If forced to flee, they seek to ambush the PCs at a later date before the PCs reach the pond.

UNFRIENDLY

- “Bugger off.” – The kobolds insult the PCs before leaving, providing them no useful information.

INDIFFERENT

- “Eh, leave us alone.” – The kobolds wander off, leaving the PCs alone.

FRIENDLY

- “Nice forest, eh?” – The kobolds will reveal that they are from the Rift Canyon and will share what they have learned about the forest (that it is all dead), and will even point the PCs in the right direction if the heroes are lost. They will briefly speak about their dragon god, almost letting slip that they are on a mission for him. They have no idea about the redcaps, but they have encountered one fey ring, so they think there are some fey in the area. They hate fey.

HELPFUL

- “Here, eat this.” – The kobolds will share their food with the PCs as they talk to them about their glorious blue dragon god (whom they have never seen but they know he is coming soon) and their sacred mission. All they know is that they are

supposed to find the “Queen’s children and bring them home to our god.” They have no idea what these children might be, but they are sure they will recognize them when they see them. They are headed towards the pond as that was the place they were told to go in their visions.

- If the PCs offer to help the kobolds in their mission, the kobolds will accept their help. They will advise the PCs that what they are seeking is at the pond, and that the PCs should “distract the Queen” when the time comes.

CREATURES (KOBOLDS)

APL 4 (EL 7)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 3; hp 18; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolite 1; hp 30; Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 1; hp 33; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 1; hp 34; Appendix 1.

Ankheg Monstrous Companion: hp 28; see MM 14 and Appendix 1.

APL 6 (EL 9)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 4/dragonheart mage 1; hp 25; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolite 3; hp 48; Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 3; hp 61; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 3; hp 44; Appendix 1.

Manticore Monstrous Companion: hp 57; see MM 179 and Appendix 1.

APL 8 (EL 11)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 4/dragonheart mage 3; hp 43; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolite 5; hp 58; Appendix 1.

Fostered Blue Dragon: hp 59; see Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 5; hp 77; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 5; hp 56; Appendix 1.

Blue Chimera Monstrous Companion: hp 76; see MM 34 and Appendix 1.

Ankheg Monstrous Companion: hp 28; see MM 14 and Appendix 1.

APL 10 (EL 13)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 4/dragonheart mage 5; hp 53; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolite 7; hp 65; Appendix 1.

Blue Dragon Cohort: hp 113; see Appendix 1.

Fostered Blue Dragon: hp 59; see Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 7; hp 93; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 7; hp 68; Appendix 1.

Blue Dragonne Monstrous Companion: hp 76; see MM 89 and Appendix 1.

Manticore Monstrous Companion: hp 57; see MM 179 and Appendix 1.

Tactics

If it comes down to a fight, it could go very poorly for the PCs. Please remember that every single square not designated a clearing has either a typical tree or a massive tree in it. These provide various benefits during combat (see DMG 87). Clearings should be no larger than 30 ft. by 30 ft., as the Tangles used to be a dense jungle.

The kobolds are extremely well versed in fighting at each other's sides and using their special abilities together. They will focus their attacks on one PC at a time when possible, seeking to kill any clerics or arcane spell casters first while their monstrous companions and fighters hold off PC melee combatants.

Do not forget to use the kobolds' special abilities and spell-like abilities. Remember, it is a free action for the beast heart adept to attempt to control his monstrous companions. Controlling a companion with an Intelligence of 3 or higher is a free action that only requires verbal directions.

A breakdown of tactics by APL follows:

APL 4 Arcanist casts *nerveskitter* followed by *lesser orbs of electricity* at obvious clerics. Dracolite attempts to use her Will save spells against obvious fighter-types. Samurai is mounted on the ankheg and opens up with his breath weapon, activating his *breath flare* spell-like ability, hitting as many PCs as possible in addition to whomever the arcanist targeted. He then fights defensively. Beast heart adept is also mounted on the ankheg, which he moves in front of the arcanist and dracolite to protect them, and activates his *arrow mind* spell-like ability, targeting the same PC the arcanist targeted (and hoping that it's a gnome).

APL 6 Arcanist casts *nerveskitter* followed by *electric loop* at obvious clerics. Dracolite opens up with *lightning bolt* before attempting to use her Will save spells against obvious fighter-types. Samurai is mounted on the manticore and opens up with his breath weapon, activating his *breath flare* spell-like ability, hitting as many PCs as possible in addition to whomever the arcanist targeted. He then fights defensively. Beast heart adept is also mounted on the manticore, which he moves in front

of the arcanist and dracolite to protect them, and activates his *arrow mind* spell-like ability, targeting the same PC the arcanist targeted (and hoping that it's a gnome).

APL 8 Arcanist casts *nerveskitter* followed by *lightning bolt* at obvious clerics. Dracolite opens up with *lightning bolt* before attempting to use her Will save spells against obvious fighter-types. Fostered blue dragon uses a heightened, possibly shaped, breath weapon before flying off to watch the fight from a safe distance. If a PC falls unconscious away from his comrades, she will swoop down to try to kill the downed character. Samurai is mounted on the chimera and opens up with his breath weapon, activating his *breath flare* spell-like ability, hitting as many PCs as possible in addition to whomever the arcanist targeted. He guides the chimera to protect the spellcasters and fights defensively. Beast heart adept is mounted on the ankheg, which he moves in front of the arcanist and dracolite to protect them, and activates his *arrow mind* spell-like ability, targeting the same PC the arcanist targeted (and hoping that it's a gnome).

APL 10 Arcanist casts *nerveskitter* followed by *lightning bolt* or *scintillating sphere* at obvious clerics. Dracolite opens up with *lightning bolts* before attempting to use her Will save spells against obvious fighter-types. Fostered blue dragon uses a heightened, possibly shaped, breath weapon before flying off to watch the fight from a safe distance. If a PC falls unconscious away from his comrades, she will swoop down to try to kill the downed character. Samurai is mounted on the blue dragon cohort and opens up with his breath weapon (dragon uses quickened breath weapon), activating his *breath flare* spell-like ability, hitting as many PCs as possible in addition to whomever the arcanist targeted. He guides the blue dragon cohort to engage melee types and fights defensively. The beast heart adept is mounted on the blue dragonne, and activates his *arrow mind* spell-like ability, targeting the same PC the arcanist targeted (and hoping that it's a gnome). He moves to protect the spellcasters while the manticore attacks as directed.

Treasure

APL 4: Loot 145 gp; Coin 0 gp; Magic 1,789 gp -- +2 chain shirt (354 gp), +1 chitin breastplate (142 gp), +1 chitin buckler (111 gp), +1 rider's shield (102 gp), +1 shortbow (194 gp), *periapt of wisdom* +2 (333 gp), *potion of cure light wounds* (2)(8 gp each), *ring of protection* +1 (167 gp), *scroll of cure moderate wounds* (12.5 gp), *scroll of delay poison* (12.5 gp), *scroll of invisibility* (12.5 gp), *strange blue dragon scale* (250 gp), *vest of resistance* +1 (4)(83 gp each); Total 1,934 gp.

APL 6: Loot 145 gp; Coin 0 gp; Magic 3,150 gp -- +2 chain shirt (354 gp), +1 chitin breastplate (142 gp), +1 chitin buckler (111 gp), +1 rider's shield (102 gp), +1 shortbow (194 gp), +1 studded leather barding (104 gp), *amulet of health* +2 (333 gp), *bag of holding* (type 1)(208 gp), *cloak of charisma* +2 (333 gp), *periapt of wisdom* +2 (333 gp), *phylactery of faithfulness* (83 gp), *potion of cure light wounds* (2)(8 gp each), *potion of cure moderate wounds* (2)(25 gp each), *ring of protection* +1 (167 gp), *scroll of cure moderate wounds* (12.5

gp), scroll of delay poison (12.5 gp), scroll of invisibility (12.5 gp), strange blue dragon scale (250 gp), vest of resistance +1 (4)(83 gp each); Total 3,295 gp.

APL 8: Loot 145 gp; Coin 0 gp; Magic 5,670 gp -- +2 chain shirt (354 gp), +2 chitin breastplate (392 gp), +1 chitin buckler (111 gp), +2 rider's shield (352 gp), +1 shock shortbow (694 gp), +1 studded leather barding (104 gp), +2 studded leather barding (354 gp), amulet of health +2 (2)(333 gp each), bag of holding (type 1)(208 gp), cloak of charisma +2 (333 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +2 (333 gp), phylactery of faithfulness (83 gp), potion of cure light wounds (2)(8 gp each), potion of cure moderate wounds (2)(25 gp each), ring of protection +1 (2)(167 gp each), scroll of cure moderate wounds (12.5 gp), scroll of delay poison (12.5 gp), scroll of invisibility (12.5 gp), strange blue dragon scale (250 gp), vest of resistance +1 (4)(83 gp each), vest of resistance +2 (333 gp); Total 5,815 gp.

APL 10: Loot 145 gp; Coin 0 gp; Magic 11,846 gp -- +2 chain shirt (354 gp), +3 chitin breastplate (809 gp), +2 chitin buckler (361 gp), +3 rider's shield (769 gp), +1 shock shortbow (694 gp), +1 studded leather barding (2)(104 gp each), +2 studded leather barding (354 gp), +3 studded leather (767 gp), amulet of health +2 (3)(333 gp each), bag of holding (type 1)(208 gp), belt of giant strength +4 (1,333 gp), bracers of archery (lesser)(208 gp), claws of the ripper (2)(167 gp each), cloak of charisma +2 (2)(333 gp each), gloves of dexterity +2 (2)(333 gp each), periapt of wisdom +2 (333 gp), phylactery of faithfulness (83 gp), potion of cure light wounds (2)(8 gp each), potion of cure moderate wounds (3)(25 gp each), potion of cure serious wounds (2)(62.5 gp each), ring of protection +1 (2)(167 gp each), ring of protection +2 (667 gp), scroll of cure moderate wounds (12.5 gp), scroll of delay poison (12.5 gp), scroll of displacement (31 gp), scroll of invisibility (12.5 gp), strange blue dragon scale (250 gp), vest of resistance +1 (2)(83 gp each), vest of resistance +2 (3)(333 gp each); Total 11,991 gp.

TROUBLESHOOTING

If this combat starts, it can take quite a long time to run. If the PCs are getting trounced, they may beg for mercy or flee. Allow a quick Diplomacy check, at the standard -10 penalty for being rushed, for the PCs to negotiate a truce. Once in combat, the kobolds are Hostile. To reach a truce, the PCs will have to move them to Indifferent. The kobolds are not interested in the PCs gear unless it has something to do with electricity or blue dragons, in which case they will take it if they win the fight, or demand it as part of a truce agreement. Offering the kobolds a magical item that has something to do with blue dragons or electricity gives the PCs a +10 circumstance bonus to Diplomacy to reach a truce.

DEVELOPMENT

If the PCs used the Diplomacy or Intimidate skill while avoiding a fight with the kobolds, they earn full xp for this encounter.

Once the PCs are ready to proceed to the pond, continue with Encounter 4. It takes approximately two more days for the PCs to reach Green's Pond. If the

kobolds are alive, they will take a slightly different route to the pond, they will get there at approximately the same time.

A DC 15 Survival check will reveal that a storm is brewing, and will arrive within a day or two. By the time the PCs reach the pond, it will be dark, cloudy, and raining.

4: GREEN'S POND

Allow the PCs to take soil samples, attempt to cure the forest, etc. Nothing they do will allow the forest to be healed.

As the PCs approach within a mile of the pond, a wide variety of tracks will become detectable. A DC 15 Survival check made by a PC with the Track feat reveals that a handful of creatures wearing heavy boots have been in the area (redcaps). In addition, a variety of clawed prints, of medium or smaller creatures, can also be found (the greenspawn). However, there are no signs of a dragon being in the area, as Maurgorootheryx has kept to the pond.

As the PCs near the pond, the weather gets worse. In a few hours, a major storm is about to arrive, and it's already almost completely dark. Advise the PCs that without light or darkvision, they will be in an area of shadowy illumination.

Play up the fact that the PCs are in a dead forest, with little shelter, as a major storm is about to roll through, all while trying to get to the pond. During the fight itself, play up the drama of the fight occurring right before the storm fully arrives. Lightning crashing down, dark clouds blocking the sun's light almost completely, wind whipping the rain about, etc. All of this should serve to highlight the chaos of the battle to come.

For the purposes of this encounter, it will be raining (DMG 94) and almost dark. The effects of rain and shadowy illumination are summarized below for your convenience (**note:** these modifiers HAVE NOT been precalculated into the NPCs' various stat blocks):

- Rain reduces visibility by half, resulting in a -4 penalty on Search and Spot checks. It is accompanied by Severe Wind. For visibility, this means that a torch only lights half the radius it normally would.
- Severe Winds automatically extinguish unprotected flames (thus, the forest cannot be set on fire by *flame strike* or *fireball*), and have a 50% chance of extinguishing protected flames. Ranged weapon attacks and Listen checks are at a -4 penalty.
- For the purposes of spells such as *call lightning*, the weather counts as stormy.
- For the purposes of light and visibility, the area is shadowy illumination (PHB 154). This grants all creatures concealment (20% miss chance), unless their opponent has darkvision.

There are two possible scenarios for how this encounter starts:

1) The PCs killed the kobolds in Encounter 3. In this case, only the PCs and redcaps will be approaching the pond at this time, while the greenspawn are hiding at the pond's edge, ready to defend it.

2) The PCs allowed the kobolds in Encounter 3 to live. In this case, the PCs, redcaps, and kobolds will all be converging on the pond, while the greenspawn are hiding at the pond's edge, ready to defend it.

Once you are ready to start the big melee, continue with the following:

As the storm gains strength, the rain reducing the visibility to that of twilight, you make out that there is a large clearing ahead. A burst of lightning off in the distance reflects off the pond's still water.

That's when you notice that the trees in this area appear to have huge gouges in them. Fresh bite marks mar the dead trees' trunks, as if something massive had recently taken to eating the trees.

Another flash of light reveals huge claw prints in the muddy ground ahead. These look fresh!

A DC 30 Knowledge (arcana) check will reveal that these prints belong to a huge green dragon.

Just then, you see another group approach the pond, roughly 120 feet away from you to the north. Despite the rain and darkness, you can see that this group consists of roughly a dozen short humanoids bearing scythes. You get a quick impression of ghostly things moving around them. A moving tree deposits an antler-headed humanoid high up a dead tree's branches near the pond's edge.

With a loud yell, the scythe wielders and the moving tree rush the pond. Just as they reach its edge, several green, lizard-like and lizardfolk-like forms leap from hiding, clawing and biting at the little evil-looking men. A winged lizard leaps out of the pond, slashing at one of the little men with its wing. The humanoid falls screaming to the ground, clutching his throat.

Despite the rain, it's unmistakable: a huge green dragon's head breaches the pond's surface briefly, her malevolent gaze focused on the antler-headed creature in the dead tree, before dipping back below the surface. At the sight of the dragon, many of the evil little humanoids shriek in terror and run away from the pond.

Regarding the fey, a DC 14 Knowledge (arcana) check will reveal that the scythe wielders are redcaps. A DC 16 will reveal that the incorporeal creatures are joystealers. A DC 26 reveals that the antler-headed humanoid is a verdant prince. A DC 17 Knowledge (nature) identifies the moving tree as a treant.

Regarding the greenspawn, a DC 12 Knowledge (arcana) check will reveal that the lizardfolk-like creatures are greenspawn sneaks. A DC 13 will reveal that

the lizard-like creatures are greenspawn leapers. A DC 20 will reveal that the winged lizard is a greenspawn razorfiend. A DC 30 will reveal that Maugoroothyx is an adult female green dragon and that she looks a little "peaked", as if she has not been getting enough rest or food.

If the kobolds are alive, but the PCs DID NOT accompany them to the pond, read the following as well:

Just as this is registering, you make out another group arriving, roughly 120 feet away to your south. This group consists of four short reptilian humanoids and their monstrous companions. The kobolds have arrived!

If the PCs accompanied the kobolds, or indicate to them that they wish to help them, then the dracolite will point to the greenspawn and the dragon, clearly asking the PCs for a distraction. In this case, the PCs will be considered allies for the purposes of the strange blue dragon scale possessed by the blue kobold dracolite.

Special: The PCs need to determine if they wish to attack the greenspawn (and dragon at APL 10), the kobolds, the redcaps, or merely wait and watch. The PCs should only fight one group, leaving the others to fight each other. Ask them which group they wish to fight.

Note: Regardless of APL, any detectable attack on Maugoroothyx herself by a PC triggers the APL 10 dragon encounter. Be sure to ask a PC if they want to attack the dragon, and remind them that dragons in the Bandit Kingdoms are NOT tiered.

Terrain: See the Blackspawn Raider Encampment map in Appendix 4. Remove the buildings, but the rest of the map should serve well for this encounter.

The pond has a radius of 120 feet and is 30 feet deep at its deepest. The pond's bottom slopes down from the shore at a 45 degree angle. The dragon has cleared all the trees from the pond's edge out to a distance of 20 feet from the shore. Thus, there will be a 20-foot wide strip of land near the pond unimpeded by trees. For terrain further away from the pond, there is a typical tree in almost every square. See the DMG for typical tree effects on terrain.

Regarding dragonfear: Just being near an angry dragon exposes the heroes to the effects of the dragon's frightful presence aura. However, they only are considered foes of the dragon, and thus have to save against the aura, if they attack the dragon OR her spawn.

Please note that you should take into account the effects of the aura on the fey or the kobolds if the PCs attack them. All of the young redcaps detailed below already made their save, thus they were not panicked. For all other fey, roll their saving throws prior to starting the fight.

