

Any Means

A One-Round Dungeons & Dragons[®] Living Greyhawk[™]
Iuz's Border States Metaregional Adventure
Version 0.53

By Gary Affeldt

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Contacted by the Shade, the mysterious and beautiful leader of the Drinkers of the Cup of Midnight, you agree to undertake a mission to retrieve the Draco Mystere, a legendary book of lore regarding dragonkind. The book is located in the Howling Hills, deep inside the Old One's evil lands. Discover the secrets it reveals. A one-round Iuz's Border States Metaregional adventure set in the Howling Hills and the Crystallmist Mountains for APL 8-14 (character levels 5-15).

Resources for this adventure include *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomason, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Dragon Magic* [Owen K.C. Stephens, Rodney Thompson], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K. Reynolds, Frederick Weining], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual V* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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For questions specific to this document, please e-mail your metaregional representative at metarep@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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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

Sjacirthir was a female shadow dragon that laired in the Howling Hills. Among her hoard was the *Draco Mystere*, a legendary book of lore regarding dragonkind. When her life was near its end, she opted to become a guardian of the land around her lair, transforming herself into a grove.

As part of the transformation, she consumed her hoard, including part of the *Draco Mystere*, leaving only fragments of it. A dracoloxi, an academic who studies primordial Draconic words, was present to witness the transformation. He wrote about the transformation and the book itself.

With the rise of draconic cults across the Flanaess, the search for this book intensified. Among those searching for the book are the Drinkers of the Cup of Midnight. Sages,

unknowingly working for the Drinkers, uncovered the dracolexi's works. From these works they determined the location of the book.

With the setback handed to them by the Boneshadow Keak (*IUZ6-03 The Cup Runs Dry*), the Drinkers are searching for allies in their fight against luz. With the knowledge that luz is investigating and looting the ancient places once dedicated to Tharizdun, the Shade set about convincing three groups that once opposed the dark god to see luz as becoming like Tharizdun.

One of the groups is the Horned Society, an enemy of luz already. Of course, though the Horned Society is interested in the alliance it does not do things out of the goodness of their heart. They want something for their agreement to renew the triumvirate and do battle against luz. That something is the *Draco Mystere*.

ADVENTURE SUMMARY

Introduction: The PCs are contacted by the Shade to retrieve the *Draco Mystere*.

Encounter 1: The PCs ambush an luzian patrol that is heading directly their way.

Encounter 2: The PCs arrive at their destination in the Howling Hills. They find an entrance into the hill wherein lies the *Draco Mystere*. A trap, shadows, and twilight guardians protect the *Draco Mystere*. After defeating the creatures and trap, the PCs retrieve the fragments of the *Draco Mystere* and the remaining treasure from the dragon hoard.

Encounter 3: The PCs return to the Shade with the fragments of the *Draco Mystere*. The Shade asks the PCs to learn what they can from the fragments and to negotiate an alliance between the Drinkers and the Horned Society.

Encounter 4: At the meeting place, the PCs are attacked by snow elves who are allies of Whiteclawdeath. They are after the fragments of the *Draco Mystere*.

Encounter 5: The Shade's important contact appears: a Horned Society member. The PCs must strike a deal with him.

Conclusion: The adventure concludes.

PREPARATION FOR PLAY

The adventure begins and ends in a town (or place) located in one of the regions comprising luz's Border States Metaregion. Add any necessary details. Choose the appropriate one for your region:

- Bandit Kingdoms = Charging Boar Inn
- Furyondy = Chendl
- Highfolk = Highfolk town
- Perrenland = Traft
- Shield Lands = Torkeep

For the Bandit Kingdoms, the Charging Boar Inn is south of the Fellreev.

Arcane Corridors, *Dungeon Tiles* and *Ruins of the Wild* were used to make the maps. If you own these, please consider using the tiles.

There are two escalating encounters in this adventure. This means more creatures are added to the encounter after the first or second round of combat.

An encounter uses druids with animal companions and one of them is a summoner. Be prepared to run multiple creatures. One method is to have prepared 3x5 index cards with pertinent information on them. Stat blocks are provided in the Appendix for the animal companions along with the typical animals that are summoned. If you use summoned creatures other than what is provided, you must prepare your own stat blocks.

As always review the new rules items and in particular the following:

- Heart of Air (spell)
- Heart of Earth (spell)
- Heart of Fire (spell)
- Heart of Water (spell)
- Aspect of the Dragon (alternate class feature)

The spells and the alternate class feature provide a number of benefits for the druids in Encounter 4. They are already added into the stat blocks for the druids in Encounter 4.

INTRODUCTION

Contact was made by the Shade in the usual fashion: messages delivered through magical or mundane means, all with a thinly veiled reference to shade.

At the meeting, she proposed a simple mission: retrieve a book known as the "Draco Mystere" from a dragon's lair located in the Howling Hills, deep inside The Old One's lands. Fortunately, the dragon is already dead, so all you have to do is travel across a hostile land filled with evil monsters, retrieve the book and return with it to <town/place>.

At least that is what the dark-haired woman sitting across from you says.

Proceed with character introductions. After character introductions, the players likely have questions about the mission.

Unless noted otherwise a DC 10 Sense Motive confirms the Shade is telling the truth when answering these questions.

Additionally, unless noted otherwise a PC can make a DC 20 Knowledge (arcana) or Bardic Lore to confirm the information the Shade imparts.

- Who are you?

"My name is the Shade. I am the leader of the organization known as the Drinkers of the Cup of Midnight or the Drinkers for short. We have dedicated ourselves to fight the Old One's machinations and put an end to his tyrannical reign of terror here on Oerth."

A DC 5 Knowledge (religion) indicates the Old One refers to the demigod Iuz.

- What is the Draco Mystere?

"This tome is known in the Common tongue as the 'Mysteries of the Dragon' and is a legendary book of lore regarding dragonkind. Over the centuries, it has been studied, copied, lost, and found again by dozens if not hundreds of readers. Many lesser versions of this book are known to exist, but none share its power."

- What is the Draco Mystere's power?

"It is said that by studying its contents one shall learn a great deal of knowledge about dragons, even to the point of gaining their powers; your eyes can pierce the shadows, you cannot be ensorcelled to fall asleep or be paralyzed. Those who have the blood of dragons running through their veins gain a greater understanding of their own sorcery."

- Why do you want the Draco Mystere?

"I am going to use it as a bargaining chip in negotiations with a potential ally and partner in our fight against the Old One. I cannot tell you with whom though quite yet."

The Shade does not reveal the potential ally and partner is the Horned Society. She is protected

against divination spells that read her mind, although a *commune* or *divination* spell may reveal clues to the PCs.

- How do you know the Draco Mystere is located in this dragon's lair?

"I have a number of sages working for me, though they do not know it. These sages have uncovered the location of the book."

The Shade refuses to divulge the names and locations of the sages citing the need for secrecy. She is protected against divination spells that read her mind, although a *commune* or *divination* spell may reveal clues to the PCs.

- Where is this lair located?

"The lair is located in the Howling Hills. I have a map for you to show the way to get there. "

The Shade provides a map to the PCs.

A DC 15 Knowledge (geography) provides the information in *Players' Handout 1*.

- How do you know the dragon is dead?

"I have confirmed the dragon is dead through research by sages and by divination spells."

The PCs can confirm what the Shade says is true through the use of their own divination spells.

- What kind of dragon was it?

"It was a shadow dragon."

A DC 15 Knowledge (arcana) reveals that shadow dragons are sly and devious creatures with ties to the Plane of Shadow. They have translucent scales and dark bodies, giving them an indistinct appearance; from a distance, they seem to be nothing but a foreboding mass of shadows. Shadow dragons prefer to attack from hiding, employing their shadow blend ability. They use illusion spells to confuse and misdirect their foes.

- What was the dragon's name?

"Her name was Sjachirthir, or 'Shadow Knowledge' in the common tongue. This is not her true name nor do I know it."

The name is pronounced ESS-jak-er-ther.

A DC 25 Knowledge (history) or Bardic Lore reveals that Sjacirthir was a female shadow dragon that resided in the Howling Hills. She was known for collecting lore regarding dragons.

- What is in it for us?

"Primarily it is a chance to gain an edge in the war against Old Wicked, but there should be something left of the dragon hoard to satiate your greed."

- Is there any help you can provide to us?

"The few agents I have shall help you cross the Old One's border and divert the patrols away from your travel path."

- When do we leave?

"You can take a day to prepare yourselves, but no longer."