If the PCs fight the kobolds, be sure to roll the kobolds' saving throws prior to the fight. The kobolds receive the benefit of the *strange blue dragon scale* (see Appendix 1).

Frightful Presence (Ex) 180-ft. radius; HD 20 or less shaken 4d6 rounds, HD 4 or less panicked 4d6 rounds, Will DC 24 negates. The save DC is Charisma-based.

CREATURES (GREENSPAWN)

APL 4 (EL 7)

Greenspawn leaper (3): hp 19 each; Appendix 1.

Greenspawn sneak (3): hp 11 each; Appendix 1.

APL 6 (EL 9)

Greenspawn sneak raid leader: hp 56; Appendix 1.

Greenspawn leaper (3): hp 19 each; Appendix 1.

Greenspawn sneak (3): hp 11 each; Appendix 1.

APL 8 (EL 11)

Greenspawn razorfiend (4): hp 85 each; Appendix 1.

APL 10 (EL 13)

Greenspawn razorfiend (4): hp 85 each; Appendix 1.

Maurgorootheryx: hp 284; Appendix 1.

Note: At APL 10, the EL has been lowered by 1 because Maurgorootheryx will not leave the pond to engage the heroes because she wants to protect the egg. Note that at all other APLs, the EL has NOT been raised by 1, to account for the frightful presence aura because, quite frankly, lower-level PCs should think long and hard before upsetting a huge green dragon in her own pond (plus, there's at least one other choice of adversary, possibly even two, for the PCs to fight). To counterbalance this, the greenspawn do NOT begin the encounter hiding in the water (i.e., they are ambush predators, which is a part of their CR, but the PCs start this encounter aware of them).

Tactics

A breakdown of tactics by APL follows:

APLs 4/6 The greenspawn leapers are not very intelligent, so they will move to attack the nearest creatures. They will gang up on opponents if possible. The greenspawn sneaks will work together to flank opponents, attempting to kill any arcane spellcasters first.

APLs 8/10 The greenspawn razorfiends will use their breath weapons as often as possible. When not breathing, they use their high speed, Dodge, Mobility (going from land to water) and Spring Attack feat to gang up on one target. With their intelligence, they can recognize a threat when they see it, so they prefer to focus on arcane spellcasters as well. Be sure to read up on Aquatic Terrain rules (DMG 92) so that the razorfiends can make extensive use of the cover provided by being in the water.

At APL 10, Maurgorootheryx herself enters the fray. She will be pre-buffed because she knew the redcaps were coming via one of her sneak raid leaders having warned her of their approach. Thus, use her power-up suite.

She prefers to fight from a distance of 15 feet away from shore while in the pond (thus, she is underwater most of the time). At this distance, she can 5-foot swim straight up, which lets her breach the pond's surface. She will then take her action before sinking to stand on the pond's bottom (this movement does not count against her movement, as she is effectively falling when not swimming. However, it might provoke an attack of opportunity as normal. In this case, she might just choose not to sink). Remember, the water gives her improved cover (+8 bonus to AC, +4 bonus to Reflex saves; not already included in her stats) from opponents on land.

Maurgorootheryx will prefer to open up with a Quicken, Heightened, Tempest breath weapon before casting *blood wind* and using her natural attacks at range to attack any obvious arcane spellcasters, or whoever else she perceives to be the biggest threat. She will typically not Power Attack. Be aware that *blood wind* turns her natural attacks into ranged attacks, so her opponents might be able to benefit from cover or concealment. **Note:** She does not suffer any penalties for attacking creatures in melee in this manner.

Keep in mind that her Large and in Charge feat will make it very difficult for melee oriented PCs to approach her (plus, she's in the water, surrounded by the *inky cloud*).

At no point in time will Maurgorootheryx leave the pond unless she must flee. If the PCs force her to retreat, she flees without the egg.

Treasure

The PCs MUST defeat the greenspawn to earn this treasure. They do NOT have to defeat the dragon (except at APL 10), as it will be assumed that the fey defeat the dragon if the PCs defeat the greenspawn (see Conclusion). However, they cannot loot the dragon's body unless they kill her themselves (the fey loot the body otherwise).

APL 4: Loot 64 gp; Coin 3,733 gp; Magic 0 gp; Total 3,797 gp.

APL 6: Loot 64 gp; Coin 3,733 gp; Magic 1,572 gp – +1 medium-humanoid sized, glamered, improved slick leather armor (1,572 gp); Total 5,369 gp.

APL 8: Loot 0 gp; Coin 3,733 gp; Magic 0 gp; Total 3,733 gp.

APL 10: Loot 0 gp; Coin 3,733 gp; Magic 1,655 gp – +1 medium-humanoid sized, glamered, improved slick leather armor (1,572 gp), *potion of delay poison* (25 gp), *scroll of clairaudience/clairvoyance* (31 gp), *scroll of melf's acid arrow* (12 gp), *scroll of unseen servant* (2 gp), *scroll of web* (13 gp); Total 5,388 gp.

CREATURES (REDCAPS)

APL 4 (EL 7)

Young redcaps (3): hp 26 each; Appendix 1.

Joystealer: hp 27; Appendix 1.

APL 6 (EL 9)

Young redcaps (4): hp 22 each; Appendix 1.

Joystealer: hp 27; Appendix 1.

Elder redcap: hp 114; Appendix 1.

APL 8 (EL 11)

Joystealers (3): hp 27 each; Appendix 1.

Elder redcaps (3): hp 114 each; Appendix 1.

APL 10 (EL 13)

Joystealers (3): hp 27 each; Appendix 1.

Elder redcaps (3): hp 114 each; Appendix 1.

Verdant prince: hp 136; Appendix 1.

Changestaff treant: hp 66; PH 208 and MM 244.

Tactics

The young redcaps are pretty straight forward combatants. They prefer to swing for the fences, hoping for a critical hit with their scythe. Thus, they normally power attack for 2 when swinging at unarmored foes (NOT already included in their stats).

The elder redcaps are pretty much just better fighters. They always power attack for 2 (already included in their stats), and prefer to target lightly armored foes.

The joystealers prefer to gang up and target those that they think have low charismas (especially wizards and fighter-types, but if a sorcerer is blasting them they will do everything they can to reduce her charisma as quickly as possible). Once a PC is reduced to a 0 Charisma, one of the joystealers will use its drain emotions supernatural ability on them while the rest move on to another target. After feeding, the joystealer will immediately attempt to retreat from the battle, using its incorporeality and abilities to evade the heroes.

The verdant prince will fight from tree-top to stay out of melee reach (he's 30 feet off the ground, and at the edge of the clearing that surrounds the pond). He found a pretty solid dead tree to stand on, and his footing is pretty firm, despite the rain (DC 12 Balance check required to move, DC 7 to avoid falling. As he has 5 or more ranks in Balance, he is NOT flat-footed while fighting like this). He has previously cast *call lightning storm*, which makes him especially dangerous in these stormy conditions. In addition, he has one big *fire seeds* acorn grenade that he was saving for whatever was in the pond. However, if attacked by PCs, he will use it immediately against a character that is wielding a cold iron weapon.

He will direct the *changestaff* treant to sunder a PCs cold iron weapon, if possible. If a PC wielding a cold iron weapon gets near him, he will cast *repel metal or stone*. Be aware that this might force the PC into the pond!

Note that his *dimension door* ability WILL NOT work in the Tangles, because all the plants and trees are dead.

DEVELOPMENT

It is possible that a PC might get their emotions drained from them and for the offending joystealer to survive the fight. In this case, the effect is permanent until the PC receives a *remove curse* spell within the area of a *hallow* spell. **Note:** There is one such area in Kinemeet, The Cudgel's Grounds. The PCs can purchase a *remove curse* spell there from one of the faithful. Of course, the PCs might have access to other such areas via meta-orgs, AR favors, etc.

Treasure

As the PCs have defeated the fey, the dragon looks the other way while the PCs claim the verdant prince's staff.

APL 4: Loot 5 gp; Coin 0 gp; Magic 1,108 gp – *redcap's tooth* (3)(83 gp each), *expended staff of the woodlands* (858 gp); Total 1,113 gp.

APL 6: Loot 8 gp; Coin 0 gp; Magic 1,275 gp – *redcap's tooth* (5)(83 gp each), *expended staff of the woodlands* (858 gp); Total 1,283 gp.

APL 8: Loot 5 gp; Coin 0 gp; Magic 1,420 gp – *redcap's tooth* (3)(83 gp each), *expended staff of the woodlands* (858 gp), *wand of magic missile* (5th)(312 gp); Total 1,425 gp.

APL 10: Loot 5 gp; Coin 1,000 gp; Magic 1,420 gp – *redcap's tooth* (3)(83 gp each), *expended staff of the woodlands* (858 gp), *wand of magic missile* (5th)(312 gp); Total 2,425 gp.

CREATURES (KOBOLDS)

APL 4 (EL 7)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 3; hp 18; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolite 1; hp 30; Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 1; hp 33; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 1; hp 34; Appendix 1.

Ankheg Monstrous Companion: hp 28; see MM 14 and Appendix 1.

APL 6 (EL 9)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 4/dragonheart mage 1; hp 25; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolite 3; hp 48; Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 3; hp 61; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 3; hp 44; Appendix 1.

Manticore Monstrous Companion: hp 57; see MM 179 and Appendix 1.

APL 8 (EL 11)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 4/dragonheart mage 3; hp 43; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolyte 5; hp 58; Appendix 1.

Fostered Blue Dragon: hp 59; see Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 5; hp 77; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 5; hp 56; Appendix 1.

Blue Chimera Monstrous Companion: hp 76; see MM 34 and Appendix 1.

Ankheg Monstrous Companion: hp 28; see MM 14 and Appendix 1.

APL 10 (EL 13)

Blue Dragon-Wrought Kobold Arcanist: male kobold expert 1/sorcerer 4/dragonheart mage 5; hp 53; Appendix 1.

Blue Kobold Dracolite: female kobold adept 5/dracolyte 7; hp 65; Appendix 1.

Blue Dragon Cohort: hp 113; see Appendix 1.

Fostered Blue Dragon: hp 59; see Appendix 1.

Blue Kobold Samurai: male kobold warrior 5/dragon samurai (blue) 7; hp 93; Appendix 1.

Blue Dragon-Wrought Kobold Beast Heart Adept: male kobold expert 4/ranger 1/beast heart adept 7; hp 68; Appendix 1.

Blue Dragonne Monstrous Companion: hp 76; see MM 89 and Appendix 1.

Manticore Monstrous Companion: hp 57; see MM 179 and Appendix 1.

Tactics

The kobolds' real mission here is to get past the PCs so that they can get into the water. One kobold has a *ring of swimming*, and it is his job to get the egg while the dragon is distracted by the fey. For specific tactics, see Encounter 3.

TREASURE

These are the same kobolds as those from Encounter 3. If the PCs took their belongings during that encounter, then the kobolds will not have it now. See Encounter 3.

TROUBLESHOOTING

If the PCs are stupid enough to fight two, or even all three, groups at the same time, be sure to slaughter them. I.E., the party wizard lobbing a fireball at the dragon at APL 10 while fighting the redcaps will trigger the APL 10 greenspawn and dragon fight in addition to the APL 10 redcaps and fey encounter.

DEVELOPMENT

Determine which Initial Conclusion the PCs earned as described below (if the kobolds were allowed to live in Encounter 3, even if stripped of all their gear, then they showed up in Encounter 4 and partook in the mass battle, thus they "survived").

For the Secondary Conclusions, each PC that wishes to report to that NPC may be present for that Conclusion (as long as that NPC doesn't have a reason to hate them, such as an enmity. Gildor still won't speak with characters linked to evil dragons, etc.).

IF THE PCS KILLED THE KOBOLDS IN ENCOUNTER 3:

- PCs defeated the fey, then the dragon and her egg are safe. Go to Conclusion A.
- PCs lost to the fey, but the dragon is able to defeat the remaining fey. Go to Conclusion A.
- PCs defeated the greenspawn (and the dragon at APL 10), then the fey are able to kill the remaining greenspawn. Gerland arrives to take possession of the egg. Go to Conclusion B.
- PCs lost to the greenspawn (and the dragon at APL 10), then the dragon is forced to flee with her egg. Go to Conclusion C.
- PCs did nothing during the fight (they watched), then the dragon defeats the fey (barely) and her egg is safe. Go to Conclusion D.

IF THE KOBOLDS SURVIVED ENCOUNTER 3:

- PCs defeated the fey, then the dragon successfully defends her egg from the kobolds. Go to Conclusion A.
- PCs lost to the fey, the dragon is alive but lost her egg to the kobolds. Go to Conclusion E.
- PCs defeated the greenspawn (and/or the dragon at APL 10), then the fey kill the rest of the greenspawn (and the dragon at APLs 4-8) and the kobolds steal the dragon's egg. Go to Conclusion F.
- PCs lost to the greenspawn (and the dragon survived at APL 10), then the redcaps drive off the rest of the greenspawn, the dragon flees with her egg. Go to Conclusion C.
- PCs defeated the kobolds, then the dragon defeats the fey (barely) and her egg is safe. Go to Conclusion A.
- PCs lost to the kobolds, then the dragon defeats the fey (barely) but the kobolds steal her egg. Go to Conclusion E.
- PCs did nothing during the fight (they watched), then the dragon defeats the fey (barely) but the kobolds steal the egg. Go to Conclusion E.

PRIMARY CONCLUSIONS

Note: Only Maugoroothyx's blood has any effect on the Tangles. If the PCs somehow have a way of experimenting by using the blood from another green dragon, nothing happens.

CONCLUSION A: DRAGON AND EGG SAFE

As the battle winds down, you can clearly see that the dragon and her children have the upper hand now. The evil fey have been driven off, and the kobolds, who clearly were after something, are no longer a threat. Did you make the right decision? Is an adult green dragon the best thing for the Tangles right now?

Then you and your comrades note a strange sight...a pool of the dragon's blood has washed up on the shore. There, before your eyes, you see a green sprout slowly grow out of the poisoned, blood-soaked, muddy earth!

The PCs earn the "Aided the Green Dragon" AR item.

CONCLUSION B: DRAGON KILLED, GERLAND ARRIVES

For good or ill, you sided with the evil fey; the green dragon and her brood now lie dead before you. The fey seem content that the monster in the pond was destroyed and, surprisingly, leave you alone.

Bravely, one of you searches the pond for the dragon's treasure. To your amazement, you find one loan egg buried deep at the bottom of the lake. It's small, hard shell is not much bigger than an ostrich's, but its sickly, yellow color hints at what might be inside.

As you return to the shore, you and your comrades note a strange sight...a pool of the dragon's blood has washed up on the shore. There, before your eyes, you see a green sprout slowly grow out of the poisoned, blood-soaked, muddy earth!

Just as you are ready to leave with your prize, a voice booms out of the sky above you.

"You fools! What have you done!" shouts an angry grey elf garbed in druid's attire as he sits astride a monstrous bird, its wings flapping above you. The elf's form shimmers with power as his eyes burn with rage.

A DC 20 Knowledge (local – IBS) check reveals that this is Gerland, a druid of great power. A DC 28 Knowledge (nature) check reveals that his mount is a roc (MM 215).

"Put the egg down and leave now, or you will all die here today!" the elf shouts at you before he begins to cast a spell.

A DC 23 Spellcraft check reveals that he is about to cast *deadfall* (see Appendix 2), a spell which will probably kill several of the PCs and trap the rest. Gerland has a readied

action to cast the spell if the PCs do anything other than leave the egg and back away.

Ask the PCs what they wish to do. Any answer other than "leave the egg for Gerland" results in him casting the spell. Regardless of if the PCs survive, Gerland recovers the egg from them. Even if a PC magically flees with the egg, eventually a member of the Old Faith will find them and take it from the PC.

The PCs may keep everything else that they looted from the lair, except the gemstone of fortification. Gerland takes this from them as well.

Gerland: CN male grey elf Druid 15; Wis 24.

Roc animal companion: hp 207; see MM 215.

CONCLUSION C: DRAGON FORCED TO FLEE WITH EGG

For good or ill, you sided with the evil fey, but you weren't able to defeat the dragon and her children. As you flee, you see the green dragon fly off, a strange yellow egg clutched safely in one of her claws. The kobolds' prize gets away.

The fey seem content that the monster in the pond was driven off and, surprisingly, leave you alone as they begin to swim and frolic in the pond. To the victors go the spoils.

Then you and your comrades note a strange sight...a pool of the dragon's blood has washed up on the shore. There, before your eyes, you see a green sprout slowly grow out of the poisoned, blood-soaked, muddy earth! You might have just helped drive off the Tangles only chance at being renewed!

The PCs MAY NOT loot the dragon's lair, as the redcaps do not allow them to enter the pond.

CONCLUSION D: DRAGON AND EGG SAFE (BARELY)

As the battle winds down, you can clearly see that the dragon and her children have the upper hand now. The evil fey are being driven off, and the kobolds, who clearly were after something, are no longer a threat. Did you make the right decision by not participating in the battle? Is an adult green dragon the best thing for the Tangles right now? Are the redcaps still a threat?

Then you and your comrades note a strange sight...a pool of the dragon's blood has washed up on the shore. There, before your eyes, you see a green sprout slowly grow out of the poisoned, blood-soaked, muddy earth! Maybe you should have helped her, after all.

CONCLUSION E: DRAGON SAFE, EGG STOLEN

As the battle winds down, you can clearly see that the dragon and her children have the upper hand now, but then you hear a draconic cry of anguish.

The kobolds got what they were after, and you see them sprinting away, a small, yellow egg their prize.

Did you make the right decision? Is an adult green dragon the best thing for the Tangles right now? And what are those kobolds and their blue dragon god going to do with that egg?

Then you and your comrades note a strange sight...a pool of the dragon's blood has washed up on the shore. There, before your eyes, you see a green sprout slowly grow out of the poisoned, blood-soaked, muddy earth!

CONCLUSION F: DRAGON KILLED, EGG STOLEN

For good or ill, you sided with the evil fey and kobolds, and the dragon and her brood now lie dead before you. The fey seem content that the monster in the pond was destroyed, and surprisingly leave you alone.

The kobolds got what they were after, and you see them sprinting away, a small, yellow egg their prize.

Did you make the right decision? What are those kobolds and their blue dragon god going to do with that egg? Are the redcaps still a threat?

Then you and your comrades note a strange sight...a pool of the dragon's blood has washed up on the shore. There, before your eyes, you see a green sprout slowly grow out of the poisoned, blood-soaked, muddy earth! You realize that you might now be responsible for the Tangles never being able to be healed!

The PCs may loot the dragon's lair. The kobolds sneak off with the gemstone of fortification.

SECONDARY CONCLUSIONS

CONCLUSION: GILDOR

Below is a list of Gildor's reactions to news that the PCs bring him:

- Bellamoh: *I should like to meet her.*
- Lady Hind: *She is a fascinating young lady.*
- Fey rings: *Sounds dangerous! Good to know.*
- Pseudodragon cohort: *He's like a distant relative more than he is a pet. Treat him well.*
- Blue kobolds and Gildor's divination results: *This is highly odd. My divinations were apparently telling me that you were supposed to help the kobolds take this green dragon's egg from her. That can't be right. I shall have to ponder what this could mean.*
- Strange blue dragon scale: *This is very similar to other magical dragon scales I have seen recently. They tend to be tied to a cult that worships a dragon. You say these kobolds were from the Rift Canyon? And they claim that their blue dragon god will be moving in with them soon? Not good, not good at all.*

- Redcaps: *It sounds as if these fey were from the Unseelie side of the fey family tree. Good riddance to them.*
- Greenspawn and Maurgoroothyx: *Ah, so she must be the Green Dragon of Lake Aqal's oldest daughter. No doubt, she views the birthing of her spawn as a blessing by the Five-Colored One herself. This is worrisome.*
- The yellow egg and her having mated with Morginstaler: *You're telling me that this foolish green dragon mated with that red dragon from the Rift Canyon? And you saw a yellow egg? Hrm. Why would the kobolds want a yellow dragon egg?*
- Maurgoroothyx's blood healing the Tangles: *As she is from Lake Aqal, which itself has many unexplained properties, perhaps her blood somehow cleansed the poisoned land it came into contact with. Green dragons often form strange and powerful connections with their forests.*

The PCs earn the "Favor of Gildor" AR item.

CONCLUSION: OLD FAITH

The PC should report to the NPC that asked them to help Bellamoh (except: BK). Regardless of the NPC, they will all have similar reactions. Modify as needed to fit your region's NPC.

- Bandit Kingdoms: Bellamoh
- Furyondy: Krishena
- Highfolk: Calentir Elethiel-Rellen
- Perrenland: HetKanzler Arven Bruidenhuis
- Shield Lands: Tirzhar

Below is a list of the NPC's reactions to news that the PCs bring him or her:

- Gildor: *I should like to meet him.*
- Lady Hind: *The Johrase have always respected the cudgel a bit more than the plow.*
- Fey rings: *The traps sound very dangerous. I'll spread the word to others of my order. Thank you.*
- Redcaps: *It sounds as if these fey were from the Unseelie side of the Fey Realm. Good riddance to them.*
- Greenspawn and Maurgoroothyx: *Odd how she choose to go back to a dead forest to lay her eggs. She must feel some strong connection to that place. Perhaps the future of the Tangles lies with her and/or her progeny.*
- The yellow egg and her having mated with Morginstaler: *And you saw a yellow egg? That does not sound natural.*
- Maurgoroothyx's blood healing the Tangles: *As she is from Lake Aqal, which itself has many unexplained properties, perhaps her blood*

somehow cleansed the poisoned land it came into contact with. Green dragons often form strange and powerful connections with their forests.

The PCs earn the “Favor of the Old Faith” AR item.

CONCLUSION: THE CUDGEL

Below is a list of Lady Hind’s reactions to news that the PCs bring her:

- Bellamoh: *She and Slayer of Hedgehogs have done amazing things for our farmers’ fields. We value our Old Faith druids, even if they sometimes forget that sometimes the plow must be reforged into a mace.*
- Gildor: *I have asked him to dine with me tonight. I believe he and I will have much to discuss.*
- Redcaps and fey rings: *Dirty little buggers, fey are. Can’t be trusted. You say there might be more of these things in the Tangles? Hrm.*
- Pseudodragon cohort: *Charming.*
- Greenspawn and Maurgoroothyx: *Ah, so she has returned, after all. This will mean that staging in that area is impossible, of course, unless . . . Hrm. We hate Cranzer. Presumably she hates Cranzer. Perhaps I shall have to find a way to meet with her myself.*
- Maurgoroothyx’s blood healing the Tangles: *That is very odd. Perhaps Bellamoh will know what to make of it.*

The PCs earn the “Favor of the Johrase” AR item.

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.

1: BAD ‘SHROOMS

Survive the trap

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

3: LOST AND FOUND KOBOLDS

Defeat the kobolds or Negotiate

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

4: GREEN’S POND

Win the battle

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

STORY AWARD

Returned to NPC with useful information

APL 4	90 XP
APL 6	135 XP
APL 8	180 XP
APL 10	225 XP

DISCRETIONARY ROLEPLAYING AWARD

All APLs	45 XP
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TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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.

3: LOST AND FOUND KOBOLDS

APL 4: Loot 145 gp; Coin 0 gp; Magic 1,789 gp -- +2 chain shirt (354 gp), +1 chitin breastplate (142 gp), +1 chitin buckler (111 gp), +1 rider's shield (102 gp), +1 shortbow (194 gp), periapt of wisdom +2 (333 gp), potion of cure light wounds (2)(8 gp each), ring of protection +1 (167 gp), scroll of cure moderate wounds (12.5 gp), scroll of delay poison (12.5 gp), scroll of invisibility (12.5 gp), strange blue dragon scale (250 gp), vest of resistance +1 (4)(83 gp each); Total 1,934 gp.

APL 6: Loot 145 gp; Coin 0 gp; Magic 3,150 gp -- +2 chain shirt (354 gp), +1 chitin breastplate (142 gp), +1 chitin buckler (111 gp), +1 rider's shield (102 gp), +1 shortbow (194 gp), +1 studded leather barding (104 gp), amulet of health +2 (333 gp), bag of holding (type I)(208 gp), cloak of charisma +2 (333 gp), periapt of wisdom +2 (333 gp), phylactery of faithfulness (83 gp), potion of cure light wounds (2)(8 gp each), potion of cure moderate wounds (2)(25 gp each), ring of protection +1 (167 gp), scroll of cure moderate wounds (12.5 gp), scroll of delay poison (12.5 gp), scroll of invisibility (12.5 gp), strange blue dragon scale (250 gp), vest of resistance +1 (4)(83 gp each); Total 3,295 gp.

APL 8: Loot 145 gp; Coin 0 gp; Magic 5,670 gp -- +2 chain shirt (354 gp), +2 chitin breastplate (392 gp), +1 chitin buckler (111 gp), +2 rider's shield (352 gp), +1 shock shortbow (694 gp), +1 studded leather barding (104 gp), +2 studded leather barding (354 gp), amulet of health +2 (2)(333 gp each), bag of holding (type I)(208 gp), cloak of charisma +2 (333 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +2 (333 gp), phylactery of faithfulness (83 gp), potion of cure light wounds (2)(8 gp each), potion of cure moderate wounds (2)(25 gp each), ring of protection +1 (2)(167 gp each), scroll of cure moderate wounds (12.5 gp), scroll of delay poison (12.5 gp), scroll of invisibility (12.5 gp), strange blue dragon scale (250 gp), vest of resistance +1 (4)(83 gp each), vest of resistance +2 (333 gp); Total 5,815 gp.

APL 10: Loot 145 gp; Coin 0 gp; Magic 11,846 gp -- +2 chain shirt (354 gp), +3 chitin breastplate (809 gp), +2 chitin buckler (361 gp), +3 rider's shield (769 gp), +1 shock shortbow (694 gp), +1 studded leather barding (2)(104 gp each), +2 studded leather barding (354 gp), +3 studded leather (767 gp), amulet of health +2 (3)(333 gp each), bag of holding (type I)(208 gp), belt of giant strength +4 (1,333 gp), bracers of archery (lesser)(208 gp), claws of the ripper (2)(167 gp each), cloak of charisma +2 (2)(333 gp each), gloves of dexterity +2 (2)(333 gp each), periapt of wisdom +2 (333 gp), phylactery of faithfulness (83 gp), potion of cure light wounds (2)(8 gp each), potion of cure moderate wounds (3)(25 gp each), potion of cure serious wounds (2)(62.5 gp each), ring of protection +1

(2)(167 gp each), ring of protection +2 (667 gp), scroll of cure moderate wounds (12.5 gp), scroll of delay poison (12.5 gp), scroll of displacement (31 gp), scroll of invisibility (12.5 gp), strange blue dragon scale (250 gp), vest of resistance +1 (2)(83 gp each), vest of resistance +2 (3)(333 gp each); Total 11,991 gp.

4: GREEN'S POND (GREENSPAWN)

APL 4: Loot 64 gp; Coin 3,733 gp; Magic 0 gp; Total 3,797 gp.

APL 6: Loot 64 gp; Coin 3,733 gp; Magic 1,572 gp -- +1 medium-humanoid sized, glamered, improved slick leather armor (1,572 gp); Total 5,369 gp.

APL 8: Loot 0 gp; Coin 3,733 gp; Magic 0 gp; Total 3,733 gp.

APL 10: Loot 0 gp; Coin 3,733 gp; Magic 1,655 gp -- +2 medium-humanoid sized, glamered, improved slick leather armor (1,572 gp), potion of delay poison (25 gp), scroll of clairaudience/clairvoyance (31 gp), scroll of melf's acid arrow (12 gp), scroll of unseen servant (2 gp), scroll of web (13 gp); Total 5,388 gp.

4: GREEN'S POND (REDCAPS)

APL 4: Loot 5 gp; Coin 0 gp; Magic 1,108 gp -- redcap's tooth (3)(83 gp each), expended staff of the woodlands (858 gp); Total 1,113 gp.

APL 6: Loot 8 gp; Coin 0 gp; Magic 1,275 gp -- redcap's tooth (5)(83 gp each), expended staff of the woodlands (858 gp); Total 1,283 gp.

APL 8: Loot 5 gp; Coin 0 gp; Magic 1,420 gp -- redcap's tooth (3)(83 gp each), expended staff of the woodlands (858 gp), wand of magic missile (5th)(312 gp); Total 1,425 gp.

APL 10: Loot 5 gp; Coin 1,000 gp; Magic 1,420 gp -- redcap's tooth (3)(83 gp each), expended staff of the woodlands (858 gp), wand of magic missile (5th)(312 gp); Total 2,425 gp.

TOTAL POSSIBLE TREASURE

Note: The totals below assume that the PCs engage all three groups and defeat them. As this is unlikely, be sure to refer to the appropriate treasure sections listed above for treasure details by encounter.

APL 4: Loot 214 gp; Coin 3,733 gp; Magic 2,897 gp; Total 650 gp (6,194 gp over-the-cap).

APL 6: Loot 214 gp; Coin 3,733 gp; Magic 5,997 gp; Total 900 gp (9,044 gp over-the-cap).

APL 8: Loot 150 gp; Coin 3,733 gp; Magic 7,090 gp; Total 1,300 gp (9,673 gp over-the-cap).

APL 10: Loot 150 gp; Coin 4,733 gp; Magic 14,921 gp; Total 2,300 gp (17,504 gp over-the-cap).

ALLOCATION OF AR ITEMS

Note: It's possible for a PC to earn two, or even all three favors. As long as one PC in the party was recruited by that NPC, than any PC who helped them, and is vouched for by their fellow party member, earns the favor (excluding PCs who have the enmity of that person or organization).

Aided the Green Dragon: PCs must have earned Conclusion A.

Favor of the Old Faith: PCs must have agreed to take soil and water samples back to druids from their regions.

Favor of Gildor Arcanix: PCs must have reported back to Gildor regarding what just happened in the Tangles.

Favor of the Johrase: PCs must have reported back to Lady Hind what they discovered about the Tangles.

Pseudodragon Companion: Any PC that treated the pseudodragon nicely qualifies for this, as long as the dragon survived the adventure.

Strange Blue Dragon Scale: The PCs must have defeated the kobolds to earn access to this loot.

ADVENTURE RECORD

☛ **Aided the Green Dragon:** Lawful Neutral characters may immediately spend 4 TUs to Open the following rules options: Dragon Disciple (green), Draconic Heritage (green)^{CAT}; dragonthrall^{Dra}; blood wind, draconic might, entice gift, inky cloud, scintillating scales (all SpC).

☛ **Favor of the Old Faith:** If this PC's race was or is changed by the *baleful polymorph* or *reincarnate* spell, Bellamoh will change it back to the PC's original race. This ritual costs 4 TUs and may only be performed once ever. This favor works even if the PC's race was changed to an unplayable one. In addition, Bellamoh makes the items marked with a "B" below available for purchase.

☛ **Favor of Gildor Arcanix:** LG, LN, or NG PCs that earn 5 Influence Points or favors with Gildor will be invited to spend time with Gildor. After spending 6 TUs with the dragon, the following rules options become Open for the PC (all Dra): Dracolite, dragon cohort (gold only), dragonfriend. If the PC advances as a dracolite to 5th level, the fostered gold dragon will be one of Gildor's children. Notate the four other AR numbers that contain favors or IPs with Gildor below.

AR #S:

☛ **Favor of the Johrase:** You gain Metaregional access to the following: +1 adamantite heavy mace (5,012 gp), +1 adamantite morningstar (5,008 gp); axiomatic, blueshine^{MIC}, and resounding^{MIC} upgrades.

☛ **Pseudodragon Companion:** If you immediately spend 4 TUs, you gain access to one pseudodragon cohort (ECL 5, or 2 if the PC has the dragon cohort feat). This cohort advances by class, has a favored class of sorcerer, will always have a Neutral Good alignment, and starts with the feat Weapon Finesse.
Str 4, Dex 18, Con 15, Int 10, Wis 14, Cha 15.

☛ **Strange Blue Dragon Scale:** Against a dragon's frightful presence, the bearer of this scale and all allies within 30' are treated as having +4 HD and gain a +4 to their Will save. If the bearer makes his save, his familiar, animal companion, and/or special mount automatically makes its save. This item only works for kobolds and does not take up an item slot.

Faint abjuration; CL 3rd; Craft Wondrous Item, Dragon Hunter Bravery^{DRA}; Price: 3,000 gp; Weight 1 lb.