The PCs have a single day to make preparations: purchase mundane and magical items; prepare spells; prepare tactics; and other miscellaneous actions.

As the judge, you should find out what methods the PCs are employing to reach their destination, the dragon's lair. If employing mundane means, such as walking or riding, you can run Encounter 1 as is; otherwise adjust the boxed text appropriately. You should also have them setup in a traveling marching order.

Once the PCs are finished asking questions and making preparations, continue with Encounter 1.

TROUBLESHOOTING

It is possible through the use of spells and abilities to teleport directly to or near the lair itself.

- If the PCs teleport near the lair itself, immediately run Encounter 1 adjusting the encounter as necessary.
- If the PCs teleport to the lair itself, the creatures from Encounter 1 are lurking nearby. These creatures attack the PCs after Encounter 2 is over. Adjust the encounter as necessary.

1: NOT JUST OGRES

For the past six days, the journey across the perilous lands of the Old One has been uneventful. The thorns clinging tenaciously to life in the arid and cracked earth have given way to rolling hills covered in fields of thick,

tough grass with occasional clumps stunted trees. Flocks of raucous ravens seem always present, searching for dead or dying creatures to sate their hunger.

Overhead, the dark and menacing clouds that have plagued the skies have given way to the welcoming rays of the sun.

Inform the players their PCs have crossed into The Old One's lands and are traveling to their destination. If traveling normally, six (6) days have passed; otherwise the judge must determine travel time.

The ravens do not have any pertinent information to impart nor are they spies for luz.

Continue with the following:

The morning sun illuminates <number> hulking human-like brutes that are almost twice as tall as a normal human, with long greasy hair and wart covered skin. They are garbed in animal hides and carry crude clubs made from tree limbs. Their heads are down as they slowly trudge across the field of brown dried grass, their gait slow and lazy.

The creatures are an luzian patrol. They have been patrolling throughout the night and are unknowingly heading towards the PCs. The creatures are unaware of the PCs and the PCs are granted a surprise round against them. Give the players a chance to place their PCs in the area as indicated on the map (see Appendix 3: Encounter 1 map).

Due to the condition of the grass and other vegetation, the *entangle* spell is only half as effective; the Strength check is DC10.

The ogres start at the point indicated on the map (see Appendix 3: Encounter 1 map) and proceed towards the PCs. The number of visible ogres varies by APL:

- **APL 8:** four (4)
- **APL 10:** seven (7)
- **APL 12:** six (6)
- **APL 14:** six (6)

The PCs take their surprise round action. Once finished, commence with normal combat rounds.

The flying ogre mages are invisible and cannot be seen through normal means. See **Tactics** below for more details. Once they are "seen", read the following:

There is a demonic-looking human almost twice as tall as a normal human, with pale green skin, long dark hair and a pair of short horns protruding from his forehead. He is

garbed in a dirty chain shirt, with a greatsword and bow for weapons. He cracks a malevolent smile showing his jagged jet black teeth as he glares menacingly with his dark eyes and strikingly white pupils.

At higher levels, the demons present are not with the ogres and are instead nearby, out of sight. See **Tactics** below for more details.

When the glabrezu appears, read the following:

There is a demonic fiend, which is almost three times as tall as a normal human. Its pitch black skin covers a broad, muscular body and its four arms end in weapons; two with clawed hands and two with powerful pincers. It flashes its sharp fangs as its penetrating violet eyes gaze malevolently from its dog-like head which is topped with horns.

When the hezrou appears, read the following:

There is a demonic fiend, which roughly looks like a cross between a large human and a massive toad. Its arms end in dirty sharp claws and it has long spines running the length of its back. Grinning fiendishly, it reveals rows of powerful, blunt teeth.

If a vroock is summoned by the glabrezu, read the following:

There is a tall, demonic fiend that looks like a cross between a large human and a huge vulture. Its strong sinewy limbs are covered with small gray feathers and end in sharp claws. It spreads its vast wings and its vulture head lets loose an ear-piercing screech.

CREATURES

A DC 15 Knowledge (planes) skill check identifies the demons as chaotic, extraplanar, evil, tanar'ri and the PCs receive the type and subtype traits listed in the *Monster Manual* glossary.

APL 8 (EL 9*)

Ogre (3): hp 29 each; *MM199*.

Ogre, 4th level barbarian (1): hp 79; *MM199*.

Ogre Mage (1): hp 37; *MM200*.

APL 10 (EL 11*)

Ogre (3): hp 29 each; *MM199*.

Ogre, 4th level barbarian (4): hp 79 each; *MM199*.

Ogre Mage (1): hp 37; *MM200*.

APL 12 (EL 13*)

Demon, Hezrou (1): hp 138 each; *MM44*.

Ogre, 4th level barbarian (6): hp 79 each; *MM199*.

Ogre Mage (2): hp 37 each; *MM200*.

APL 14 (EL 15*)

Demon, Glabrezu (2): hp 174 each; *MM43*.

Ogre, 4th level barbarian (6): hp 79 each; *MM199*.

Ogre Mage (2): hp 37 each; *MM200*.

* - The EL of the encounter has been reduced by one due to the automatic surprise round granted to the PCs.

Tactics

Unless the PCs opt to forgo the surprise round, the first time the ogres and ogre barbarians have a chance to act is on the first full round of combat. They take the following actions:

- Attack the closest PC they can detect (Spot and Listen checks to do so, if necessary).
- If no PC is detected, they move to the cover of the woods.
- Once a PC is detected, they attack that PC.

The ogre mages are flying invisibly 60 feet above and 60 feet behind the ogres and ogre barbarians. They take the following actions:

- They move to a spot where they can unleash their *cone of cold* on the most PCs.
- On the following rounds of combat, they attack the most injured or the least armored PC, trying for a kill.
- If injured badly (less than 10 hp remaining), they turn invisible and withdraw from combat, usually by flying away. They head for the cover of the woods and regenerate.
- If the battle looks lost (judge's discretion), they stop attacking and retreat, living to fight another day.

The hezrou is nearby and is attracted to the sounds of combat. It takes the following actions:

- At the beginning of the second round of combat (as reinforcements, *DMG24*) it teleports into the woods and moves through them (PCs hear it with a Listen check).
- On the third round of combat, it attempts to summon another hezrou (35% chance of success).
- On the fourth round of combat, it appears on the battlefield emerging from the woods.
- It closes either using its spell-like abilities or melee combat.

The glabrezus are nearby and are attracted to the sounds of combat. They take the following actions:

- At the beginning of the second round of combat (as reinforcements, *DMG24*) it teleports into the woods and move through them (PCs hear them with a Listen check).
- On the third round of combat, it attempts to summon 1d2 vrocks (50% chance of success).
- On the fourth round of combat, it appears on the battlefield emerging from the woods, starting with its *reverse gravity*.
- It closes either using its spell-like abilities or melee combat.
- When it grabs a PC, it takes a -20 to the grapple check to avoid losing its Dexterity to AC and attacks of opportunity.

Treasure: The PCs can gain the following treasure here:

APL 8: Magic 455 gp; +1 *greatclub* (192 gp each), +1 *hide armor* (97 gp each), *ring of protection* +1 (166 gp each).

APL 10: Magic 1820 gp; +1 *greatclub* (x4) (768 gp each), +1 *hide armor* (x4) (388 gp each), *ring of protection* +1 (x4) (664 gp each).

APL 12: Magic 2730 gp; +1 *greatclub* (x6) (1152 gp each), +1 *hide armor* (x6) (582 gp each), *ring of protection* +1 (x6) (996 gp each).

APL 14: Magic 2730 gp; +1 *greatclub* (x6) (1152 gp each), +1 *hide armor* (x6) (582 gp each), *ring of protection* +1 (x6) (996 gp each).

TROUBLESHOOTING

If the PCs decide to not fight the creatures and withdraw from their position, the creatures do not pursue, unless the PCs are detected (Spot and Listen checks for the creatures). If the PCs are detected, the creatures give chase. If not, the creatures make camp, staying there until sunset.

If the PCs attack the camp during the day, they find that all the creatures (except the demons, which are still nearby) are asleep and no guard is set.

DEVELOPMENT

At the judge's discretion, if any ogre mage survives the encounter, it follows the PCs, flying invisibly. It attacks again when it regains the use of its *cone of cold*.

Any PC that is captured is kept as a prisoner, bound and gagged. If the PC is not rescued, the PC is eventually taken to Doraaka, Iuz's capital, where they are imprisoned. All of the PC's possessions on their person are taken. The PC eventually escapes or is rescued. The player can spend 6 TU (like they were lost on another plane)

and invoke the "Charity of Friends". See the LGCS p.13 for more details.

Any dead PC is eaten within the hour unless their body is rescued. After the body is eaten, there are enough body parts remaining that can be found for a *resurrection*. All of the PC's possessions are taken by the creatures. The player can invoke the "Charity of Friends" for their PC. See the LGCS p.13 for more details.

If any creature is captured and interrogated by the PCs, their attitude is hostile. They know the following:

- They are a patrol sent to look for a group of adventurers who crossed the border. They know the number and general description of the adventurers, which generally matches the PCs.
- They were out all night looking for these adventurers' campsite. Once found they hoped they could attack them in the darkness.
- They were going to a camp site to camp for the day, confident these adventurers were not in the area.

2: GROVE

Yesterday's sunshine has been replaced with today's gray cloudy gloom. Gusts of wind send zephyrs rustling through the fields of grass causing them to bend and sway. No ravens plague the skies today, their cawing supplanted by howling winds.

Rounding a steep hill, a distant grove is spied.

Inform the players their PCs have reached their destination. This encounter takes place one (1) day after Encounter 1. Allow the PCs a chance to prepare.

Continue with the following:

The grove of trees covers a gentle hill. From a distance it resembles a curled up sleeping dragon, its head tucked under its tail. Up close, it is twisted gnarled trees and tangled undergrowth. A moldy smell emanates from the woods as does the sounds of droning insects and high pitched chirping of small animals and birds.

Somewhere in the grove, the dragon's lair lays.

The grove is considered a dense forest with heavy undergrowth (see *DMG87*). The slope of the hill does not inhibit movement. There is no path for the PCs to follow; there are only small game trails in the grove of trees. Tiny-sized or smaller

creatures can use these game trails to move through the grove as if it was light undergrowth. The grove covers approximately 4 or 5 square miles.

The PCs are likely going to search the grove, looking for an entrance to the dragon's lair.

Searching the grove stirs up clouds of biting, stinging insects. Thickets of thin wiry brush with sharp thorns choke the grove's floor while above drab brown leaves cling tenaciously to knotty tree limbs.

In a small clearing a narrow cave opening leads into the hill. The faint smell of earth drifts upward from the steep passage as a strong breeze rustles through the grove.

The cave opening is narrow and medium-sized creatures are squeezed; small-sized creatures are not squeezed; larger than medium-sized creatures cannot fit at all. The passage leading into the earth is at a steep 45-degree angle and descends only 30 feet. Descending costs no additional movement, while ascending costs double movement. This means it costs two squares of movement to enter each square as a PC heads down and it costs four squares of movement to enter each square as a PCs heads up.

Once the PCs indicate they are entering the cave opening, determine placement. Pause here to give the PCs a chance to prepare themselves. Once ready, continue:

The steep narrow passageway descends into the warm moist earth, root tendrils having wormed their way through the ceiling. As the passageway levels, it opens into a chamber carved from stone. Across the chamber is a dust covered stone chest set into the floor surrounded by five dragon-headed statues, one of which is tucked inside an alcove.

There are six items of note in this encounter:

- the chamber itself
- the dragon-headed statues
- a stone chest
- a trap
- shadows (undead)
- twilight guardians

CHAMBER

The chamber is 25 ft. long and 25 ft. wide. Opposite the entrance are dragon-headed statues and the chest (see *Appendix 3: Encounter 2* map).

If anyone examines the chamber further, read the following:

The carved stone walls of the chamber have been worked into a complex design of geometric shapes. The paint that covered these shapes has dulled and cracked.

The floor is tiled and was once a mosaic depicting geometric shapes. Here and there tiles have crumbled and fractured.

A DC 10 Knowledge (nature) or Profession (miner) check lets the PC determine the chamber is carved out of dolomite and that it is easily worked.

DRAGON-HEADED STATUES

Once the dragon-head statues are examined, read the following:

From the tiled floor rear scaled necks each ending in a dragons head. Each statue is carved from smooth black marble although there are a few chips and scrapes evident. The eyes of the dragons are fixated on the object that lies in the midst of them: a stone chest.

The dragon-headed statues depict a shadow dragon (DC 15 Knowledge [arcana]) and are actually modeled after Sjachirthir, though the PCs are unlikely to discover this latter fact.

If the PCs detect for magic, the five dragon-headed statues radiate a faint aura (DC 17 Spellcraft reveals it is the illusion school of magic).

STONE CHEST

Once the chest is examined, read the following:

The stone chest is carved so it appears as if it is clasped in a pair of claws. Depicted on the stone chest are dragons in flight breathing on an unseen foe. Five dragon heads are located on the chest's front, each with its mouth open in an angry roar.

Inside each dragon head's mouth is a lock (DC 30 Open Locks); five locks in all. The keys to the locks are located inside the dragon-headed statues (see *Appendix 1*).

The stone chest does not radiate magic; the magical contents are shielded by a lead lining.

Once the chest is opened, read the following:

The inside of the chest is lined with a dull gray metal. The chest's contents are a jumble of brass scroll tubes, each etched with a pair of dragons entwining. Some of the scroll tubes are opened, their contents gone, while others remain sealed.

Lying on top is a black iron headband, studded with onyx and black sapphires, with a triangular-shaped translucent scale.

The inside of the chest is lined with lead, enough to prevent *detect magic* and other spells from working. The scrolls radiate strong transmutation magic (CL 19th). The scroll tubes are not trapped nor are they locked.

Examination of the contents of the sealed scroll tubes reveals each contains a fragile parchment. The parchments are written in draconic. A DC 15 Knowledge (arcana) confirms these are copies of parts of the *Draco Mystere*, the book you were sent to retrieve. All that is left are now fragments. It would take a month to study all the pieces, but even then, the book is incomplete (see Encounter 3 for more details).

As part of the examination, one of the scroll tubes is different from the others. It is not magical, locked or trapped. Inside is a fragile parchment with writing in draconic. If the PCs are able to read the draconic writing, give them *Player Handout 2*.

If the PCs read the parchment, they discover the dragon needed to consume additional magic to become a guardian. Consuming part of the *Draco Mystere* gave it the power it needed to transform. A dracoloxi, who witnessed the transformation, wrote this on the parchment and left this for whoever found it.

The *skill shards* and the *tome of worldly knowledge* are also found in the chest.

TRAP

Once a PC comes within five feet of the dust-covered chest, the 'shadow spray dragons trap' activates (see *Appendix 1*). If the PCs are unaware of the trap, this gives the trap a surprise round. If the PCs are aware of the trap, roll for initiative and commence combat normally.

The trap activation also alerts the shadows and the twilight guardians (see below).

When the trap activates you can read the following:

Ribbon-like shadows burst forth from a single dragon-headed statue and dark streamers fill the area around it. The questing streamers unravel and dissipate as they reach the end of their short journey.

Activation of the trap not only triggers it, but also triggers the arrival of the shadows and twilight guardians (see below).

SHADOWS

At the beginning of the second round of combat (as reinforcements, *DMG24*) after the trap activates, the shadows come forth from their hidden chambers that surround the main chamber (see *Appendix 3: Encounter 2* map). The walls are 3 ft. thick, allowing them to travel through it.

They prefer to attack the PC that activated the trap, but attack any PC in the chamber or in the passageway leading down to the chamber. The shadows are immune to effect of the magic trap.

When the shadows appear, read the following:

Flying through the very walls that surround this chamber are silent gloomy shapes. A chill air forms around them as they lash out with tendrils of darkness.

TWILIGHT GUARDIANS

Also at beginning of the second round of combat (as reinforcements, *DMG24*) after the trap activates, the twilight guardians use their supernatural ability *transport via plants* to move to a place near the above ground entrance and then enter the cave. On the following round they attack the PCs.

The number of twilight guardians appearing depends on APL:

- **APL 8:** two (2) large
- **APL 10:** three (3) large
- **APL 12:** two (2) huge
- **APL 14:** six (6) huge

When the twilight guardians appear, read the following:

<Number & size> dragon-shaped creatures, composed of twisted vines and mangled roots emerge from the undergrowth. Their claws rip the earth beneath them as thorny tails whip furiously behind, their shining obsidian eyes glaring malevolently.

A DC 15 Knowledge (nature) skill check identifies the twilight guardians as plants and the PCs receive the plant type traits listed in the *Monster Manual* glossary.