ITEMS FOUND DURING THE ADVENTURE

^G - must have defeated greenspawn (and dragon at APL 10)

^F - must have defeated fey

^K - must have defeated kobolds

APL 4:

- ^FExpend staff of the woodlands (Metaregional; DMG; 10,300 gp)
- ^GSmall-sized dragonsplit (Adventure; MM4; 100 gp)
- ^FRedcap's Tooth (Adventure; MM3)
- ^KStrange Blue Dragon Scale (Adventure; see above)
- ^BSummoner's totem (Metaregional; MIC)
- ^{K+1} small-sized chitin breastplate (Adventure; RoDr; 1,700 gp)
- ^{K+1} small-sized chitin buckler (Adventure; RoDr; 1,330 gp)

APL 6 (all of APL 4 plus the following):

- ^KBag of holding (type I) (Adventure; DMG)
- ^KPhylactery of faithfulness (Adventure; DMG)
- ^KRing of swimming (Adventure; DMG)
- ^BBelt of the wide earth (Metaregional; MIC)
- ^{C+1} glamerd, improved slick studded leather (Metaregional; DMG; 18,875 gp)
- ^{C+1} small-sized dragonsplit (Adventure; MM4; 2,400 gp)

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

- ^{K+1} small-sized shock shortbow (Adventure; DMG; 8,330 gp)
- ^{B+1} hunting composite longbow (+1 to +5 Str bonus) (Metaregional; MIC; 8,500 to 8,900 gp)
- ^FWand of magic missile (CL 5th; 50 charges; Adventure; DMG)

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

- ^KBracers of archery (lesser) (Adventure; DMG)
- ^KClaws of the ripper (Adventure; Dra)
- ^BCloak of thorns (Metaregional; MIC)

2: LOST AND FOUND KOBOLDS

BLUE DRAGON-WROUGHT KOBOLD ARCANIST
CR 3

Male kobold expert 1/sorcerer 3
LE Small dragon (reptilian, augmented humanoid [kobold])

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +1

Languages Draconic

AC 20, touch 15, flat-footed 17
(+1 size, +3 Dex, +4 armor, +1 deflection, +1 natural)

hp 18 (4 HD)

Immune magic sleep and paralysis effects

Resist +1 saves vs. electricity

Fort +3, **Ref** +5, **Will** +7

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger -1 (1d3-3/19-20)

Ranged mwk light crossbow +6 (1d6/19-20) or spell +5 (spell effect)

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

Base Atk +1; **Grp** -6

Combat Gear mwk light crossbow, 10 bolts, dagger

Sorcerer Spells Known (CL 3rd):

1st (6/day)—*lesser orb of electricity**, *mage armor*¹, *shocking grasp*

0 (6/day)—*detect magic*, *electric jolt**, *mage hand*, *prestidigitation*, *read magic*

† Already cast

Spell-Like Abilities (CL 4th):

1/day—*nerveskitter**

Abilities Str 4, Dex 16, Con 12, Int 10, Wis 12, Cha 15

Feats Dragon-wrought*, Improved Initiative, Draconic Heritage (blue)^B

Skills Concentration +8, Craft (trapmaking) +6, Hide +9, Knowledge (arcana) +9, Listen +5, Profession (miner) +7, Search +6

Possessions combat gear plus spell component pouch (2), *potion of cure light wounds*, *ring of protection* +1, *scroll of invisibility*, *vest of resistance* +1, mwk artisan's tools

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

BLUE KOBOLD DRACOLYTE **CR 3**

Female kobold adept 5/dracolyte* 1

LE Small humanoid (dragonblood, reptilian)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Draconic, Common, Undercommon

AC 17, touch 12, flat-footed 16

(+1 size, +1 Dex, +3 armor, +1 shield, +1 natural)

hp 30 (6 HD)

Fort +4, **Ref** +3, **Will** +11

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +0 (1d3-3/19-20)

Ranged mwk light crossbow +5 (1d6/19-20)

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

Base Atk +2; **Grp** -5

Combat Gear dagger, mwk light crossbow, 10 bolts

Adept Spells Prepared (CL 6th):

2nd—**D**: *enthrall* (DC 17), *cure moderate wounds*, *invisibility*

1st—**D**: *command* (DC 16), *cause fear* (DC 16), *cure light wounds*, *sleep* (DC 16)

0—~~*create water*~~, *cure minor wounds*, *detect magic*

D: Domain spell. Deity: n/a. Domain: Domination*

Spell-Like Abilities (CL 6th):

1/day—*shield*

Abilities Str 4, Dex 12, Con 11, Int 14, Wis 18, Cha 12

SQ summon familiar (toad)

Feats Alertness^B, Skill Focus (Concentration), Dragonfriend*, Spell Focus (enchantment)^B, Toughness

Skills Concentration +12, Craft (trapmaking) +4, Diplomacy +5 (+9 vs. dragons), Heal +10, Hide +5, Knowledge (arcana) +7, Knowledge (religion) +11, Listen +6, Profession (miner) +6, Search +4, Spellcraft +5, Spot +6

Possessions combat gear plus *strange blue dragon scale*, *periapt of wisdom* +2, *scroll of cure moderate wounds*, *scroll of delay poison*, *vest of resistance* +1, mwk studded leather armor, mwk buckler, holy symbol (2)

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

BLUE KOBOLD SAMURAI CR 3

Male kobold warrior 5/dragon samurai (blue) 1
LE Small humanoid (dragonblood, reptilian)
Init +4; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Draconic

AC 26, touch 15, flat-footed 22

(+1 size, +4 Dex, +6 armor, +4 shield, +1 natural)

hp 33 (6 HD)

Resist electricity 5

Fort +7, **Ref** +6, **Will** +5

Weakness light sensitivity

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

Melee mwk light pick +11 (1d3/x4)

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

Base Atk +5; **Grp** +1

Special Actions dragon breath

Combat Gear mwk light pick, dagger

Spell-Like Abilities (CL 6th):

1/day—*breath flare**

Abilities Str 10, Dex 18, Con 11, Int 10, Wis 12, Cha 8

Feats Weapon Finesse, Exotic Shield Proficiency (rider's shield)*, Shield Specialization (heavy shields)*

Skills Craft (trapmaking) +2, Hide +4, Intimidate +5, Knowledge (arcana) +2, Profession (miner) +2, Ride +13, Search +2

Possessions combat gear plus *vest of resistance* +1, +1 *rider's shield**, *potion of cure moderate wounds*, +1 *chitin breastplate**

Dragon Breath (Su) 1/day; standard action; 60-ft. line, 1d8 electricity, Reflex DC 11 half.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

ANKHEG MONSTROUS COMPANION CR --

N Large magical beast (as MM 14, see below)

AC 25, touch 9, flat-footed 25

(-1 size, +3 armor, +4 shield, +9 natural)

Possessions mwk studded leather barding, mwk exotic military saddle, saddle bags, shovel, pick, rations

Tricks Trained for guarding (attack, defend, down, and guard). PH 75

Link (Ex) A beast heart adept can handle his monstrous companion as a free action, or push it as a move action. The beast heart adept gains a +4 circumstance bonus on monster empathy checks and Handle Animal checks regarding a monstrous companion.

BLUE DRAGON-WROUGHT KOBOLD BEAST

HEART ADEPT CR 3

Male kobold expert 4/ranger 1*/beast heart adept* 1

LE Small dragon (reptilian, augmented humanoid [kobold])

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +1 (+4 vs. gnomes), Spot +1 (+4 vs. gnomes)

Languages Draconic, Undercommon

AC 22, touch 14, flat-footed 19

(+1 size, +3 Dex, +5 armor, +2 shield, +1 natural)

hp 34 (6 HD)

Immune magic sleep and paralysis effects

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

Weakness light sensitivity

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

Melee mwk greatsword +6 (1d10/19-20)

Ranged +1 *shortbow* +10 (1d4+1/x3)

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

Base Atk +5; **Grp** +1

Atk Options Point Blank Shot

Combat Gear +1 *shortbow*, 20 arrows, mwk greatsword

Spell-Like Abilities (CL 6th):

1/day—*arrow mind**

Abilities Str 10, Dex 17, Con 12, Int 10, Wis 12, Cha 8

SQ favored enemy +3 (gnomes), monstrous companion (ankheg), monster empathy +3 (+7 vs. monstrous companion, -1 vs. aberrations), monster handler

Feats Animal Affinity, Dragon-wrought*, Track^B, Point Blank Shot

Skills Craft (trapmaking) +2, Handle Animal +8 (+12 vs. monstrous companion), Hide +14 (+17 vs. gnomes), Knowledge (arcana) +4, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Ride +11 (+13 on ankheg companion), Survival +10 (+13 vs. gnomes, +12 underground [+15 vs. gnomes], +12 aboveground natural environments [+15 vs. gnomes])

Possessions combat gear plus +1 *chain shirt*, +1 *chitin buckler*, *vest of resistance* +1

Kobold Favored Enemy (Ex) As ranger favored enemy, except skills affected are Hide, Listen, Move Silently, Spot and Survival. If a kobold ranger selects fey, dwarves, or gnomes as her favored enemy, she gains a +3 bonus against them instead of the standard +2. This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Monstrous Companion (Ex) As a druid's animal companion, but can be a magical beast or aberration (see below).

Monster Empathy (Ex) As druid's wild empathy, except that it affects magical beasts regardless of their intelligence score.

You can also use this ability to influence an animal, or an aberration at a -4 penalty, that has an Intelligence score of 1 or 2.

If you have the wild empathy ability from another class, add your levels in that class to your beast heart adept level when influencing magical beasts or animals.

Monster Handler (Ex) You can make Handle Animal checks with regard to magical beasts and aberrations without penalty. This ability only to creatures that have an Intelligence score of 1 or 2. Magical beasts and aberrations with higher Intelligence scores cannot be controlled by Handle Animal at all.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

5: GREEN'S POND (GREENSPAWN)

GREENSPAWN LEAPER CR 2

NE Medium magical beast (dragonblood)

Init +4; **Senses** darkvision 60 ft., low-light vision, Listen +2, Spot +2

Languages --

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 19 (3 HD)

Immune acid

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

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

Melee bite +8 (1d6+4)

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

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

Special Actions poison burst

Abilities Str 17, Dex 19, Con 12, Int 2, Wis 15, Cha 8

Feats Weapon Finesse, Weapon Focus (bite)

Skills Balance +14, Climb +17, Hide +14, Jump +17, Listen +2, Spot +2

Poison Burst (Ex): A greenspawn leaper can release a burst of poison gas as a standard action once per day. Any creature within 5 feet is affected. This insidious poison is absorbed through the skin and converts to acid. Whenever the greenspawn leaper takes damage from an attack, it can activate this ability as an immediate action. It can still use it only once per day.

Contact; Fort DC 12; 2d6 acid/2d6 acid. The save DC is Constitution-based.

Skills: Greenspawn leapers have a +10 racial bonus on Balance, Hide, and Jump checks. In addition, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: A green-scaled, dragonlike creature about the size of a dwarf.

GREENSPAWN SNEAK CR 2

LE Small monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Draconic

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, +3 natural)

hp 11 (2 HD)

Immune acid

Fort +1, **Ref** +6, **Will** +3

Speed 30 ft. in (6 squares)

Melee dragonsplit +4/+4 (1d4/19-20 or x4) or

Melee dragonsplit +6 (1d4/19-20 or x4)

Ranged dagger +6 (1d3)

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

Base Atk +2; **Grp** -2

Atk Options sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

SQ water breathing

Feats Exotic Weapon Proficiency (dragonsplit)^B, Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +9, Hide +14, Listen +2, Move Silently +10 Spot +2

Possessions combat gear plus leather armor, 2 dragonsplits*, 2 daggers

Sneak Attack (Ex) PH 50.

Water Breathing (Ex) A greenspawn sneak can breath underwater indefinitely.

Skills Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently Checks.

Physical Description: A green-skinned humanoid, this creature is obviously fast and agile. It looks something like a small lizardfolk, but with a more draconian appearance.

5: GREEN'S POND (REDCAPS)

YOUNG REDCAP

CR 2

CE Small fey

Init +5; **Senses** low-light vision; Listen +9, Spot +9

Languages Common, Sylvan

AC 13, touch 12, flat-footed 12
(+1 size, +1 Dex, +1 natural)

hp 22 (4 HD); **DR** 5/cold iron

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

Speed 30 ft. (6 squares)

Melee medium scythe +5 (2d4+3/x4)

Ranged medium sling +4 (1d6+3)

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

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

Atk Options Power Attack

Combat Gear 20 sling bullets

Abilities Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13

SQ eldritch stone, powerful build

Feats Improved Initiative, Power Attack

Skills Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9

Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Physical Description: A short, tough-looking old man with leathery skin, iron boots, and a bright red sailor's cap. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

JOYSTEALER CR 5

NE Medium fey (incorporeal)

Init +7; **Senses** low-light vision, sense emotion 60 ft.; Listen +12, Spot +12

Languages Common, Sylvan, Khen-Zai (FF 65)

AC 19, touch 19, flat-footed 16
(+3 Dex, +6 deflection)

Miss Chance 50% (incorporeal)

hp 27 (6 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +6

Speed fly 30 ft. (perfect)(6 squares)

Melee incorporeal touch +6 (1d4 Cha)

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

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

Special Actions drain emotions

Abilities Str --, Dex 17, Con 12, Int 13, Wis 12, Cha 23 (19)

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +15, Diplomacy +10, Disguise +6 (+8 acting), Hide +16, Intimidate +8, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that a joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers have a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful, insubstantial being, this fey looks like an elf, but the feral smile and glittering, gemlike eyes betray it as something else.

Note Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

2: LOST AND FOUND KOBOLDS

BLUE DRAGON-WROUGHT KOBOLD ARCANIST
CR 5

Male kobold expert 1/sorcerer 4/dragonheart mage 1
LE Small dragon (reptilian, augmented humanoid
[kobold])

Init +7; **Senses** darkvision 60 ft.; Listen +5, Spot +1

Languages Draconic

AC 19, touch 14, flat-footed 16

(+1 size, +4 armor, +3 Dex, +1 natural)

hp 25 (6 HD)

Immune magic sleep and paralysis effects

Resist +3 saves vs. electricity

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

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +0 (1d3-3/19-20)

Ranged mwk light crossbow +7 (1d6/19-20) or spell
+6 (spell effect)

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

Base Atk +2; **Grp** -5

Special Actions Draconic Breath*

Combat Gear mwk light crossbow, 10 bolts, dagger

Sorcerer Spells Known (CL 5th):

2nd (3/day)—*electric loop** (DC 16)

1st (6/day)—*lesser orb of electricity**, *shocking*
grasp

0 (6/day)—*arcane mark*, *prestidigitation*, *detect*
magic, *electric jolt**, *mage hand*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 6th):

1/day—*nerveskitter**

Spell-Like Abilities (CL 5th):

3/day-- *mage armor* ‡ ‡

‡ Already cast

Abilities Str 4, Dex 16, Con 12, Int 10, Wis 12, Cha 17

Feats Dragon-wrought*, Improved Initiative, Draconic
Heritage* (blue)^B, Draconic Power*, Draconic
Breath^{B*}

Skills Concentration +10, Craft (trapmaking) +6, Hide
+9, Knowledge (arcana) +12, Listen +5, Profession
(miner) +7, Search +6, Spellcraft +3

Possessions combat gear plus spell component
pouch (2), *cloak of charisma* +2, *potion of cure*
moderate wounds, *scroll of invisibility*, *vest of*
resistance +1, mwk artisan's tools

Light Sensitivity (Ex) Kobolds are dazzled in bright
sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft
(trapmaking), Profession (miner), and Search
checks. Included above.

BLUE KOBOLD DRACOLYTE **CR 5**

Female kobold adept 5/dracolyte* 3

LE Small humanoid (dragonblood, reptilian)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Draconic, Common, Undercommon

AC 17, touch 12, flat-footed 16

(+1 size, +1 Dex, +3 armor, +1 shield, +1 natural)

hp 48 (8 HD)

Fort +5, **Ref** +4, **Will** +12

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +2 (1d3-3/19-20)

Ranged mwk light crossbow +7 (1d6/19-20)

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

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

Combat Gear dagger, mwk light crossbow, 10 bolts

Adept Spells Prepared (CL 8th):

3rd—**D**: *suggestion* (DC 18), *lightning bolt* (DC 17)

2nd—**D**: *enthrall* (DC 17), *cure moderate wounds*,
cure moderate wounds, *invisibility*

1st—**D**: *command* (DC 16), *bless*, *cause fear* (DC
16), *cure light wounds*, *sleep* (DC 16)

0—~~*create water*~~, *cure minor wounds*, *detect magic*

D: Domain spell. Deity: n/a. Domain: Domination*

Spell-Like Abilities (CL 8th):

1/day—*shield*

Abilities Str 4, Dex 12, Con 12, Int 14, Wis 18, Cha 12

SQ summon familiar (toad)

Feats Alertness^B, Skill Focus (Concentration),
Dragonfriend*, Spell Focus (enchantment)^B,
Toughness

Skills Concentration +15, Craft (trapmaking) +4,
Diplomacy +5, Heal +14, Hide +5, Knowledge
(arcana) +7, Knowledge (religion) +13, Listen +6,
Profession (miner) +6, Search +4, Spellcraft +5,
Spot +6

Possessions combat gear plus *strange blue dragon*
scale, *bag of holding (type I)*, *periapt of wisdom* +2,
phylactery of faithfulness, *scroll of cure moderate*
wounds, *scroll of delay poison*, *vest of resistance*
+1, mwk studded leather armor, mwk buckler, holy
symbol (2)

Light Sensitivity (Ex) Kobolds are dazzled in bright
sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft
(trapmaking), Profession (miner), and Search
checks. Included above.

BLUE DRAGON-WROUGHT KOBOLD BEAST

HEART ADEPT CR 5

Male kobold expert 4/ranger 1*/beast heart adept* 3
LE Small dragon (reptilian, augmented humanoid [kobold])

Init +4; **Senses** darkvision 60 ft., low-light vision;
Listen +1 (+4 vs. gnomes), Spot +1 (+4 vs. gnomes)

Languages Draconic, Undercommon

AC 24, touch 15, flat-footed 20

(+1 size, +4 Dex, +6 armor, +2 shield, +1 natural)

hp 44 (8 HD)

Immune magic sleep and paralysis effects

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

Weakness light sensitivity

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

Melee mwk greatsword +8/+3 (1d10/19-20)

Ranged +1 *shortbow* +13/+8 (1d4+1/x3)

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

Base Atk +7; **Grp** +3

Atk Options Point Blank Shot

Combat Gear +1 *shortbow*, 20 arrows, mwk greatsword

Spell-Like Abilities (CL 8th):

1/day—*arrow mind**

Abilities Str 10, Dex 18, Con 12, Int 10, Wis 12, Cha 8

SQ favored enemy +3 (gnomes), monstrous companion (manticore), monster empathy +5 (+9 vs. monstrous companion, +1 vs. aberrations), monster handler, monster lore +3

Feats Animal Affinity, Dragon-wrought*, Track^B, Point Blank Shot

Skills Craft (trapmaking) +2, Handle Animal +10 (+14 vs. monstrous companion), Hide +15 (+18 vs. gnomes), Knowledge (arcana) +4, Knowledge (dungeoneering) +9, Knowledge (nature) +9, Ride +12 (+14 on ankheg companion), Survival +12 (+15 vs. gnomes, +14 underground [+17 vs. gnomes], +14 aboveground natural environments [+17 vs. gnomes])

Possessions combat gear plus +2 *chain shirt*, +1 *chitin buckler*, *vest of resistance* +1

Kobold Favored Enemy (Ex) As ranger favored enemy, except skills affected are Hide, Listen, Move Silently, Spot and Survival. If a kobold ranger selects fey, dwarves, or gnomes as her favored enemy, she gains a +3 bonus against them instead of the standard +2. This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Monstrous Companion (Ex) As a druid's animal companion, but can be a magical beast or aberration (see below).

Monster Empathy (Ex) As druid's wild empathy, except that it affects magical beasts regardless of their intelligence score.

You can also use this ability to influence an animal, or an aberration at a -4 penalty, that has an Intelligence score of 1 or 2.