A DC 15 Knowledge (arcana) also identifies the twilight guardians as having dragonblood and the PCs receive dragonblood subtype traits listed in *Appendix 2*.

A successful Knowledge (nature) skill check reveals the following about the twilight guardians:

- **DC 17:** Strange creatures resembling dragons made of wood and dirt roam outlying forests and jungles, never seen near civilization but always hostile to intruders.

- **DC 22:** Twilight guardians are plant creatures (reveal all traits of the plant type). They appear only in areas that formerly had a great dragon presence.
- **DC 27:** Twilight guardians are the physical manifestation of the spirits of ancient dragons that were bound to the land upon their passing from the world. They are composed entirely of the land they defend.
- **DC 32:** Twilight guardians can travel between two locations by *transport via plants*, making them incredibly dangerous to even large groups.

CREATURES

APL 8 (EL 10)

Shadow (3): hp 19 each; *MM221*.

Shadow Spray Dragons Trap (1): hp 10; *Appendix 1*.

Twilight Guardian (2): hp 76 each; *Appendix 1*.

APL 10 (EL 12)

Greater Shadow (2): hp 58 each; *MM221*.

Heightened Shadow Spray Dragons Trap (1): hp 15; *Appendix 1*.

Twilight Guardian (2): hp 76 each; *Appendix 1*.

APL 12 (EL 14)

Greater Shadow (3): hp 58 each; *MM221*.

Heightened Shadow Spray Dragons Trap (1): hp 20; *Appendix 1*.

Advanced Twilight Guardian (2): hp 230 each; *Appendix 1*.

APL 14 (EL 16)

Greater Shadow (5): hp 58 each; *MM221*.

Heightened Shadow Spray Dragons Trap (1): hp 20; *Appendix 1*.

Advanced Twilight Guardian (6): hp 230 each; *Appendix 1*.

Tactics

The shadows attack the PCs while in the same square as the dragon-headed statues so they can use them as cover (+4 AC bonus). They chase any PC who flees out of the chamber, but do not ascend any further than halfway up the passageway. They return to their hidden chambers once the PCs leave.

The greater shadows use their Spring Attack feat to attack the PCs and retreat back into their hidden chambers. Otherwise they act the same as the normal shadows above.

The twilight guardians attack the nearest PC they detect with no thought for tactics. The advanced twilight guardians power attack for full BAB.

Treasure: The PCs can gain the following treasure here:

All APLs: Magic 549 gp; *Skill shard (greater; knowledge [arcana])* (25 gp each), *skill shard (greater; spellcraft)* (25 gp each), *skill shard (normal; knowledge [arcana])* (4 gp each), *skill shard (normal; spellcraft)* (4 gp each), *shadow diadem* (366 gp each), *tome of worldly knowledge* (125 gp each).

TROUBLESHOOTING

If the PCs come up with a creative way to get to *Draco Mystere* without triggering the trap, applaud them. Then trigger the rest of the encounter as detailed above.

The PCs may decide to not return to meet with the Shade. The adventure ends for the PCs; proceed to the Conclusion.

DEVELOPMENT

If any PC is turned into a shadow, they join the other shadows in their hidden chambers and attack their former companions.

One or more of the PCs may decide to study the *Draco Mystere* before being asked by the Shade, hoping to gain its power. If they do, refer to Encounter 3 (Studying) for more details.

Once the PCs are finished, find out if they are returning and what they are going to tell the Shade.

If the PCs do not return to meet with the Shade, they return safely from their journey with no difficulties. Unless contact is made with the Shade, they do not receive the assignment to undertake the negotiations. The adventure ends. Go to the Conclusion.

Continue with Encounter 3.

3: DRACO MYSTERE

Safely returning to <town/place>, the Shade meets with you. After listening to your tale, the Shade speaks, "I have two things to ask of you. First, find out what information these fragments reveal. Second, I want you to undertake the negotiations and forge an accord with the potential ally in our fight against The Old One. Will you do this?"

If the PCs agree to study the fragments, go to the section below entitled, "Studying".

If the PCs agree to undertake the negotiations, go to the section below entitled, "Negotiations".

STUDYING

Any PC may choose to help study the *Draco Mystere*, even if they are not literate. The scrolls that compose this copy of the *Draco Mystere* are primarily written in Draconic, however, there are parts written in pictographs (like the real world's ancient Egyptian hieroglyphics) and symbols.

If no PC understands Draconic, the Shade supplies a few primers for Draconic and other languages to assist in translation. For those who are illiterate, they can decipher the pictographs and symbols.

The brittle and thin parchments, now removed from the safety of the brass scroll tubes, are primarily written in the language of the dragons, but some are in other languages and even pictographs. To complicate things further, the remnants must be pieced together and the writings are penned by a number of different authors; even Sjachirthir, the last possessor of this book, wrote part of it.

If any PC indicates they are reading Sjachirthir's writings:

Her words describing how she came into possession of the Draco Mystere begin to swirl and abruptly everything is dark and confining. A powerful feminine voice fills your mind, "It is time to emerge hatchlings."

Compelled by the voice, your sharp claws slash and rip open the imprisoning leathery walls. Squirming your way out of the confinement, the head of a large dragon bars further progress and she speaks in the same powerful voice, "And who do we have here?"

The *Draco Mystere* is empowered to bring those who read it into a powerful illusion, making those affected think they are dragon hatchlings. Inside this illusion various dragons speak to them imparting their knowledge and lore. In this case, it brings all the PCs who are studying it into the illusion where the last possessor of the book, Sjachirthir the shadow dragon, is speaking to them.

Once the PCs interact with the illusion of Sjachirthir, they can make a DC 20 Will save to realize this is all an illusion.

After the PCs introduce and explain themselves, Sjachirthir continues:

"I am Sjachirthir, a shadow dragon who sought the knowledge of the Draco Mystere. Now its knowledge shall be yours also just for the

asking. Beware hatchlings there are others who desire this knowledge. That is why I transformed into a guardian of the land where I hid it."

- What knowledge can be mine for the asking?

"You can have but a portion of the power granted by the Draco Mystere as I in my transformation did consume parts of it. You can choose that the lore and mysteries of the dragons will always be known to you; or your eyes can now pierce the shadowy darkness or pierce them further; or magic that causes you to sleep shall fail; or finally magic that can paralyze you shall fail. There is another portion that can be granted, one that is based on your life's path. All this is yours if you but read and experience this work."

If a PC studies and experiences the fragments they receive **Fragments of the Draco Mystere** and **Scaled**, both listed on the AR. If a PC does not study the fragments, they do not receive either of them. This is an individual decision and not a group decision.

- Who wants the knowledge?

"Those who are sworn to slay evil dragons seek it. Those who revere dragons and the power it gives them seek it. Even the dread dracolich himself, Dragotha, seeks it. And there are others, of course, like you who seek it."

- Who are those sworn to slay dragons?

"They are the Oathsworn Slayers, a secretive group dedicated to confront and slay evil dragons. I know little else about them."

- Who are those who revere dragons?

"They form cults, dedicated to a dragon, almost always an evil dragon. They seek to gain its power through service and worship. The Oathsworn Slayers hunt them also."

- Who is Dragotha?

"He was once a consort to the evil dragon queen Tiamat, goddess of evil dragons, but was murdered by another dragon. He was revived as a dracolich by an unknown deity of

death. For centuries he has pursued artifacts and lost lore throughout the Flanaess."

NEGOTIATIONS

"I must tell you our potential ally is considered evil by many and if you have an issue with this, I suggest you leave now. I assure you that you will not suffer repercussions for doing so and it does not affect your standing with me."

The Shade's dark eyes sweep across you all, seeking any hint of reluctance.

The Shade waits for anyone to leave. If any PC does not want to deal with evil and leaves, the adventure is over for them.

For those left, the Shade continues:

"Our potential ally is the Horned Society, a group dedicated to the worship of the Reaper and infernal fiends. They are The Old One's enemies and the enemy of my enemy is my friend, at least for now. "

The Shade glances at each of you, "Once again, if anyone wishes to leave, please do so. The same assurances apply to you."

The Reaper is the god Nerull.

Once again, the Shade waits for any PC to leave. If any PC does so, the adventure is over for them.

For those left, the Shade continues:

The Shade relaxes her tense posture, seemingly relieved at your decision.

"I assure you dealing with the Horned Society will not taint me, you or the Drinkers. Our cause is just and right. I will do what I must to defeat The Old One. Some say the ends justify the means, I say, the ends justify 'any' means."