If you have the wild empathy ability from another class, add your levels in that class to your beast

heart adept level when influencing magical beasts or animals.

Monster Handler (Ex) You can make Handle Animal checks with regard to magical beasts and aberrations without penalty. This ability only to creatures that have an Intelligence score of 1 or 2. Magical beasts and aberrations with higher Intelligence scores cannot be controlled by Handle Animal at all.

Monster Lore (Ex) You can make a special monster lore check to identify monsters or their special abilities or vulnerabilities. The check functions as a Knowledge check, except the monster lore check can identify any living creature. You gain a bonus on this check equal to your beast heart adept level + your Int modifier. You can attempt this check in addition to making the relevant Knowledge check to learn about a creature.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

MANTICORE MONSTROUS COMPANION

CR --

LE Large magical beast (as MM 179, see below)

AC 25, touch 11, flat-footed 23

(-1 size, +2 Dex, +4 armor, +4 shield, +6 natural)

Possessions +1 *studded leather barding*, mwk exotic military saddle, saddle bags, shovel, pick, rations

BLUE KOBOLD SAMURAI CR 5

Male kobold warrior 5/dragon samurai (blue) 3

LE Small humanoid (dragonblood, reptilian)

Init +4; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Draconic

AC 27, touch 16, flat-footed 23

(+1 size, +4 Dex, +6 armor, +4 shield, +1 deflection, +1 natural)

hp 61 (8 HD)

Immune dragon fear

Resist electricity 5

Fort +9, **Ref** +6, **Will** +5

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk light pick +13/+8 (1d3/x4)

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

Base Atk +7; **Grp** +3

Special Actions dragon breath

Combat Gear mwk light pick, dagger

Spell-Like Abilities (CL 8th):

1/day—*breath flare**

Abilities Str 10, Dex 18, Con 14, Int 10, Wis 12, Cha 8

SQ dragon friend

Feats Weapon Finesse, Exotic Shield Proficiency (rider's shield)*, Shield Specialization (heavy shields)*

Skills Craft (trapmaking) +2, Hide +7, Intimidate +7, Knowledge (arcana) +2, Profession (miner) +2, Ride +15, Search +2

Possessions combat gear plus +1 *chitin breastplate**, +1 *rider's shield**, *amulet of health* +2, *ring of protection* +1, *potion of cure moderate wounds*

Dragon Breath (Su) 1/day; standard action; 60-ft. line, 3d8 electricity, Reflex DC 15 half.

Dragon Friend (Ex) Gains a +4 circumstance bonus on all Charisma-based checks when dealing with blue dragons.

Immune to Dragon Fear (Ex) A 3rd-level blue dragon samurai is immune to fear effects from blue dragons.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

5: GREEN'S POND (GREENSPAWN)

GREENSPAWN SNEAK RAIDER CR 7

Male greenspawn sneak ranger 2/scout 3

LE Small monstrous humanoid (dragonblood)

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

Languages Draconic

AC 24, touch 16, flat-footed 24; Two-Weapon Defense, uncanny dodge

(+1 size, +5 Dex, +4 armor, +1 shield, +3 natural)

hp 56 (7 HD)

Immune acid

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

Speed 40 ft. (8 squares)

Melee +1 *dragonsplit* +12/+7 (1d4+3/19-20 or x4) and dragonsplit +11 (1d4+1/19-20 or x4) or

Melee +1 *dragonsplit* +14/+9 (1d4+3/19-20 or x4)

Ranged longbow +12/+7 (1d6/x3)

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

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

Atk Options favored enemy humans +2, skirmish (+1d6, +1 AC), sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 15, Dex 20, Con 16, Int 10, Wis 12, Cha 12

SQ battle fortitude +1, fast movement, trackless step, trapfinding, water breathing, wild empathy +3 (-1 magical beasts)

Feats Exotic Weapon Proficiency (dragonsplit)^B, Iron Will, Track^B, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (dragonsplit)

Skills Balance +7, Bluff +10, Escape Artist +15, Hide +22, Jump +4, Listen +7, Move Silently +16, Spot +7, Survival +5, Swim +7, Tumble +15

Possessions combat gear plus +1 *glamered, improved slick studded leather* (gift from Maurgorothyx, does not impact CR), +1 *dragonsplit*, dragonsplit, longbow with 20 arrows, *ring of swimming*

Skirmish (Ex) +1 bonus on damage rolls and to AC in any round in which the greenspawn sneak raid leader moves at least 10 feet.

Sneak Attack (EX) PH 50.

Battle Fortitude (Ex) Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load. Included above.

Water Breathing (Ex) A greenspawn sneak can breath underwater indefinitely.

Skills Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently Checks.

Physical Description: A green-skinned humanoid, this creature is obviously fast and agile. It looks something like a small lizardfolk, but with a more draconian appearance.

GREENSPAWN LEAPER CR 2

NE Medium magical beast (dragonblood)

Init +4; **Senses** darkvision 60 ft., low-light vision, Listen +2, Spot +2

Languages --

AC 18, touch 14, flat-footed 14
(+4 Dex, +4 natural)

hp 19 (3 HD)

Immune acid

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

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

Melee bite +8 (1d6+4)

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

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

Special Actions poison burst

Abilities Str 17, Dex 19, Con 12, Int 2, Wis 15, Cha 8

Feats Weapon Finesse, Weapon Focus (bite)

Skills Balance +14, Climb +17, Hide +14, Jump +17, Listen +2, Spot +2

Poison Burst (Ex): A greenspawn leaper can release a burst of poison gas as a standard action once per day. Any creature within 5 feet is affected. This insidious poison is absorbed through the skin and converts to acid. Whenever the greenspawn leaper takes damage from an attack, it can activate this ability as an immediate action. It can still use it only once per day.
Contact; Fort DC 12; 2d6 acid/2d6 acid. The save DC is Constitution-based.

Skills: Greenspawn leapers have a +10 racial bonus on Balance, Hide, and Jump checks. In addition, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: A green-scaled, dragonlike creature about the size of a dwarf.

GREENSPAWN SNEAK CR 2

LE Small monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Draconic

AC 19, touch 14, flat-footed 16
(+1 size, +3 Dex, +2 armor, +3 natural)

hp 11 (2 HD)

Immune acid

Fort +1, **Ref** +6, **Will** +3

Speed 30 ft. in (6 squares)

Melee dragonsplit +4/+4 (1d4/19-20 or x4) or

Melee dragonsplit +6 (1d4/19-20 or x4)

Ranged dagger +6 (1d3)

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

Base Atk +2; **Grp** -2

Atk Options sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

SQ water breathing

Feats Exotic Weapon Proficiency (dragonsplit)^B, Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +9, Hide +14, Listen +2, Move Silently +10 Spot +2

Possessions combat gear plus leather armor, 2 dragonsplits*, 2 daggers

Sneak Attack (Ex) PH 50.

Water Breathing (Ex) A greenspawn sneak can breath underwater indefinitely.

Skills Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently Checks.

Physical Description: A green-skinned humanoid, this creature is obviously fast and agile. It looks something like a small lizardfolk, but with a more draconian appearance.

5: GREEN'S POND (REDCAPS)

JOYSTEALER CR 5

NE Medium fey (incorporeal)

Init +7; **Senses** low-light vision, sense emotion 60 ft.; Listen +12, Spot +12

Languages Common, Sylvan, Khen-Zai (FF 65)

AC 19, touch 19, flat-footed 16

(+3 Dex, +6 deflection)

Miss Chance 50% (incorporeal)

hp 27 (6 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +6

Speed fly 30 ft. (perfect)(6 squares)

Melee incorporeal touch +6 (1d4 Cha)

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

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

Special Actions drain emotions

Abilities Str --, Dex 17, Con 12, Int 13, Wis 12, Cha 23 (19)

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +15, Diplomacy +10, Disguise +6 (+8 acting), Hide +16, Intimidate +8, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that a joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers have a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful, insubstantial being, this fey looks like an elf, but the feral smile and glittering, gemlike eyes betray it as something else.

Note Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

YOUNG REDCAP**CR 2**

CE Small fey

Init +5; **Senses** low-light vision; Listen +9, Spot +9**Languages** Common, Sylvan**AC** 13, touch 12, flat-footed 12

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

hp 22 (4 HD); **DR** 5/cold iron**Fort** +3, **Ref** +5, **Will** +5**Speed** 30 ft. (6 squares)**Melee** medium scythe +5 (2d4+3/x4)**Ranged** medium sling +4 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Atk Options** Power Attack**Combat Gear** 20 sling bullets**Abilities** Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13**SQ** eldritch stone, powerful build**Feats** Improved Initiative, Power Attack**Skills** Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9

Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Physical Description: A short, tough-looking old man with leathery skin, iron boots, and a bright red sailor's cap. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

ELDER REDCAP CR 7

CE Small fey

Init +9; **Senses** low-light vision; Listen +18, Spot +18**Languages** Common, Sylvan**AC** 21, touch 16, flat-footed 16

(+1 size, +5 Dex, +5 natural)

hp 114 (12 HD); **DR** 10/cold iron**Fort** +10, **Ref** +13, **Will** +9**Speed** 30 ft. (6 squares)**Melee** medium scythe +11/+7 (2d4+13/x4)^P**Ranged** medium sling +13 (1d6+7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +12**Atk Options** Cleave, Power Attack (^P already included in Melee above)**Combat Gear** 20 sling bullets**Abilities** Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13**SQ** eldritch stone, powerful build**Feats** Alertness, Cleave, Improved Initiative, Power Attack, Track**Skills** Hide +24, Intimidate +26, Listen +18, Move Silently +20, Spot +18, Survival +16**Eldritch Stone (Su)** As young redcap.**Powerful Build (Ex)** As young redcap.**Physical Description:** As young redcap, but more muscular.

2: LOST AND FOUND KOBOLDS

BLUE DRAGON-WROUGHT KOBOLD ARCANIST
CR 7

Male kobold expert 1/sorcerer 4/dragonheart mage 3
LE Small dragon (reptilian, augmented humanoid
[kobold])

Init +8; **Senses** darkvision 60 ft.; Listen +5, Spot +1
Languages Draconic

AC 20, touch 15, flat-footed 16
(+1 size, +4 armor, +4 Dex, +1 natural)
hp 43 (8 HD)

Immune magic sleep and paralysis effects

Resist +4 saves vs. electricity

Fort +6, **Ref** +7, **Will** +11

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +1 (1d3-3/19-20)

Ranged mwk light crossbow +9 (1d6/19-20) or spell
+8 (spell effect)

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

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

Special Actions Draconic Breath*

Combat Gear mwk light crossbow, 10 bolts, dagger

Sorcerer Spells Known (CL 7th):

3rd (3/day)—*lightning bolt* (DC 18)

2nd (5/day)—*electric loop** (DC 17)

1st (7/day)—*lesser orb of electricity**, *mage*
armor†, *magic weapon*, *shocking grasp*

0 (6/day)—*arcane mark*, *prestidigitation*, *detect*
magic, *electric jolt**, *mage hand*, *read magic*,
touch of fatigue (DC 14)

† Already cast

Spell-Like Abilities (CL 8th):

1/day—*nerveskitter**

Spell-Like Abilities (CL 7th):

3/day—*snake's swiftness**

Abilities Str 4, Dex 18, Con 12, Int 10, Wis 12, Cha 18

Feats Dragon-wrought*, Improved Initiative, Draconic
Heritage* (blue)^B, Draconic Power*, Draconic
Breath^B, Draconic Toughness^B*

Skills Concentration +12, Craft (trapmaking) +6, Hide
+9, Knowledge (arcana) +12, Listen +5, Profession
(miner) +7, Search +6, Spellcraft +5

Possessions combat gear plus spell component
pouch (2), *cloak of charisma* +2, *gloves of dexterity*
+2, *potion of cure serious wounds*, *scroll of*
invisibility, *vest of resistance* +1, mwk artisan's
tools

Light Sensitivity (Ex) Kobolds are dazzled in bright
sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft
(trapmaking), Profession (miner), and Search
checks. Included above.

BLUE KOBOLD DRACOLYTE **CR 7**

Female kobold adept 5/dracolyte* 5

LE Small humanoid (dragonblood, reptilian)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Draconic, Common, Undercommon

AC 18, touch 13, flat-footed 17

(+1 size, +1 Dex, +3 armor, +1 shield, +1
deflection, +1 natural)

hp 58 (10 HD)

Fort +7, **Ref** +5, **Will** +14

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +3 (1d3-3/19-20)

Ranged mwk light crossbow +8 (1d6/19-20)

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

Base Atk +5; **Grp** -2

Combat Gear dagger, mwk light crossbow, 10 bolts

Adept Spells Prepared (CL 10th):

3rd—**D**:*suggestion* (DC 19), *cure serious wounds*,
lightning bolt (DC 17)

2nd—**D**:*enthrall* (DC 18), *cure moderate wounds*,
cure moderate wounds, *invisibility*

1st—**D**:*command* (DC 17), *bles*, *cause fear* (DC
17), *cure light wounds*, *sleep* (DC 17)

0—~~*create water*~~, *cure minor wounds*, *detect magic*

D: Domain spell. Deity: n/a. Domain: Domination*

Spell-Like Abilities (CL 10th):

1/day—*shield*

Abilities Str 4, Dex 12, Con 12, Int 14, Wis 18, Cha 12

SQ summon familiar (toad), foster dragon (blue
wyrmling)

Feats Alertness^B, Skill Focus (Concentration),
Dragonfriend*, Spell Focus (enchantment)^B,
Toughness, Greater Spell Focus (enchantment)

Skills Concentration +17, Craft (trapmaking) +4,
Diplomacy +5, Heal +18, Hide +5, Knowledge
(arcana) +7, Knowledge (religion) +15, Listen +6,
Profession (miner) +6, Search +4, Spellcraft +5,
Spot +6

Possessions combat gear plus *strange blue dragon*
scale, *bag of holding* (type I), *periapt of wisdom* +2,
phylactery of faithfulness, *ring of protection* +1,
scroll of cure moderate wounds, *scroll of cure*
serious wounds, *scroll of delay poison*, *vest of*
resistance +2, mwk studded leather armor, mwk
buckler, holy symbol (2)

Light Sensitivity (Ex) Kobolds are dazzled in bright
sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft
(trapmaking), Profession (miner), and Search
checks. Included above.

FOSTERED BLUE DRAGON CR --

Female wyrmling blue dragon
 LE Small blue dragon (earth)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +9, Spot +9

Languages Draconic

AC 21, touch 11, flat-footed 21
 (+1 size, +5 armor, +5 natural)

hp 59 (6 HD)

Immune electricity, magic sleep effects, paralysis

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

Speed 40 ft. (8 squares), burrow 20 ft., fly 100 ft. (average)

Melee bite +8 (1d6+1) and 2 claws +3 each (1d4)

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

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

Special Actions breath weapon, Heighten Breath*, Shape Breath*

Spell-Like Abilities (CL 1st):

3/day—create/destroy water (DC 13)

Abilities Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 11

Feats Ability Focus (breath weapon), Heighten Breath*, Shape Breath*

Skills Bluff +9, Diplomacy +2, Disguise +0 (+2 acting), Hide +13, Intimidate +2, Listen +9, Search +9, Spellcraft +9, Spot +9

Possessions *amulet of health* +2, +2 *studded leather armor*, *vest of resistance* +1

Breath Weapon (Su) 40-ft. line or 20-ft. cone, 2d8 electricity, Reflex DC 19 (includes +2 from Heighten Breath feat) half. The save DC is Constitution-based.

Skills Bluff, Hide, and Spellcraft are all considered class skills for blue dragons.

BLUE KOBOLD SAMURAI CR 7

Male kobold warrior 5/dragon samurai (blue) 5

LE Small humanoid (dragonblood, reptilian)

Init +4; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Draconic

AC 29, touch 21, flat-footed 25

(+1 size, +4 Dex, +7 armor, +5 shield, +1 deflection, +1 natural)

hp 77 (10 HD)

Immune dragon fear

Resist electricity 10; +5 shield bonus to resist bull rushes, disarms, grapples, overruns, or trip attempts

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

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk light pick +14/+9 (1d3/x4 plus 1d6 electricity)

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

Base Atk +8; **Grp** +4

Special Actions dragon breath

Combat Gear mwk light pick, dagger

Spell-Like Abilities (CL 10th):

*1/day—breath flare**

Abilities Str 10, Dex 18, Con 14, Int 10, Wis 12, Cha 8

SQ dragon friend, elemental weapon +1d6

Feats Weapon Finesse, Exotic Shield Proficiency (rider's shield)*, Shield Specialization (heavy shields)*, Shield Ward*

Skills Craft (trapmaking) +2, Hide +7, Intimidate +9, Knowledge (arcana) +2, Profession (miner) +2, Ride +17, Search +2

Possessions combat gear plus *vest of resistance* +1, +2 *chitin breastplate**, +2 *rider's shield**, *amulet of health* +2, *ring of protection* +1

Dragon Breath (Su) 1/day; standard action; 60-ft. line, 5d8 electricity, Reflex DC 17 half.

Dragon Friend (Ex) Gains a +4 circumstance bonus on all Charisma-based checks when dealing with blue dragons.

Immune to Dragon Fear (Ex) A 3rd-level blue dragon samurai is immune to fear effects from blue dragons.