A DC 15 Knowledge (history) provides the information found in *Players' Handout 3*.

- How do we know the contact?

"The password is, the sun is in my eyes and I must shade them to see you."

- Why are you not undertaking the negotiations yourself?

The Shade smiles enigmatically, "Oh but I am, at least that is what the Old One's forces think."

The Shade has leaked information that she is personally negotiating with the Horned Society at a different place and at a different time. In other words, she is a diversion for the PCs.

There is another reason she is having the PCs perform the negotiations. If anything goes wrong, she can blame them and then she can attempt to salvage the alliance herself. A DC 42 Sense Motive reveals this.

- Where are the negotiations taking place?

"The negotiations are taking place at the ruins of Zaspas in the Crystalmist Mountains. There at the ruins the contact shall meet you before the appointed day's end."

A DC 15 Knowledge (history) reveals that Zaspas was built and inhabited by stone giants, but it was conquered by fire giants who destroyed it.

A DC 15 Knowledge (geography) provides the information about the Crystalmist Mountains found in *Players' Handout 4*.

- How are we getting there and back?

"I have secured the services a Wayfarer Guide to take you to a place a short distance from the ruins. The Wayfarer Guide will leave and return the following day to retrieve you from that same place. If you are not there, the guide will not search for you and instead will alert me. I will do what I can for you."

In the case where the PCs are all killed, the Shade retrieves their bodies. The players then have to determine if they wish their PC to be raised from the dead. The Shade covers the cost of the spellcasting, but not the cost of the material spell component.

Of course, all of the PCs' possessions are gone, but they can invoke the Charity of Friends. See LGCS for more details.

- What are we negotiating?

"You shall bargain with them in my name as representatives of the Drinkers of the Cup of Midnight. You are to secure them as allies in the fight against Old Wicked and his minions. They want the Draco Mystere. Take it with you and use it as your bargaining chip to ensure the alliance. It is likely they will have more demands. I expect you to deal with these demands in a matter most beneficial to the Drinkers."

- Do we have to give the Horned Society the Draco Mystere?

"No, you do not 'have' to give the book to the Horned Society. The negotiations will be more difficult though. I also advise you to not give them a false one either."

- When are the negotiations taking place?

"After the fragments of the Draco Mystere are studied, the negotiations are taking place. I want to know what I am giving them."

TROUBLESHOOTING

The PCs can decide to take the *Draco Mystere* and not undertake the negotiations. If they do, they can still receive the benefits granted by the book.

A PC may also attempt to inform others about the impending alliance between the Drinkers and the Society. The others are concerned about such an occurrence, but there is nothing they can do about it right now. This means it is out of the scope of this adventure.

A PC may also undertake an active role in sabotaging the alliance. You as the judge must adjudicate this, as well as any other action taken by the PCs.

A PC may also try to convince the Shade not to ally the Drinkers with the Horned Society. If the PC makes a DC 35 Diplomacy check (apply circumstance bonus as applicable), they convince the Shade it is not in the Drinkers and her best interests to ally with the Horned Society. If successful, this ends the adventure - proceed to the Conclusion.

For those PCs who are good-aligned, dealing with the Horned Society is not to be taken lightly, especially for the pious types such as clerics and paladins. If these PCs negotiate with the Horned Society, you must adjudicate their actions on whether they are committing an evil act or not. Refer to the LGCS for more details.

DEVELOPMENT

The PCs have an opportunity to prepare before teleporting to the Ruins of Zaspas. Any mundane and magical items they have access to may be purchased beforehand. Inquire if they are taking an alternate means of getting to the ruins instead of using the Wayfarer Guide and walking there. Once they are ready, proceed to Encounter 4.

If all the PCs refuse to participate in the negotiations with the Horned Society, the adventure ends. Go to the Conclusion.

If three or more PCs refuse to participate in the negotiations with the Horned Society, the Shade advises the remaining PCs to not undertake the negotiations. If there is a double-cross or if Iuz finds out about it or if anything goes wrong with the negotiations, they may not have the strength to deal with it. This means the last encounter is too powerful for three or less PCs. If the PCs insist, continue with the next encounter.

4: RUINS OF ZASPAR

The Wayfarer Guide, her face hidden by a cowl, spoke the arcane words to teleport herself away, leaving you by a shattered stone monolith. Surrounding the remnants of the monolith is a vista of snow covered mountains that soar majestically skyward and long sloping tree-covered ranges.

A path of carved stone leads to a rock covered plateau to what must be the Ruins of Zaspas.

If the PCs follow the path, it leads them to the Ruins of Zaspas. Continue:

A stiff cold wind howls through the lone and desolate ruins of Zaspas while overhead the fast moving gray cloudy skies obscure the late afternoon sun. The nearby aspens and pines rustle and shake with every gust. There is no sign of the contact, only the remaining stone edifices that stand a silent watch over this forlorn place.

The meeting place has been compromised. A pair of snow elf druids is laying in wait, both in *tree shape*. They attack after the PCs explore the ruins of the tower (see below).

The weather is considered stormy.

RUINS

If the PCs explore the ruins the giants left, there are three places of interest: house, shrine and tower - see Appendix 3: Encounter 4 map. Add details as necessary.

HOUSE

The exterior walls surrounding the giant's home have all but collapsed and the interior walls are in no better shape. A lone arch still defies the elements and gravity. A chipped

stone tub lies tilted over on its side while another is still upright.

The stone tub covers an opening with a set of stairs leading into the basement. In the basement are shelves that once held stone jars the size of a barrel. The stone jars now lay strewn across the floor.

The PCs find nothing else of value in their search.

SHRINE

The stone doors to this building were shattered by a powerful force. The two split remains of the stone bar that once held the door are deep inside the building. Inside is an armless, legless and headless statue that lies across a smashed stone altar.

A DC 20 Knowledge (religion) lets the PCs puzzle out this was a statue of the stone giant god Skoraeus Stonebones.

Amongst the rubble of the altar, the PCs find a holy symbol of Skoraeus Stonebones; it is a stalactite attached to a corroded iron chain.

The PCs find nothing else of value in their search.

TOWER

The tower walls are collapsed and stone blocks litter the interior of the tower in heaps. A circular stairway leads partway up one wall before abruptly ending. Birds' nests can be seen clinging to the remnants of the walls, protected from the elements.

The PCs find nothing of value in their search.

Once the PCs finish exploring the tower, the snow elf druids attack (see below).

SNOW ELF DRUIDS ATTACK

If there is a surprise round and the PCs did not detect the snow elf druids, ask for Feign Surprise cards beforehand and then read the following:

As the wind gust subsides, a tall aspen tree continues to shiver. In blink of an eye, the tree melts away and forms into a pale-skinned white-haired elf dressed in leathers. Standing in front of him is a barrel-chested ursine creature who bares his fangs. With a condescending smile on his face, the elf casts a spell.

Kanemar, the male snow elf appears first. Kanisel, the female snow elf is out of sight. Her description

is similar to the above. A DC 10 Knowledge (nature) identifies them as snow elves (see Appendix 2).

The snow elf druids' goal is to obtain the *Draco Mystere* by simply killing all the PCs and taking it from their dead bodies. If they somehow determine who has the book, they concentrate all their efforts on killing that PC and take it from them. Once they have the book, they leave.

If the PCs offer the book to them to save their lives, they think it is a trick, even if it is not. Apply the following circumstance penalty to Bluff or Diplomacy skill checks

- Apply a -15 circumstance penalty for non-snow elf PCs who do not have Elven blood.
 - Apply a -10 circumstance penalty for non-snow elf PCs who have Elven blood.
 - A snow elf PC suffers no circumstance penalty.
- The snow elves only speak in Elven and only as a last resort speak in Common.

CREATURES

APL 8 (EL 11*)

Kanemar (1): hp 71; *Appendix 1.*

Kanemar's Brown Bear Animal Companion (1): hp 51; *Appendix 1.*

Kanisel (1): hp 71; *Appendix 1.*

Kanisel's Brown Bear Animal Companion (1): hp 51; *Appendix 1.*

APL 10 (EL 13*)

Kanemar (1): hp 88; *Appendix 1.*

Kanemar's Polar Bear Animal Companion (1): hp 68; *Appendix 1.*

Kanisel (1): hp 88; *Appendix 1.*

Kanisel's Polar Bear Animal Companion (1): hp 68; *Appendix 1.*

APL 12 (EL 15*)

Kanemar (1): hp 105; *Appendix 1.*

Kanemar's Polar Bear Animal Companion (1): hp 68; *Appendix 1.*

Kanisel (1): hp 105; *Appendix 1.*

Kanisel's Polar Bear Animal Companion (1): hp 68; *Appendix 1.*

APL 14 (EL 17*)

Kanemar (1): hp 122; *Appendix 1.*

Kanemar's Dire Bear Animal Companion (1): hp 105; *Appendix 1.*

Kanisel (1): hp 122; *Appendix 1.*

Kanisel's Dire Bear Animal Companion (1): hp 105; *Appendix 1.*

* - EL increased due to prepared spells and the likelihood of a surprise round for the NPCs

Tactics

Both druids, as do their animal companions, begin the combat in *tree shape* form (PH296).

- This spell can be ended as a free action.
- This likely grants them a surprise round unless somehow detected prior (ask for Feign Surprise cards beforehand).
- Kanemar deploys himself near the edge of the woods.
- Kanisel deploys herself further in the woods.
- Keep as much distance as possible between the two druids to avoid area effect spells affecting both of them.

Kanemar's tactics:

- For battlefield control, open up right away on the first round of combat with a sleet storm on the PCs to block sight and sound. This allows Kanisel to cast her summoning spells without any chance of interruption.
- Casts spells that do direct hit point damage to the maximum number of PCs.
- Use a tree as cover for added protection.
- Use Piercing Evocation to always change 10 hit points of energy damage to unnamed damage.
- The weather is stormy which increases the damage of his *call lightning* and *call lightning storm* spells.
- Use *spike stones* to keep the PCs away from them.
- On the first round, send the animal companion against the PCs, especially those who emerge from the sleet storm.
- At APL 14, use the *circlet of rapid casting* to cast *splinterbolts* (2nd level spell using 1 charge) as a swift action.

Kanisel's tactics:

- Casts *summon nature's ally* spells, either spontaneously or prepared, and preferably animals. Start with spells affected by the metamagic feat Rapid Spell so the summoning takes a standard action instead of 1 round.
- The summoned creatures must move through the woods towards the PCs to attack them.
- Uses the *summoner's token* to cast the spell *enrage animal* on the summoned creature as a swift action. There are stat blocks for augmented summoning and *enrage animal* located in Appendix 1.
- Please note the *ring of beasts* allows lower level summon nature's ally spells to be cast one spell level higher. This is already in the stat block for the prepared spells.
- If the situation calls for it, she summons other creatures (for example, hippogriffs if the PCs take to the air). The judge needs to adjust the

stat blocks for them due to her Augment Summoning feat.

- Use *spike stones* to keep the PCs away from them.
- On the first round, send the animal companion against the PCs, especially those who emerge from the sleet storm.

Both druids have the Aspect of the Dragon alternate class feature.

- When given the opportunity, use swift actions to activate them and activate the most advantageous one.
- If Kanemar is casting a spell requiring a saving throw he uses the mind of the dragon first before heart of the dragon.
- Kanisel always uses heart of the dragon first before using mind of the dragon.
- If the druids are forced to retreat or get off the ground, they use wings of the dragon to do so.

Both druids have the *heart of* series of spells cast on them.

- The benefits are already added into their stat blocks.
- The spells also provide the ability to activate certain spells as swift actions. These are listed in the special actions line.
- Their animal companions also receive the benefits of these spells as long as they remain within 5 ft. The benefits are not added into the animal companion's stat block given the likelihood they are not always going to remain within 5 ft. of the druid.

If the combat is going against them (judge's call), both druids attempt to escape.

- Each has a *potion of invisibility* and a *potion of hide from animals*.
- Each already has the trackless step druid ability so they cannot be tracked.
- This combination should make it difficult for the PCs to pursue.
- Once they retreat, the druids do not return.

Treasure: The PCs can gain the following treasure here:

APL 8: Loot 80 gp; Magic 1539 gp; *cloak of resistance +1* [x2] (166 gp each), *everlasting rations* [x2] (58 gp each), *healing belt* [x2] (125 gp each), *periapt of wisdom +2* [x2] (666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 1619 gp.

APL 10: Loot 80 gp; Magic 2455 gp; *boots of the winterland* [x2] (416 gp each), *cloak of resistance +2* [x2] (666 gp each), *everlasting rations* [x2] (58 gp each), *healing belt* [x2] (125 gp

each), *periapt of wisdom* +2 [x2] (666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 2535 gp.

APL 12: Loot 80 gp; Magic 5121 gp; *boots of the winterland* [x2] (416 gp each), *cloak of resistance* +2 [x2] (666 gp each), *everlasting rations* [x2] (58 gp each), *healing belt* [x2] (125 gp each), *periapt of wisdom* +4 [x2] (2666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *ring of the beast* (666 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 5201 gp.

APL 14: Loot 80 gp; Magic 6787 gp; *boots of the winterland* [x2] (416 gp each), *cloak of resistance* +2 [x2] (666 gp each), *circlet of rapid casting* (1250 gp each), *everlasting rations* [x2] (58 gp each), *eyes of the eagle* [x2] (416 gp each), *healing belt* [x2] (125 gp each), *periapt of wisdom* +4 [x2] (2666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *ring of the beast* (666 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 6867 gp.

TROUBLESHOOTING

If the PCs do not investigate the tower ruins, the snow elves eventually come out of *tree shape* and attack. Make the necessary adjustments to the encounter.

If the PCs remain undetected for more than a day, the snow elves enter the ruins to investigate. If the PCs can remain undetected and do not attack them, the snow elves leave after two hours, never to return. Award half the experience points for this encounter and proceed to Encounter 5.

DEVELOPMENT

If the PCs flee from this encounter, then Encounter 5 does not occur. The opportunity to ally with the Horned Society is lost. Proceed to the conclusion.

If either snow elf druid is captured and interrogated, they know the following:

- They are working for a white dragon named Whiteclawdeath, who sent them to take the *Draco Mystere* from the PCs.
- They know Whiteclawdeath is a half-elf druid who can shape himself into a white dragon using a magical suit of armor. They know the true form of Whiteclawdeath because they were with him when they encountered an anti-magic field while exploring an ancient ruin. The half-elf druid was sickly-looking and had a green scale upon his

left cheek. The half-elf swore them to secrecy and asked them to not speak of it again.

- They waited here in *tree shape* for the PCs to appear, assured they could surprise the PCs and kill them all.

5: HORNED SOCIETY

As the sun begins to wane in the west, a cloud descends from the eastern sky and approaches. Moments later the cloud melts away and a white robed man stands there. Hanging from the belt around his waist are all manner of holy symbols representing the good and noble gods of Oerth. This starkly contrasts with the blackened and twisted symbol of a skull and scythe that hangs around his neck.

The man smiles coldly, "The sun is in my eyes and I must shade them to see you."

The Horned Society has sent a cleric of Nerull to negotiate the alliance between them and the Drinkers of the Cup of Midnight.

Torvin: male human cleric 10 (Bluff +15, Diplomacy +20); prepared spells: *non-detection* (DC 25 caster level check); *spell immunity* (*dispel magic*, *dimensional anchor*); *undetected alignment*.

Traits: Arrogant, Demanding.

SMALL TALK

If the PCs engage in small talk before the negotiations, he divulges the following:

- What is your name?

"You may call me Torvin. Whether that is my real name or not does not matter."

A DC 25 Sense Motive indicates his real name is not Torvin.

- Where did you get all those holy symbols representing the good and noble gods of Oerth?

"They were 'parting' gifts from do-gooder clerics who stood in my way."

This means he pried the holy symbols from their dead hands and animated them as undead.

- Are you a cleric of Nerull?

"What an astute observation on your part. Indeed I am a devoted follower of the god Nerull who is known as the Reaper."

- Are you a member of the Horned Society?

"I am here to represent them today."

Torvin neither confirms nor denies he is a Horned Society member. A DC 25 Sense Motive indicates he is a member of this group.

DOWN TO BUSINESS

Once any small talk is finished it is time for the negotiations. If the player role-plays their PC's part in the negotiations, grant them the appropriate circumstance bonus. Conversely, you can apply penalties also.

The man idly cleans a meticulously manicured fingernail, "Let us get down to the reason of why we are here today. First, the Draco Mystere. Give it to me. Now."

If the PCs give Torvin the *Draco Mystere*, he inspects the book to ensure it is the real thing. If the PCs give him a false one, he knows it is false due to divinations that were cast prior to the meeting. If the PCs do not give Torvin the book, negotiations are more difficult for them (see below).