Elemental Weapon (Su) Starting at 4th level, a blue dragon samurai can endow a melee weapon with elemental energy (electricity). Causing a weapon or weapons to gain this feature is a free action. This extra damage does stack with any energy damage the weapon may already deal.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

BLUE DRAGON-WROUGHT KOBOLD BEAST

HEART ADEPT CR 7

Male kobold expert 4/ranger 1*/beast heart adept* 5
LE Small dragon (reptilian, augmented humanoid [kobold])

Init +4; **Senses** darkvision 60 ft., low-light vision;
Listen +1 (+4 vs. gnomes), Spot +1 (+4 vs. gnomes)

Languages Draconic, Undercommon

AC 24, touch 15, flat-footed 20

(+1 size, +4 Dex, +6 armor, +2 shield, +1 natural)

hp 56 (10 HD)

Immune magic sleep and paralysis effects

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

Weakness light sensitivity

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

Melee mwk greatsword +10/+5 (1d10/19-20)

Ranged +1 *shock shortbow* +15/+10 (1d4+1/x3 plus 1d6 electricity) or +1 *shock shortbow* +13/+13/+8 (1d4+1/x3 plus 1d6 electricity)

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

Base Atk +9; **Grp** +5

Atk Options Point Blank Shot, monstrous flank, Rapid Shot

Combat Gear +1 *shock shortbow*, 20 arrows, mwk greatsword

Spell-Like Abilities (CL 10th):

1/day—*arrow mind**

Abilities Str 10, Dex 18, Con 12, Int 10, Wis 12, Cha 8

SQ favored enemy +3 (gnomes), monstrous companion (chimera), extra monstrous companion (ankheg), monster empathy +7 (+11 vs. monstrous companion, +3 vs. aberrations), monster handler, monster lore +5

Feats Animal Affinity, Dragon-wrought*, Track^B, Point Blank Shot, Rapid Shot

Skills Craft (trapmaking) +2, Handle Animal +12 (+16 vs. monstrous companion), Hide +15 (+18 vs. gnomes), Knowledge (arcana) +4, Knowledge (dungeoneering) +11, Knowledge (nature) +11, Ride +12 (+14 on ankheg companion), Survival +14 (+17 vs. gnomes, +16 underground [+19 vs. gnomes], +16 aboveground natural environments [+19 vs. gnomes])

Possessions combat gear plus +2 *chain shirt*, +1 *chitin buckler*, *vest of resistance* +1

Kobold Favored Enemy (Ex) As ranger favored enemy, except skills affected are Hide, Listen, Move Silently, Spot and Survival. If a kobold ranger selects fey, dwarves, or gnomes as her favored enemy, she gains a +3 bonus against them instead of the standard +2. This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Monstrous Companion (Ex) As a druid's animal companion, but can be a magical beast or aberration (see below).

Monster Empathy (Ex) As druid's wild empathy, except that it affects magical beasts regardless of their intelligence score.

You can also use this ability to influence an animal, or an aberration at a -4 penalty, that has an Intelligence score of 1 or 2.

If you have the wild empathy ability from another class, add your levels in that class to your beast heart adept level when influencing magical beasts or animals.

Monster Handler (Ex) You can make Handle Animal checks with regard to magical beasts and aberrations without penalty. This ability only to creatures that have an Intelligence score of 1 or 2. Magical beasts and aberrations with higher Intelligence scores cannot be controlled by Handle Animal at all.

Monster Lore (Ex) You can make a special monster lore check to identify monsters or their special abilities or vulnerabilities. The check functions as a Knowledge check, except the monster lore check can identify any living creature. You gain a bonus on this check equal to your beast heart adept level + your Int modifier. You can attempt this check in addition to making the relevant Knowledge check to learn about a creature.

Monstrous Flank (Ex) When you form a flank with a monstrous companion, both you and the creature gain an additional +2 bonus on attack and damage rolls against the flanked opponent.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

BLUE CHIMERA MONSTROUS COMPANION CR --

NE Large magical beast (as MM 34, see below)

AC 28, touch 10, flat-footed 27

(-1 size, +1 Dex, +4 armor, +5 shield, +9 natural)

Resist +5 shield bonus to resist bull rushes, disarms, grapples, overruns, or trip attempts (see blue kobold samurai)

Atk Options monstrous flank

Possessions +1 *studded leather barding*, mwk exotic military saddle, saddle bags, shovel, pick, rations

Monstrous Flank (Ex) When you form a flank with your beast heart adept companion, both you and the adept gain an additional +2 bonus on attack and damage rolls against the flanked opponent.

ANKHEG MONSTROUS COMPANION CR --

N Large magical beast (as MM 14, see below)

AC 21, touch 9, flat-footed 21

(-1 size, +3 armor, +9 natural)

Possessions mwk *studded leather barding*, mwk exotic military saddle, saddle bags, shovel, pick, rations

Monstrous Flank (Ex) When you form a flank with your beast heart adept companion, both you and the adept gain an additional +2 bonus on attack and damage rolls against the flanked opponent.

Tricks Trained for guarding (attack, defend, down, and guard). PH 75

Link (Ex) A beast heart adept can handle his monstrous companion as a free action, or push it as a move action. The beast heart adept gains a +4 circumstance bonus on monster empathy checks and Handle Animal checks regarding a monstrous companion.

5: GREEN'S POND (GREENSPAWN)

GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

Languages Draconic

AC 19, touch 12, flat-footed 16; Dodge, Mobility (-1 size, +3 Dex, +7 natural)

hp 85 (10 HD); **DR** 5/magic

Immune acid, paralysis, *sleep*

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

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +10; **Grp** +20

Atk Options augmented critical, magic strike

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +22, Listen +8, Spot +9, Swim +14

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.

Tiamat's Blessing (Acid) (Su) All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

Physical Description: A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

5: GREEN'S POND (REDCAPS)

ELDER REDCAP CR 7

CE Small fey

Init +9; **Senses** low-light vision; Listen +18, Spot +18

Languages Common, Sylvan

AC 21, touch 16, flat-footed 16

(+1 size, +5 Dex, +5 natural)

hp 114 (12 HD); **DR** 10/cold iron

Fort +10, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)

Melee medium scythe +11/+7 (2d4+13/x4)^P

Ranged medium sling +13 (1d6+7)

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

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

Atk Options Cleave, Power Attack (^Palready included in Melee above)

Combat Gear 20 sling bullets

Abilities Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13

SQ eldritch stone, powerful build

Feats Alertness, Cleave, Improved Initiative, Power Attack, Track

Skills Hide +24, Intimidate +26, Listen +18, Move Silently +20, Spot +18, Survival +16

Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Physical Description: A short, tough-looking old man with leathery skin, iron boots, and a bright red sailor's cap. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

JOYSTEALER CR 5

NE Medium fey (incorporeal)

Init +7; **Senses** low-light vision, sense emotion 60 ft.;

Listen +12, Spot +12

Languages Common, Sylvan, Khen-Zai (FF 65)

AC 19, touch 19, flat-footed 16

(+3 Dex, +6 deflection)

Miss Chance 50% (incorporeal)

hp 27 (6 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +6

Speed fly 30 ft. (perfect)(6 squares)

Melee incorporeal touch +6 (1d4 Cha)

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

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

Special Actions drain emotions

Abilities Str --, Dex 17, Con 12, Int 13, Wis 12, Cha 23 (19)

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +15, Diplomacy +10, Disguise +6 (+8 acting), Hide +16, Intimidate +8, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that a joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers have a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful, insubstantial being, this fey looks like an elf, but the feral smile and glittering, gemlike eyes betray it as something else.

Note Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

2: LOST AND FOUND KOBOLDS

BLUE DRAGON-WROUGHT KOBOLD ARCANIST
CR 9

Male kobold expert 1/sorcerer 4/dragonheart mage 5
LE Small dragon (reptilian, augmented humanoid
[kobold])

Init +8; **Senses** darkvision 60 ft.; Listen +5, Spot +1
Languages Draconic

AC 21, touch 16, flat-footed 17

(+1 size, +4 armor, +4 Dex, +1 deflection, +1 natural)

hp 53 (10 HD)

Immune magic sleep and paralysis effects

Resist electricity 15, +5 saves vs. electricity

Fort +8, **Ref** +8, **Will** +13

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +2 (1d3-3/19-20)

Ranged mwk light crossbow +10 (1d6/19-20) or spell
+9 (spell effect)

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

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

Atk Options Spell Rehearsal

Special Actions Draconic Breath*

Combat Gear mwk light crossbow, 10 bolts, dagger

Sorcerer Spells Known (CL 9th):

4th (4/day)—*orb of electricity* (DC 19)*

3rd (5/day)—*lightning bolt* (DC 18), *scintillating sphere** (DC 18)

2nd (6/day)—*electric loop** (DC 17), *invisibility*

1st (7/day)—*lesser orb of electricity**, *mage armor* \ \ , *magic weapon*, *ray of enfeeblement*, *shocking grasp*

0 (6/day)—*arcane mark*, *prestidigitation*, *detect magic*, *electric jolt**, *mage hand*, *message*, *read magic*, *touch of fatigue* (DC 14)

† Already cast

Spell-Like Abilities (CL 10th):

1/day—*nerveskitter**

Spell-Like Abilities (CL 9th):

3/day—*snake's swiftness**

Abilities Str 4, Dex 18, Con 12, Int 10, Wis 12, Cha 18

Feats Dragon-wrought*, Improved Initiative, Draconic Heritage* (blue)^B, Draconic Power*, Draconic Breath^{B*}, Draconic Toughness^{B*}, Draconic Resistance^{B*}, Spell Rehearsal*

Skills Concentration +14, Craft (trapmaking) +6, Hide +9, Knowledge (arcana) +12, Listen +5, Profession (miner) +7, Search +6, Spellcraft +7

Possessions combat gear plus spell component pouch (2), *cloak of charisma* +2, *gloves of dexterity* +2, *scroll of invisibility*, *ring of protection* +1, *scroll of displacement*, *vest of resistance* +2, *potion of cure serious wounds*, mwk artisan's tools

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

BLUE KOBOLD DRACOLYTE **CR 9**

Female kobold adept 5/dracolyte* 7

LE Small humanoid (dragonblood, reptilian)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Draconic, Common, Undercommon

AC 19, touch 14, flat-footed 18

(+1 size, +1 Dex, +3 armor, +1 shield, +2 deflection, +1 natural)

hp 65 (12 HD)

Immune magic sleep and paralysis effects

Fort +8, **Ref** +6, **Will** +15

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +5/+0 (1d3-3/19-20)

Ranged mwk light crossbow +10 (1d6/19-20)

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

Base Atk +7; **Grp** +0

Combat Gear dagger, mwk light crossbow, 10 bolts

Adept Spells Prepared (CL 12th):

4th—**D**: *dominate person* (DC 20), *stoneskin*

3rd—**D**: *suggestion* (DC 19), *cure serious wounds*, *lightning bolt* (DC 17), *lightning bolt* (DC 17)

2nd—**D**: *enthrall* (DC 18), *cure moderate wounds*, *cure moderate wounds*, *invisibility*, *mirror image*

1st—**D**: *command* (DC 17), *bles*, *cause fear* (DC 17), *cure light wounds*, *sleep* (DC 17)

0—~~*create water*~~, *cure minor wounds*, *detect magic*

D: *Domain spell*. Deity: n/a. Domain: Domination*

Spell-Like Abilities (CL 12th):

1/day—*shield*

Abilities Str 4, Dex 12, Con 12, Int 14, Wis 19, Cha 14

SQ foster dragon (blue wyrmling)

Feats Alertness^B, Dragon Cohort*, Skill Focus (Concentration), Dragonfriend*, Spell Focus (enchantment)^B, Toughness, Greater Spell Focus (enchantment)

Skills Concentration +19, Craft (trapmaking) +4, Diplomacy +5, Heal +21, Hide +5, Knowledge (arcana) +7, Knowledge (religion) +17, Listen +6, Profession (miner) +6, Search +4, Spellcraft +6, Spot +6

Possessions combat gear plus *strange blue dragon scale*, *bag of holding* (type I), *cloak of charisma* +2, *periapt of wisdom* +2, *phylactery of faithfulness*, *ring of protection* +2, *scroll of cure moderate wounds*, *scroll of cure serious wounds*, *scroll of delay poison*, *vest of resistance* +2, mwk studded leather armor, mwk buckler, holy symbol (2)

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

FOSTERED BLUE DRAGON CR --

Female wyrmling blue dragon

LE Small blue dragon (earth)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +9, Spot +9**Languages** Draconic**AC** 21, touch 11, flat-footed 21
(+1 size, +5 armor, +5 natural)**hp** 59 (6 HD)**Immune** electricity, magic sleep effects, paralysis**Fort** +8, **Ref** +6, **Will** +6**Speed** 40 ft. (8 squares), burrow 20 ft., fly 100 ft. (average)**Melee** bite +8 (1d6+1) and 2 claws +3 each (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +3**Special Actions** breath weapon, Heighten Breath*, Shape Breath***Spell-Like Abilities** (CL 1st):*3/day—create/destroy water* (DC 13)**Abilities** Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 11**Feats** Ability Focus (breath weapon), Heighten Breath*, Shape Breath***Skills** Bluff +9, Diplomacy +2, Disguise +0 (+2 acting), Hide +13, Intimidate +2, Listen +9, Search +9, Spellcraft +9, Spot +9**Possessions** *amulet of health* +2, +2 *studded leather armor*, *vest of resistance* +1**Breath Weapon (Su)** 40-ft. line or 20-ft. cone, 2d8 electricity, Reflex DC 19 (includes +2 from Heighten Breath feat) half. The save DC is Constitution-based.**Skills** Bluff, Hide, and Spellcraft are all considered class skills for blue dragons.**BLUE DRAGON COHORT CR --**

Male elite very young blue dragon

LE Medium blue dragon (earth)

Init +1; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +13, Spot +13**Languages** Draconic**AC** 31, touch 17, flat-footed 30
(+1 Dex, +6 armor, +6 shield [see blue kobold samurai], +8 natural); Mounted Combat (see blue kobold samurai)**hp** 113 (9 HD); **DR** 10/- (*stoneskin*)**Immune** electricity, magic sleep effects, paralysis**Resist** +6 shield bonus to resist bull rushes, disarms, grapples, overruns, or trip attempts (see blue kobold samurai)**Fort** +13, **Ref** +9, **Will** +9**Speed** 40 ft. (8 squares), burrow 20 ft., fly 150 ft. (average)**Melee** bite +15 (1d8+6) and 2 *claws of the ripper* +15 each (1d6+3/19-20/x4) and 2 wings +15 each (1d4+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +15 (+21 to resist)**Special Actions** breath weapon, Quicken Breath***Combat Gear** claws of the ripper* (2 sets)**Spell-Like Abilities** (CL 2nd):*3/day—create/destroy water* (DC 13)**Abilities** Str 22, Dex 12, Con 21, Int 10, Wis 13, Cha 8**Feats** Multiattack, Improved Multiattack, Quicken Breath*, Improved Critical (claws)**Skills** Balance +3, Diplomacy +1, Intimidate +11, Listen +13, Search +12, Sense Motive +13, Spot +13, Tumble +7**Possessions** combat gear plus mwk exotic military saddle, *amulet of health* +2, *belt of giant strength* +4, *claws of the ripper* (2 sets), +3 *studded leather armor*, *vest of resistance* +2**Breath Weapon (Su)** 60-ft. line, 4d8 electricity, Reflex DC 19 half. The save DC is Constitution-based.**Skills** Bluff, Hide, and Spellcraft are all considered class skills for blue dragons.

BLUE DRAGON-WROUGHT KOBOLD BEAST

HEART ADEPT

CR 9

Male kobold expert 4/ranger 1*/beast heart adept* 7
LE Small dragon (reptilian, augmented humanoid [kobold])

Init +5; **Senses** darkvision 60 ft., low-light vision;
Listen +1 (+4 vs. gnomes), Spot +1 (+4 vs. gnomes)

Languages Draconic, Undercommon

AC 25, touch 15, flat-footed 21

(+1 size, +4 Dex, +6 armor, +3 shield, +1 natural)

hp 68 (12 HD)

Immune magic sleep and paralysis effects

Fort +10, **Ref** +11, **Will** +11

Weakness light sensitivity

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

Melee mwk greatsword +12/+7/+2 (1d10/19-20)

Ranged +1 *shock shortbow* +19/+14/+9 (1d4+1/x3 plus 1d6 electricity) or +1 *shock shortbow* +17/+17/+12/+7 (1d4+1/x3 plus 1d6 electricity)

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

Base Atk +11; **Grp** +7

Atk Options Point Blank Shot, monstrous flank, Rapid Shot, monstrous tactics

Combat Gear +1 *shock shortbow*, 20 arrows, mwk greatsword

Spell-Like Abilities (CL 12th):

1/day—*arrow mind**

Abilities Str 10, Dex 20, Con 13, Int 10, Wis 12, Cha 8

SQ favored enemy +3 (gnomes), monstrous companion (dragonne), extra monstrous companion (manticore), monster empathy +9 (+13 vs. monstrous companion, +5 vs. aberrations), monster handler, monster lore +7

Feats Animal Affinity, Dragon-wrought*, Track^B, Point Blank Shot, Precise Shot, Rapid Shot

Skills Craft (trapmaking) +2, Handle Animal +14 (+16 vs. monstrous companion), Hide +16 (+19 vs. gnomes), Knowledge (arcana) +4, Knowledge (dungeoneering) +13, Knowledge (nature) +13, Ride +13 (+15 on ankheg companion), Survival +16 (+19 vs. gnomes, +18 underground [+21 vs. gnomes], +18 aboveground natural environments [+21 vs. gnomes])

Possessions combat gear plus +2 *chain shirt*, +2 *chitin buckler*, *vest of resistance* +1, *gloves of dexterity* +2, *bracers of archery* (lesser)

Kobold Favored Enemy (Ex) As ranger favored enemy, except skills affected are Hide, Listen, Move Silently, Spot and Survival. If a kobold ranger selects fey, dwarves, or gnomes as her favored enemy, she gains a +3 bonus against them instead of the standard +2. This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Monstrous Companion (Ex) As a druid's animal companion, but can be a magical beast or aberration (see below).

Monster Empathy (Ex) As druid's wild empathy, except that it affects magical beasts regardless of their intelligence score.

You can also use this ability to influence an animal, or an aberration at a -4 penalty, that has an Intelligence score of 1 or 2.

If you have the wild empathy ability from another class, add your levels in that class to your beast heart adept level when influencing magical beasts or animals.

Monster Handler (Ex) You can make Handle Animal checks with regard to magical beasts and aberrations without penalty. This ability only to creatures that have an Intelligence score of 1 or 2. Magical beasts and aberrations with higher Intelligence scores cannot be controlled by Handle Animal at all.

Monster Lore (Ex) You can make a special monster lore check to identify monsters or their special abilities or vulnerabilities. The check functions as a Knowledge check, except the monster lore check can identify any living creature. You gain a bonus on this check equal to your beast heart adept level + your Int modifier. You can attempt this check in addition to making the relevant Knowledge check to learn about a creature.

Monstrous Flank (Ex) When you form a flank with a monstrous companion, both you and the creature gain an additional +2 bonus on attack and damage rolls against the flanked opponent.

Monstrous Tactics (Ex) When one of your monstrous companions strikes an opponent with a melee attack, the target provokes an attack of opportunity from you. With this ability, you can make an attack of opportunity against a particular target once per round.

In addition, your companions do not grant cover against your enemies when you use ranged attacks or spells.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

BLUE DRAGONNE MONSTROUS COMPANION

CR --

NE Large magical beast (as MM 89, see below. Coloration similar to a blue dragon instead of a brass dragon [has no mechanical effect])

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +4 armor, +7 natural)

Atk Options monstrous flank

Possessions +1 *studded leather barding*, mwk exotic military saddle, saddle bags, shovel, pick, rations

Monstrous Flank (Ex) When you form a flank with your beast heart adept companion, both you and the adept gain an additional +2 bonus on attack and damage rolls against the flanked opponent.

MANTICORE MONSTROUS COMPANION

CR --

LE Large magical beast (as MM 179, see below)

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +4 armor, +6 natural)

Possessions +1 *studded leather barding*, mwk exotic military saddle, saddle bags, shovel, pick, rations

Monstrous Flank (Ex) When you form a flank with your beast heart adept companion, both you and the adept gain an additional +2 bonus on attack and damage rolls against the flanked opponent.

BLUE KOBOLD SAMURAI CR 9

Male kobold warrior 5/dragon samurai (blue) 7

LE Small humanoid (dragonblood, reptilian)

Init +4; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Draconic

AC 31, touch 22, flat-footed 27

(+1 size, +4 Dex, +8 armor, +6 shield, +1 deflection, +1 natural)

hp 93 (12 HD)

Immune dragon fear

Resist electricity 15; +6 shield bonus to resist bull rushes, disarms, grapples, overruns, or trip attempts

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

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk light pick +16/+11 (1d3/x4 plus 1d6 electricity)

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

Base Atk +10; **Grp** +6 (+12 to resist)

Special Actions dragon breath

Combat Gear mwk light pick, dagger

Spell-Like Abilities (CL 12th):

1/day—*breath flare**

Abilities Str 10, Dex 18, Con 15, Int 10, Wis 12, Cha 8

SQ dragon friend, elemental weapon +1d6, dragon ride

Feats Weapon Finesse, Exotic Shield Proficiency (rider's shield)*, Shield Specialization (heavy shields)*, Shield Ward*, Mounted Combat

Skills Craft (trapmaking) +2, Hide +7, Intimidate +11, Knowledge (arcana) +2, Profession (miner) +2, Ride +19 (+23 on a dragon, +25 on the blue dragon cohort), Search +2

Possessions combat gear plus +3 *chitin breastplate**, +3 *rider's shield**, *amulet of health* +2, *ring of protection* +1, *vest of resistance* +1, *potion of cure serious wounds*, *potion of cure moderate wounds*

Dragon Breath (Su) 1/day; standard action; 60-ft. line, 7d8 electricity, Reflex DC 19 half.

Dragon Friend (Ex) Gains a +4 circumstance bonus on all Charisma-based checks when dealing with blue dragons.

Immune to Dragon Fear (Ex) At 3rd-level, a blue dragon samurai gains immunity to fear effects from blue dragons.

Elemental Weapon (Su) Starting at 4th level, a blue dragon samurai can endow a melee weapon with elemental energy (electricity). Causing a weapon or weapons to gain this feature is a free action. This extra damage does stack with any energy damage the weapon may already deal.

Dragon Ride (Ex) Starting at 6th level, a dragon samurai gains a +4 bonus on all Ride checks while riding a dragon.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Included above.

5: GREEN'S POND (REDCAPS)

ELDER REDCAP CR 7

CE Small fey

Init +9; **Senses** low-light vision; Listen +18, Spot +18

Languages Common, Sylvan

AC 21, touch 16, flat-footed 16

(+1 size, +5 Dex, +5 natural)

hp 114 (12 HD); **DR** 10/cold iron

Fort +10, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)

Melee medium scythe +11/+7 (2d4+13/x4)^P

Ranged medium sling +13 (1d6+7)

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

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

Atk Options Cleave, Power Attack (^P already included in Melee above)

Combat Gear 20 sling bullets

Abilities Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13

SQ eldritch stone, powerful build

Feats Alertness, Cleave, Improved Initiative, Power Attack, Track

Skills Hide +24, Intimidate +26, Listen +18, Move Silently +20, Spot +18, Survival +16

Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Physical Description: A short, tough-looking old man with leathery skin, iron boots, and a bright red sailor's cap. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

JOYSTEALER CR 5

NE Medium fey (incorporeal)

Init +7; **Senses** low-light vision, sense emotion 60 ft.; Listen +12, Spot +12

Languages Common, Sylvan, Khen-Zai (FF 65)

AC 19, touch 19, flat-footed 16
(+3 Dex, +6 deflection)

Miss Chance 50% (incorporeal)

hp 27 (6 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +6

Speed fly 30 ft. (perfect)(6 squares)

Melee incorporeal touch +6 (1d4 Cha)

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

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

Special Actions drain emotions

Abilities Str --, Dex 17, Con 12, Int 13, Wis 12, Cha 23 (19)

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +15, Diplomacy +10, Disguise +6 (+8 acting), Hide +16, Intimidate +8, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that a joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers have a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful, insubstantial being, this fey looks like an elf, but the feral smile and glittering, gemlike eyes betray it as something else.

Note Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

VERDANT PRINCE CR 11

NE Medium fey

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

Languages Common, Druidic, Elven, Sylvan

AC 28, touch 25, flat-footed 20

(+8 Dex, +7 deflection, +3 natural)

hp 136 (16 HD); **DR** 10/cold iron

Resist evasion

SR 20

Fort +16, **Ref** +25, **Will** +19

Weakness double damage from cold iron

Speed 40 ft. (8 squares)

Melee *staff of the woodlands* +13/+8 (1d6+6)

Ranged *fire seed* +16 touch (16d6 fire plus splash)

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

Base Atk +8; **Grp** +11

Combat Gear *expended staff of the woodlands* (acts as a +2 quarterstaff and allows wielder to use pass without trace at will), *wand of magic missile* (5th), *fire seed* (16d6 fire)

Spell-Like Abilities (CL 16th):

At will—*dimension door* (only when starting point and destination are adjacent to a tree or plant creature), *disguise self* (DC 18)

1/day—*baleful polymorph* (DC 22), ~~*call lightning storm*~~ (DC 22), ~~*changestaff*~~, *cure critical wounds*, ~~*fire seeds*~~ (DC 23), *repel metal or stone*, *wall of thorns*

Abilities Str 17, Dex 26, Con 18, Int 16, Wis 15, Cha 25 (21)

SQ oath bond, unearthly grace

Feats Dodge, Improved Initiative, Improved Toughness, Mobility, Skill Focus (Concentration), Stealthy, Track^B

Skills Appraise +8, Balance +15, Bluff +17, Climb +8, Concentration +16, Diplomacy +16, Disguise +12 (+14 acting), Escape Artist +13, Gather Information +9, Handle Animal +8, Hide +15, Intimidate +19, Jump +14, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nature) +10, Listen +12, Move Silently +15, Spellcraft +10 (+12 deciphering scrolls), Spot +12, Survival +11 (+13 following tracks, +13 in aboveground natural environments), Swim +8, Tumble +19, Use Magic Device +19 (+21 for scrolls), Use Rope +8 (+10 involving bindings)

Possessions combat gear plus quarterstaff (currently a treant via *changestaff*), belt pouch (6,000 gp diamond)

Oath Bond (Su) Not important for this scenario.

Unearthly Grace (Su) A verdant prince adds its Charisma modifier as a bonus on saving throws, and as a deflection bonus to Armor Class. Included above.

Physical Description: A figure blending nature into a humanoid form appears on a tree limb. Curved and woody antlers grow from its head, a mane of leaves spills down its back, thornlike spikes protrude from its shoulders, and lichen covers its wrists like bracers. Its eyes flicker with green light.

Note Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

5: GREEN'S POND (GREENSPAWN)

MAURGOROOTHYX CR 13

Elite fatigued female advanced adult green dragon
LE Huge dragon (air)
Init +1; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Listen +24, Spot +24
Aura frightful presence 180-ft. radius
Languages Common, Draconic, Elven

AC 29, touch 9, flat-footed 28
(-2 size, +1 Dex, +20 natural)
hp 284 (21 HD); **DR** 5/magic
Immune acid, critical hits and sneak attacks (75%), magic sleep effects, paralysis
SR 21
Fort +19, **Ref** +13, **Will** +16

Speed 40 ft. (8 squares), swim 40 ft., fly 150 feet (poor); cannot run or charge due to being fatigued; Flyby Attack
Melee bite +25 (2d8+6) and 2 claws +20 each (2d6+3) and 2 wings +20 each (1d8+3) and tail +20 (2d6+9)
Ranged ranged touch +20 (spell) or *blood wind** plus Melee (see above)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite); Large and in Charge
Base Atk +21; **Grp** +35
Atk Options Flyby Attack, Power Attack
Special Actions Heighten Breath*, Quicken Breath*, Tempest Breath*, breath weapon, crush
Combat Gear ~~potion of magic fang~~, scroll of melf's acid arrow, scroll of web (DC 13)
Sorcerer Spells Known (CL 5th):
2nd (5/day)—*inky cloud** †, *scintillating scales** †
1st (7/day)—*blood wind**, *lesser orb of acid**, *mage armor* †, *shield* †
0 (6/day)—*arcane mark*, *dancing lights*, *detect magic*, *resistance* †
† Already cast
Spell-Like Abilities (CL 6th):
3rd—*suggestion* (DC 17) (3/day)

Abilities Str 22 (normally 24), Dex 12 (normally 14), Con 25, Int 16, Wis 19, Cha 18
SQ water breathing
Feats Ability Focus (breath weapon), Combat Reflexes, Flyby Attack, Heighten Breath*, Large and in Charge*, Power Attack, Quicken Breath*, Tempest Breath*
Skills Bluff +21, Concentration +20, Diplomacy +15, Hide +1, Intimidate +27, Knowledge (arcana) +19, Knowledge (nature) +19, Listen +24, Move Silently +22, Search +23, Sense Motive +13, Spellcraft +25, Spot +24, Swim +14
Possessions combat gear plus spell component pouch (2), *gemstone of moderate fortification*, *potion of delay poison*, *scroll of clairaudience/clairvoyance*, *scroll of unseen servant*, (hidden in lair: 1,000 gp, 600 pp, 12 gems [275 gp each], 11 art [1,100 gp each])
Breath Weapon (Su) 50-ft. cone, damage 12d6 acid, Reflex DC 36 (includes +7 from Heighten Breath feat) half. The save DC is Constitution-based.
Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+9 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned; grapple bonus +35. The save DC is Constitution-based.

Frightful Presence (Ex) 180-ft. radius; HD 20 or less shaken 4d6 rounds, HD 4 or less panicked 4d6 rounds, Will DC 24 negates. The save DC is Charisma-based.
Water Breathing (Ex) This dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.
Skills Bluff, Hide, and Move Silently are all considered class skills for green dragons.

MAURGOROOTHYX'S POWER-UP SUITE

AC 37, touch 29, flat-footed 36 (-2 size, +1 Dex, +4 armor, +4 shield, +20 deflection) -- *mage armor*, *scintillating scales*, *shield*
Miss Chance concealment or total concealment when in the water -- *inky cloud*
Fort +20, **Ref** +14, **Will** +17 -- *resistance*

Melee bite +26 (2d8+7) and 2 claws +21 each (2d6+4) and 2 wings +21 each (1d8+4) and tail +21 (2d6+10) -- *magic fang*

GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)
Init +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9
Languages Draconic

AC 19, touch 12, flat-footed 16; Dodge, Mobility (-1 size, +3 Dex, +7 natural)
hp 85 (10 HD); **DR** 5/magic
Immune acid, paralysis, *sleep*
Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack
Melee 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +10; **Grp** +20
Atk Options augmented critical, magic strike
Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12
SQ Tiamat's blessing (acid), water breathing
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Jump +22, Listen +8, Spot +9, Swim +14

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.
Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.
Tiamat's Blessing (Acid) (Su) All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.
Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.
Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.
Physical Description: A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

APPENDIX 2: NEW RULES ITEMS

FEATS

Draconic Breath [Draconic]

You can convert some of your arcane spell energy into a breath weapon.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Special: If the breath weapon of your draconic forebears does not deal acid, cold, electricity, or fire damage, you choose from among the four energy types mentioned above.

Source: Races of the Dragon 102.

Draconic Heritage [Draconic]

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer 1st.

Benefits: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Source: Races of the Dragon 102.

Draconic Power [Draconic]

You have greater power when manipulating the energies of your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

Special: This feat works in conjunction with the Energy Substitution feat (*Complete Arcane*, page 79) as long as the substituted energy matches the energy type associated with your draconic heritage.

Source: Races of the Dragon 104.

Draconic Resistance [Draconic]

Your bloodline hardens your body against effects related to the nature of your progenitor.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: You gain resistance to the energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat.

Special: This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

Source: Races of the Dragon 105.

Draconic Toughness [Draconic]

Your draconic nature reinforces your body as you embrace your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: When you take this feat, you gain 2 hit points for each draconic feat you have, including this one. Whenever you take a new draconic feat, you gain 2 more hit points.

Source: Races of the Dragon 105.

Dragon Cohort [General]

You gain the service of a loyal dragon ally.

Prerequisites: Character level 9th, Speak Language (Draconic).

Benefit: You gain a cohort selected from Table 3-14: Dragon Cohorts (Dra 139), just as you would by selecting the Leadership feat. However, you may treat the dragon's ECL as if it were 3 lower than indicated.

See Dragons as Cohorts, page 138 of *Draconomicon*, for more information.

Source: *Draconomicon* 104.

Dragonfriend [General]

You are a known and respected ally of dragons.

Prerequisites: Cha 11, Speak Language (Draconic).

Benefit: You gain a +4 bonus on Diplomacy checks made to adjust the attitude of a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

In addition, you gain a +4 bonus on saves against the frightful presence of good dragons.

Special: You can't select this feat if you have already taken the Dragonthrall feat.

Source: *Draconomicon* 105.

Dragon-wrought

You were born a dragon-wrought kobold, proof of your race's innate connection to dragons.

Prerequisites: Kobold, 1st level only.

Benefit: You are a dragonwrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinged with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage (see Draconic Heritage feat).

Special: Unlike most feats, this feat must be taken at 1st level.

Source: Races of the Dragon 100.

Exotic Shield Proficiency [General]

Choose an exotic shield, such as a gauntlet shield or battle cloak. You are proficient with that type of exotic shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: You are proficient with a specific type of exotic shield and take no shield nonproficiency penalties when you wear it.

Normal: A character who is using a shield with which she is not proficient applies its armor check penalty on attack rolls and all Strength- and Dexterity-based ability checks and skill checks.

A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats.

Source: Races of Stone 139.

Heighten Breath [Metabreath]

Your breath weapon is even more deadly than normal.

Prerequisites: Con 13, breath weapon.

Benefits: You can increase the save DC of your breath weapon by any number up to a maximum equal to your Constitution bonus. For each point by which you increase the save DC, add +1 to the number of rounds you must wait before using your breath weapon again.

Source: Draconomicon 70.

Large and in Charge [General]

You can prevent opponents from closing inside your reach.

Prerequisites: Normal reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it proved the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and

addition +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

Source: Draconomicon 71.

Quicken Breath [Metabreath]

You can loose your breath weapon with but a thought.

Prerequisites: Con 19, breath weapon.

Benefits: Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

Source: Draconomicon 73.

Shape Breath [Metabreath]

You can make the area of your breath weapon a cone or a line, as you see fit.

Prerequisites: Con 13, breath weapon, size Small or larger.

Benefits: If you have a line-shaped breath weapon, you can opt to shape it into a cone. Likewise, if you have a cone-shaped breath weapon, you can shape it into a line.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Normal: Without this feat, the shape of your breath weapon is fixed.

Source: Draconomicon 73.

Shield Specialization

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Shield Proficiency.

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats.

Source: PH2 82.

Shield Ward

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisites: Shield Proficiency, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats.

Source: PH2 82.

Spell Rehearsal [Tactical]

Casting the same spell several times in a row or at the same target enables you to perfect it.

Prerequisite: Caster level 1st.