Once the matter of the *Draco Mystere* is dealt with:

Torvin asks of no one in particular, "Why should the Horned Society ally with likes of the Drinkers, who have been nearly wiped out by Old Wicked and whose leader cannot even be here to represent them?"

The PCs must make a DC 35 Diplomacy check to convince Torvin the alliance between the two groups is viable.

If the PCs gave Torvin the *Draco Mystere* they receive a +15 circumstance bonus to this check.

The PCs receive a +5 circumstance bonus for each point made below:

- Explain the Shade's absence by pointing out she is the diversion that is allowing the real negotiations to take place.
- Point out their common enemy, luz (this can be found in *Player Handout 3*).
- Point out that luz nearly wiped out the Horned Society too (this can be found in *Player Handout 3*).

If the PCs fail the Diplomacy check, they may retry with a cumulative -5 penalty bonus for each retry. If the PCs ultimately fail the Diplomacy check, the alliance between the Drinkers and Society fails as do the PCs. Proceed to the **Failure** section below.

If the PCs succeed at the Diplomacy check, the alliance between the Drinkers and the Society goes forward. Torvin does not tell the PCs this is so (DC 25 Sense Motive to notice) and attempts to extract a few more demands from the PCs (see the **Demands** section below). If the PCs make the DC 25 Sense Motive check, they can forestall any other demands with a DC 35 Diplomacy check. If they are successful at this check, proceed to the **Success** section below.

DEMANDS

Torvin flicks off a speck of dirt from his pale robes and pointedly inquires, "What assurances can you give the Horned Society that the Drinkers will not interfere with our affairs? Will you and all the Drinkers give oaths swearing so?"

If the PCs agree to the demand, they must make a DC 35 Diplomacy check to convince Torvin the Drinkers that they are sincere in their assurances that the Drinkers will not interfere with the Horned Society's affairs. If the PCs fail, Torvin tables the demand until a later date.

If the PCs do not agree to the demand, the PCs must win the opposed Diplomacy check. If the PCs are successful, Torvin drops the demand. If the PCs fail, Torvin tables the demand until a later date.

Torvin absently fingers his unholy symbol of Nerull, "In many lands, the Horned Society is not welcomed and we must take measures to stay out of the public view. As such, we would like several safe houses be setup for our use. This is a small favor, one you can surely fulfill."

If the PCs agree to the demand, they must make a DC 35 Diplomacy check to convince Torvin that the Drinkers are sincere and will set up safe houses for the Horned Society. If the PCs fail, Torvin tables the demand until a later date.

If the PCs do not agree to the demand, the PCs must win the opposed Diplomacy check. If the PCs are successful, Torvin drops the demand. If the PCs fail, Torvin tables the demand until a later date.

Torvin, adjusting his armor, glances to each of you while saying, "Will you help us win our lands back? How can you help us? What assurances can you give that you will help us? Will you and all the Drinkers give oaths swearing to help us?"

If the PCs agree to the demand, they must make a DC 35 Diplomacy check to convince Torvin the Drinkers that they are sincere and that the Drinkers will help the Horned Society win back their lands. If the PCs fail, Torvin tables the demand until a later date.

If the PCs do not agree to the demand, the PCs must win the opposed Diplomacy check. If the PCs are successful, Torvin drops the demand. If the PCs fail, Torvin tables the demand until a later date.

SUCCESS

The white clad man falsely smiles, "The deal is struck. I am sure the Drinkers of the Cup of Midnight are busy allying themselves with the rest of the ancient alliance, what with the Old One rooting around The Dark God's ruined temples."

Torvin hesitates for a moment and then turns to leave.

The Old One is Iuz and The Dark God is Tharizdun. Torvin dropped this last tidbit of information in hopes of finding out if the PCs know more.

If the PCs inquire about the other members of the ancient alliance, Torvin responds:

"In ancient times, when Tharizdun threatened the gods, a triumvirate opposed him. They were the Horned Society, the Druids of the North and an unnamed group of those who worshipped the good and noble Flan gods. Now the Drinkers seek to restore the triumvirate and have it oppose the Old One."

Torvin refuses to divulge anything else about the triumvirate because he realizes the PCs know little about this and perhaps he has said too much.

After the negotiations are complete, Torvin walks a short distance, reads a *scroll of wind walk* and departs.

FAILURE

The white clad man sadly shakes his head and sighs, "The deal has fallen through, no thanks to your efforts. I am sure you tried your best."

With that, the man leaves.

After the negotiations are complete, Torvin walks a short distance, reads a *scroll of wind walk* and departs.

TROUBLESHOOTING

If the PCs attack Torvin, he flees using a *plane shift* spell. Use the sample 10th-level NPC cleric for reference (*DMG115*). This complicates any chance of an alliance between the Horned Society and the Drinkers; the PCs fail at the negotiations.

If the PCs wish to purposely sabotage the negotiations, they certainly can do so. This also complicates any chance of an alliance; the PCs fail at the negotiations.

DEVELOPMENT

If Torvin is captured and interrogated, he knows the following:

- The Society is interested in an alliance with the Drinkers.
- One of the conditions of the negotiations is the Drinkers are turning over a copy of the *Draco Mystere* to the Society. The Society knows the Drinkers have a copy of it.
- The third member of the ancient alliance is the Druids of the North.

Find out what the PCs are telling the Shade before going to the Conclusion.

CONCLUSION

If the PCs return from Encounter 5 using the Wayfarer Guide, read the following:

In a blink of an eye, the snow capped Crystallmist Mountains disappear and are replaced by the four walls of a room. The cowed Wayfarer Guide quickly exits from the room, leaving you with the Shade.

The Shade places an errant strand of her dark hair behind her ear and looks at you expectantly.

If the PCs return from Encounter 5 without using the Wayfarer Guide and are meeting with the Shade, read the following:

Safely returning to <town/place>, the Shade meets with you in private room. The Shade places an errant strand of her dark hair behind her ear and looks at you expectantly.

If the PCs are not meeting with the Shade, determine the conclusion to be read (see below).

If the PCs question the Shade about what Torvin told them about the triumvirate, she replies:

"Indeed, the Drinkers do seek to restore the triumvirate that opposed He of the Eternal Darkness. The Old One seeks out and explores the temples and shrines once dedicated to this evil god. If the Old One gains but a fraction of the power once possessed by the Dark God, then you can only imagine what he shall do with it. This must not happen."

He of the Eternal Darkness is Tharizdun. The Shade does not comment further on the progress of restoring the triumvirate citing the need for secrecy.

DETERMINE THE CONCLUSION

There are three conclusions to this adventure. Use the criteria below to determine the one to read:

- **Conclusion A:** If the PCs recovered the Draco Mystere and successfully negotiated an alliance between the Horned Society and the Drinkers of the Cup of Midnight.
- **Conclusion B:** If the PCs recovered the Draco Mystere but failed to negotiate an alliance between the Horned Society and the Drinkers of the Cup of Midnight.
- **Conclusion C:** If the PCs recovered the Draco Mystere but never negotiated an alliance between the Horned Society and the Drinkers of the Cup of Midnight.
- **Conclusion D:** Use this one if none of the criteria are met.

CONCLUSION A

The Shade pauses, reflecting on all that transpired.

"Not only do you have my thanks, but you have the thanks of the Drinkers for negotiating this alliance. I am sure this bodes ill for the Old One and heralds the beginning of the end for him."

With that, the Shade bids you farewell and departs.

The PCs receive:

- Eyes Opened
- Fortune's Rising
- The Shade's Thanks

CONCLUSION B

The Shade pauses, reflecting on all that transpired.

"I had hoped you would be successful in this matter. Still, you have my thanks for what you were able to accomplish."

With that, the Shade bids you farewell and departs.

The PCs receive:

- Eyes Opened
- The Shade's Thanks

CONCLUSION C

The Shade pauses, reflecting on all that transpired.

"You have my thanks for what you were able to accomplish. It is unfortunate you were unable to help the Drinkers further, but I do understand."

With that, the Shade bids you farewell and departs.

The PCs receive:

- The Shade's Thanks

CONCLUSION D

Sometimes an adventure leads to glory and riches, but sometimes it does not. Such is the case here. Better luck next time.

The PCs do not receive any additional rewards.

The End

EXPERIENCE POINT SUMMARY

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

1: NOT JUST OGRES

Defeat the ogres and demons.

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

2: GROVE

Recover the Draco Mystere.