Benefit: The Spell Rehearsal feat enables the use of three tactical maneuvers. You can only apply one maneuver at a time to a single spell.

Persistence: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows affected creatures or objects a saving throw. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell, you add a cumulative +1 to the spell's save DC. If you cast any other spell after starting to use this feat or take any other standard action, the persistence chain breaks and you must begin anew.

Refined Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that requires an attack roll to affect a target. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a cumulative +2 enhancement bonus on the attack roll to deliver the spell. If you cast any spell that does not require an attack roll or take any other standard action, the refined targeting chain breaks and you must begin anew.

Persistent Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows a target to apply spell resistance to the effect. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a +2 bonus on caster level checks to overcome the target's spell resistance. If you cast any other spell or take any other standard action, the persistent targeting chain breaks and you must begin anew.

Special: This benefit applies to spells you know or have prepared as well as spells cast from items such as wands and scrolls.

Tempest Breath [Metabreath]

You can make your breath weapon strike with the force of a windstorm.

Prerequisites: Str 13, breath weapon, Power Attack, size Large or larger.

Benefit: When you use your breath weapon, in addition to its normal effects, creatures in the area are affected as though struck by wind effects. The force of the wind depends on your size, as indicated below. For the effects of high winds, see Table 3-24 on page 95 of the DMG.

Dragon Size	Wind Force
Large	Severe
Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

Because your breath weapon has an instantaneous duration, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6x5 feet).

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Source: *Draconomicon* 74.

MAGIC ITEMS

Claws of the Ripper (Dra 82): These metal, scythe-like blades are designed to fit over one set of a dragon's claws, and they resize to fit any dragon of Large size or bigger. A dragon wearing *claws of the ripper* cannot also make use of a magic ring on that claw. When worn, *claws of the ripper* increase the damage dealt by the dragon's claws on a critical hit, giving them a ×4 multiplier (like that of a scythe).

Faint transmutation; CL 6th; Craft Ring; Price: 2,000 gp; Weight 10 lbs.

Strange Blue Dragon Scale (Iuz6-02 *Blue Scales, Red Secrets*): Against a dragon's frightful presence, the bearer of this scale and all allies within 30' are treated as having +4 HD and gain a +4 to their Will save. If the bearer makes his save, his familiar, animal companion, and/or special mount automatically makes its save. This item only works for kobolds and does not take up an item slot. Faint abjuration; CL 3rd; Craft Wondrous Item, Dragon Hunter Bravery^{DRA}; Price: 3,000 gp; Weight 1 lb.

Vest of Resistance (CA 150): These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster level must be three times that of ioun stone's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

MUNDANE EQUIPMENT

CHITIN ARMOR

Though less durable than dragonhide, chitin armor (also known as beetleback armor) has other advantages. Chitin is less restricting than metal, even though it weighs the same amount. The maximum Dexterity bonus of an armor or shield made of chitin is 1 greater than that of the same type of armor made from metal. Breastplates, half-plate armor, full plate armor, and shields can be made from chitin. (Typically, the only kind of shield crafted from chitin is a tower shield, since most shields don't have a maximum Dexterity bonus.)

Because chitin armor is not made from metal, druids can wear it without penalty. Armor and shields fashioned from chitin are always masterwork items; the masterwork cost is included in the prices given below. Chitin armor or shields cost double what masterwork armor of that type ordinarily costs, but take no longer to make than ordinary armor of that type.

Chitin armor has 10 hit points per inch of thickness and hardness 5.

Dragonsplit (MM4 151): Exotic light weapon, Dmg (S) 1d4, Dmg (M) 1d6, Critical: 19-20/x2 (P) or x4 (S), Weight: 2 lb., Type: Piercing or Slashing.

Shield, Rider's (RS 158): This high-quality exotic heavy wooden shield is longer and heavier than other shields. If you have the Exotic Shield Proficiency (rider's shield) feat and use a rider's shield, you and your mount both gain the benefits of the shield's AC bonus.

Note: All kobolds in this scenario have completed the Draconic Rite of Passage. Their stats have been adjusted accordingly.

SPELLS

Arrow Mind (SpC 15)

Divination

Level: Ranger 1, Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Blood Wind (SpC 33)

Evocation

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

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

Target: A single creature with Intelligence 4 or higher

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20-foot range increment. The subject gestures as if making a melee attack, but the result of the attack affects a target within range. This spell does not actually grant reach, and so does not help provide a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attacks can benefit from cover or concealment.

Breath Flare (SpC 38)

Transmutation [Light]

Level: Sorcerer/wizard 1

Components: S

Casting Time: 1 swift action

Range: Personal

Target: Your breath weapon

Duration: 1 round

For this spell to function, you must have a breath weapon that uses fire or electricity, either as a supernatural ability or as the result of casting a spell such as *dragon breath*. When you successfully cast this spell, your breath weapon is infused with bright light. In addition to taking the normal fire or electricity damage, creatures that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level. Sightless creatures are not affected by *breath flare*.

Deadfall (SpC 59)

Conjuration (creation)

Level: Druid 8

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Mass of dead wood forming in a cylinder (20-ft. radius, 40-ft. high)

Duration: Instantaneous; see text

Saving Throw: Reflex partial; see text

Spell Resistance: No

Pick a point on the ground as the center of the radius and bottom of the cylinder. *Deadfall* creates a tangled mass of huge branches, logs, and fallen trees on the ground. The deadfall immediately collapses in on itself with terrific force and noise. Creatures and objects in the area take 1d6 points of damage per caster level (maximum 20d6, no save). In addition, creatures

in the area must succeed on a Reflex save or be knocked prone.

Once you cast the spell, a considerable volume of dead wood remains behind. This pile of brush is 5 feet high, with a 20-foot radius, and it counts as dense rubble (DMG 90).

Electric Jolt (SpC 78)

Evocation [Electricity]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy. You must make a ranged touch attack to deal damage to a target. The spell deals 1d3 points of electricity damage.

Electric Loop (SpC 78)

Evocation [Electricity]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One creature/3 levels, each of which is adjacent to another target

Duration: Instantaneous

Saving Throw: Reflex half; see text.

Spell Resistance: Yes

You create one small stroke of lightning that targets one creature per three caster levels you possess (maximum four creatures). Each target must be in a square adjacent to another target. The spell deals 1d6 points of electricity damage per two caster levels (maximum 5d6) to each target. A creature that fails its Reflex save must make a successful Will save or be stunned for 1 round.

Material Component: A loop of copper wire and a magnet.

Inky Cloud (SpC 123)

Conjuration (Creation)

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create an inky cloud that billows from your location. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment.

A moderate current disperses the cloud in 4 rounds; a strong current disperses the cloud in 1 round.

This spell functions only underwater.

Material Component: A small vial containing the ink of a squid or octopus.

Nerveskitter (SpC 146)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Orb of Acid (SpC 150)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb take damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Acid, Lesser (SpC 150)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd

level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Electricity (SpC 151)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

Orb of Electricity, Lesser (SpC 151)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like lesser orb of acid, except that it deals electricity damage.

Ray of Clumsiness (SpC 166)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Scintillating Scales (SpC 181)

Abjuration

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell transforms your natural armor bonus to Armor Class into a deflection bonus to your Armor

Class. While your overall Armor Class might not change, the deflection bonus applies to melee touch attacks and ranged touch attacks, including incorporeal touch attacks. If you have no natural armor bonus, this spell has no effect.

Scintillating Sphere (SpC 181)

Evocation [Electricity]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a massive electrical discharge that deals 1d6 points of electricity damage per caster level (maximum 10d6) to every creature and unattended object within the area.

Material Component: A glass marble.

Snake's Swiftess (SpC 193)

Transmutation

Level: Druid 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

SUBTYPE

Dragonblood Subtype (MM4 208)

A creature that has the dragonblood subtype has a strong affinity to dragons—which means that spells, effects, powers, and abilities that affect or target dragons also affect it (for good or ill). Dragons automatically qualify for any rules options that require the dragonblood subtype.

APPENDIX 3: THE KINGDOM OF JOHRASE, KINEMEET AND NPCs

The Kingdom of Johrase, stretching west of the junction between the Zumker and Artonsomay rivers and south to the Tangles and Rift Canyon, is among the oldest holdings in the Combination of Free Lords (for info on the Johrase that predates the Greyhawk Wars, please see the *Living Greyhawk Gazetteer* p27).

In 583 CY, when the armies of the Old One drove through the Bandit Lands, the king of Johrase entered a formal alliance with the Theocracy of Dimre. They did not fair as well as their allies, however. During a crucial battle for the region, the king's armies were routed and decimated by fiendish hordes commanded by Boneheart Cranzer. The king himself was slain during this battle, his soul lost to the forces of evil. The warriors of Johrase were scattered, now kingless, and Kinemeet was lost to Iuz.

For years, the Johrase were forced to eek out a living as mercenaries, a job for which they gained Oerth-wide renown. Lawful in the extreme, their discipline meant that they dealt honorably with employers. The tactical and strategic visions of their leaders enabled them to defeat many enemies whose forces were larger than their own. The Johrase were especially dangerous when fighting humanoids, for they hate them with a passion.

Despite the loss of their capital, the Johrase remained a cohesive people, with most of their civilians having settled at the edge of Dimre. By quietly storing away the monies earned from their various mercenary contracts, the Johrase coffers became quite full. Eventually, the Johrase had enough gold, supplies, and veteran soldiers to contemplate retaking Kinemeet from the orcs that had infested it.

The final straw came when it was discovered that Lord Forlone Malchat, one of the highest-ranking nobles of the Johrase, had been magically controlled by Cranzer for some time. Malchat fell on his sword in shame when he was finally able to free himself from the Boneheart's magical control. His sacrifice spurred the Johrase leadership to action.

In 596 CY, the Johrase launched an attack on Kinemeet, seeking to retake their capital. Instead of thousands of orcish defenders, they were shocked to discover the city nearly empty, its orcish population having been driven out by the strange hero-god Molaho Khem just a day before. Without getting their blades wet, the Johrase repossessed Kinemeet and immediately held a Tournament of Crowning to name a new king.

In the end, there were three claimants to the crown that had a chance at being the new king: the current leader of the Johrase, Lord Hind; a foot-soldier of some repute, Sir Derf; and the cavalier Sir Ramiki. After Ramiki upset Hind in the joust, he faced Sir Derf in the final unmounted combat, the weapons being, of course, morningstars. Here, Sir Derf's expertise at infantry tactics won the day, and Sir Derf was declared

winner of the Tournament and offered the crown of the Johrase by Lord Hind.

In a stunning move, however, Sir Derf declined the honor, saying that Ramiki was the better soldier and leader. A brief magical inspection revealed that Sir Derf was in his right mind, so Lord Hind offered the crown to a stunned Ramiki, who accepted the crown.

Immediately upon touching the crown, Ramiki disappeared. At the same time, a figure appeared flying above the stunned crowd, laughing as he held a glowing gem in his hand. The Boneheart Cranzer had somehow turned the Johrase crown into a triggering item for a *trap the soul* spell. Cranzer then disappeared before the stunned Johrase could react, taking their king's soul gem with him. Naturally, Sir Derf was stunned, and to this day blames himself for Ramiki's loss. Magical inspection has cleared Sir Derf of any evil conspiracy against Ramiki.

After the tournament, despite the loss of their new king, the Johrase began the dirty work of cleaning the orc filth out of their once proud city. Lord Marischal Hind was named Chancellor by the Council of Lords. Construction of siege engines immediately began using wood from the Tangles Forest. Guided by druids of the Old Faith, notably Bellamoh, the Johrase avoided culling areas that were claimed by Tarren Moskol and his bandit followers.

By 597 CY, the city had been cleaned and its defenses restored. As fall comes to Kinemeet, the markets eagerly await the fall harvest. Horse traders and other merchants have returned to the city, and Kinemeet once again thrives. In Lord Hind's manor, plans for war with Riftcrag are being drawn up. The Johrase will not rest while King Ramiki is in the Boneheart's hands.

(Source: *Living Greyhawk Gazetteer* [Mona]. Additional development by former BK Triad member Tom Harrison).

Kinemeet (Small city): Conventional; AL LN; 15,000 gp limit; Assets 5,250,000 gp; Population 7,000; Mixed (human [OFsb] 6,720, halfling 70, gnome 70, dwarf 35, half-elf 35, half-orc 35).

Authority figures: King Ramiki Klowentz III (soul trapped in a soul gem held by Boneheart Cranzer), Chancellor Marischal Hind (head of the Council of Lords, advisor to the missing King, acting leader of the Johrase), Viscount of the Western Province Bricuth (head of the Infantry Training Division), Viscount of the Northern Province Briston (head of the Cavalry Training Division), Viscount of the Eastern Province Doknarie, Viscount of the Southern Province Jorn Brerse (presumed dead at Blackguard of Iuz Arvad Michelson's hands in Dyvers).

Notable personages: Marischal Arcana Slayer of Hedgehogs (druidic advisor to the missing King), Viscount Arcana Morphisto (arcane advisor to the Council of Lords), Lord Derf, Lady Dania (Diplomat), Lady Taleetha Hind (Billet of the Cudgel, spiritual leader of the Johrase), Bellamoh Galanmion (one of the nine Druids of the Old Faith of the Northern Reaches).

Others: **nurse mothers** [Adp7, Adp 3 (2), Adp1 (33)], **nobles** [Ari7, Ari5 (2), Ari3 (6), Ari1 (33)], **louts** [Bbn7, Bbn3 (2), Bbn1 (4)]; Hex7, Hex3 (2), Hex1 (4)], **entertainers** [Brd12, Brd6 (2), Brd3 (4), Brd1 (8)], **clergy of St. Cuthbert** [Clr12, Clr6 (2), Clr3 (4), Clr1 (8); Fav7, Fav3 (2), Favi (4); Hlr9, Hlr5 (2), Hlr3 (4), Hlr1 (8)], **commoners** [Com16, Com14, Com8 (2), Com7 (2), Com4 (4), Com3 (4), Com2 (8), Com1 (6,042)], **druids of the Old Faith** [Drd6 (2), Drd3 (4), Drd1 (8)], **craftsmen and merchants** [Exp 18, Exp 12, Exp9 (2), Exp6 (2), Exp5 (4), Exp3 (12), Exp1 (199)], **Johrase officers and squires** [Ftr9, Ftr7 (2), Ftr6 (2), Ftr5 (2), Ftr3 (12), Ftr1 (24); Knt7 (2), Knt3 (4), Knt1 (8); Mar7 (2), Mar3 (4), Mar1 (8); Pal9 (1), Pal5 (2), Pal3 (4), Pal1 (8)], **itinerant monks** [Mnk7, Mnk3 (2), Mnk1 (4)], **Johrase scouts** [Rgr9, Rgr5 (2), Rgr 3 (4), Rgr1 (8); Sct9, Sct5 (2), Sct3 (4), Sct1 (8)], **trap experts** [Rog14, Rog7 (2), Rog3 (4), Rog1 (8)], **show offs** [Swb7, Swb3 (2), Swb1 (4)], **distrusted arcanists** [Sor10, Sor5 (2), Sor3 (4), Sor1 (8); Beg7, Beg3 (2), Beg1 (4)], **Johrase Militia NCOs and soldiers** [War14, War12, War10, War7, War6 (2), War5 (2), War3 (10), War1 (262)], **City watch** [War7, War3 (2), War1 (70)], **Johrase army arcanists** [Wiz10, Wiz5 (2), Wiz3 (4), Wiz1 (8); Wrm10, Wrm5 (2), Wrm3 (4), Wrm1 (8)].

Chancellor Marischal Calmert Hind: Calmert is a silent and honorable man, who speaks no foul word against another Johrase. Calmert has a deep hate for all things associated with Iuz, and his only goal right now is the sacking of Riftcrag, the death of Cranzer, and the recovery of his missing king.

Lady Taleetha Hind: The niece and cohort of Chancellor Marischal Hind, Taleetha is the Johrase' most powerful divine-spellcaster. As a Billet of the Cudgel, she is tireless in her training of Johrase officers and non-commissioned officers. Luckily, she can mend any heads that she cracks. She considers Lady Dania something of an older sister. The two do not always get along, but they always respect each other's opinions. Secretly, Taleetha wishes her uncle and Dania would just get it over with and get married already. Taleetha, who remains chaste, is secretly in love with Ramiki.

Lady Dania Odrean: A masterful diplomat and negotiator, it was Lady Dania who helped secure lucrative mercenary contracts for the Johrase during their exile from Kinemeet. Since the retaking of Kinemeet, she is now responsible for helping to gather allies for any future assault on Riftcrag. Her stunning beauty often gets her in the door, but it is her sharp intellect that allows her to manipulate the other leaders of the Combination.

Bellamoh Galanmion, Druid of the Northern Circle: Captured in 590 CY by soldiers of the Lesser Boneheart Earl Aundurach, Bellamoh was tortured for weeks before she escaped. She wears the marks of her torture with a bitter pride as scars crisscross her face and body, and she wields the greatsword she took from an Iuzian cleric with gusto when called to battle. If it weren't for the scars, this mid-30's woman would be quite attractive, despite wearing drab foresters' gear.

Despite Gerland's erratic tendencies, Bellamoh is quite fond of the elven druid. Still, she must spend considerable effort keeping an eye on Gerland, who is more powerful than she is, yet not an official druid of the Old Faith.

Bellamoh doesn't reside in Kinemeet, but she does spend a great deal of time there as she works with Slayer of Hedgehogs in renewing the farmlands around Kinemeet.

APPENDIX 4: ADVENTURE MAPS

Faerie Ring and Blackspawn Raider Encampment maps' source: *Monster Manual IV*