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

4: SNOW ELVES

Prevent the snow elves from obtaining the Draco Mystere.

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

STORY AWARD

Successfully negotiate an alliance with the Horned Society.

APL 8	100 XP
APL 10	145 XP
APL 12	190 XP
APL 14	235 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 8	125 XP
APL 10	125 XP
APL 12	125 XP
APL 14	125 XP

TOTAL POSSIBLE EXPERIENCE

APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 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.

1: NOT JUST OGRES

APL 8: Magic 455 gp; +1 *greatclub* (192 gp each), +1 *hide armor* (97 gp each), *ring of protection* +1 (166 gp each).

APL 10: Magic 1820 gp; +1 *greatclub* (x4) (768 gp each), +1 *hide armor* (x4) (388 gp each), *ring of protection* +1 (x4) (664 gp each).

APL 12: Magic 2730 gp; +1 *greatclub* (x6) (1152 gp each), +1 *hide armor* (x6) (582 gp each), *ring of protection* +1 (x6) (996 gp each).

APL 14: Magic 2730 gp; +1 *greatclub* (x6) (1152 gp each), +1 *hide armor* (x6) (582 gp each), *ring of protection* +1 (x6) (996 gp each).

2: GROVE

All APLs: Magic 549 gp; *Skill shard (greater; knowledge [arcana])* (25 gp each), *skill shard (greater; spellcraft)* (25 gp each), *skill shard (normal; knowledge [arcana])* (4 gp each), *skill shard (normal; spellcraft)* (4 gp each), *shadow diadem* (366 gp each), *tome of worldly knowledge* (125 gp each).

4: SNOW ELVES

APL 8: Loot 80 gp; Magic 1539 gp; *cloak of resistance* +1 [x2] (166 gp each), *everlasting rations* [x2] (58 gp each), *healing belt* [x2] (125 gp each), *periapt of wisdom* +2 [x2] (666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 1619 gp.

APL 10: Loot 80 gp; Magic 2455 gp; *boots of the winterland* [x2] (416 gp each), *cloak of resistance +2* [x2] (666 gp each), *everlasting rations* [x2] (58 gp each), *healing belt* [x2] (125 gp each), *periapt of wisdom +2* [x2] (666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 2535 gp.

APL 12: Loot 80 gp; Magic 5121 gp; *boots of the winterland* [x2] (416 gp each), *cloak of resistance +2* [x2] (666 gp each), *everlasting rations* [x2] (58 gp each), *healing belt* [x2] (125 gp each), *periapt of wisdom +4* [x2] (2666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *ring of the beast* (666 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 5201 gp.

APL 14: Loot 80 gp; Magic 6787 gp; *boots of the winterland* [x2] (416 gp each), *cloak of resistance +2* [x2] (666 gp each), *circlet of rapid casting* (1250 gp each), *everlasting rations* [x2] (58 gp each), *eyes of the eagle* [x2] (416 gp each), *healing belt* [x2] (125 gp each), *periapt of wisdom +4* [x2] (2666 gp each), *potion of hide from animals* [x2] (8 gp each), *potion of invisibility* [x2] (50 gp each), *ring of the beast* (666 gp each), *summoner's token* (258 gp each), *tunic of steady spellcasting* (208 gp each); Total 6867 gp.

TOTAL POSSIBLE TREASURE

APL 8: Loot 80 gp; Magic 2544 gp; Total 2623 gp (1300 gp max).

APL 10: Loot 80 gp; Magic 4824 gp; Total 4904 gp (2300 gp max).

APL 12: Loot 80 gp; Magic 8400 gp; Total 8480 gp (3300 gp max).

APL 14: Loot 80 gp; Magic 12796 gp; Total 12876 gp (6600 gp max).

ADVENTURE RECORD

Eyes Opened: You gain Open access to these spells: enrage animal (SC), heart of air (CM), heart of earth (CM), shadow spray (SC), and splinterbolt (SC).

Fortune's Rising: You gain three (3) affiliation points with the Drinkers of the Cup of Midnight meta-org.

Fragments of the Draco Mystere: You have studied the fragments of the Draco Mystere. You gain ONE of the following benefits:

___ +5 inherent bonus on Knowledge (arcana) checks regarding dragons.

___ Gain low-light vision (if the character already has low-light vision, the effect is increased by one multiple, such as from double to triple).

___ Immunity to magical sleep

___ Immunity to magical paralysis effects

Additionally, the PCs can choose ONE of the following alternative class features (*DrM*): Aspect of the Dragon, Breathstealer, Draconic Fist, Dragonscale Husk, Drakken Familiar, Drakkensteed Mount, Favored of Bahamut, Inspire Awe, Phynxkin Companion, Rebuke Dragons, Shamanic Invocation, or Uncanny Bravery.

(Write here when used) _____.

Scaled: A dragon's scale the size of your hand appears on your body, the location determined by you. The dragon scale can be removed but reappears in 24 hours. If you already are associated with a dragon (e.g., dragon disciple), you automatically receive that color otherwise roll 1d10 to determine type: 1=black, 2=blue, 3=green, 4=red, 5=white, 6=brass, 7=bronze, 8=copper, 9=gold, 10=silver.

(Write _____ here)

The Shade's Thanks: The PCs may re-use any ONE already used favor from the Drinkers.

ITEMS FOUND DURING THE ADVENTURE

APL 8:

- *Everlasting rations* (Adventure; MIC)
- *Healing belt* (Adventure; MIC)
- *Shadowy diadem* (Adventure; DrM)
- *Skill shard, greater (knowledge [arcana])* (Adventure; MIC)
- *Skill shard, normal (knowledge [arcana])* (Adventure; MIC)
- *Skill shard, greater (spellcraft)* (Adventure; MIC)
- *Skill shard, normal (spellcraft)* (Adventure; MIC)
- *Summoner's totem* (Adventure; MIC)
- *Tome of worldly memory* (Adventure; MIC)
- *Tunic of steady spellcasting* (Adventure; MIC)

APL 10 (all of APL 8 plus the following):

- *Boots of the winterlands* (Adventure; DMG)

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

- *Ring of the beast* (Adventure; MIC)

APL 14 (all of APLs 8-12 plus the following):

- *Eyes of the eagle* (Adventure; DMG)
- *Circlet of rapid casting* (Adventure; MIC)

APPENDIX 1: ALL APLS

4: RUINS OF ZASPAR

BROWN BEAR

(SUMMON NATURE'S ALLY III w/ AUGMENT SUMMONING & ENRAGE ANIMAL)

N Large Animal

Init +1; Senses Listen +4, Spot +7

AC 13, touch 8, flat-footed 12

(-1 Size, +1 Dex, +5 natural, -2 raging)

hp 75 (6 HD)

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

Speed 40 ft.

Melee claw +15/+15 (1d8+12) and bite +10 (2d6+6)

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

Base Atk +4; **Grp** +20

Special Actions Improved Grab

Abilities Str 35, Dex 13, Con 27, Int 2, Wis 12, Cha 6

SQ Low-light vision, scent

Feats Endurance, Run, Track

Skills Listen +4, Spot +7, Swim +16

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Power-down: AC15, touch 10, flat 14; hp 63; Fort +11, Will +3; claw +13/+13 (1d8+10) and bite +8 (2d6+5); Grp +18; Str 31, Con 23; Swim +14

DIRE WOLF

(SUMMON NATURE'S ALLY IV w/ AUGMENT SUMMONING & ENRAGE ANIMAL)

N Large Animal

Init +2; Senses Listen +7, Spot +7

AC 12, touch 9, flat-footed 10

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

hp 69 (6 HD)

Fort +12, **Ref** +7, **Will** +8

Speed 50 ft.

Melee bite +15 (1d8+16)

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

Base Atk +4; **Grp** +19

Special Actions Trip

Abilities Str 33, Dex 15, Con 25, Int 2, Wis 12, Cha 10

SQ Low-light vision, scent

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

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

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+15 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

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

Power-down: AC14, touch 11, flat 12; hp 57; Fort +10, Will +6; bite +13 (1d8+13); Grp +17; Str 29, Con 19

POLAR BEAR

(SUMMON NATURE'S ALLY V w/ AUGMENT SUMMONING & ENRAGE ANIMAL)

N Large Animal

Init +1; Senses Listen +5, Spot +7

AC 13, touch 8, flat-footed 12

(-1 Size, +1 Dex, +5 natural, -2 raging)

hp 100 (8 HD)

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

Speed 40 ft.; swim 30 ft.

Melee claw +17/+17 (1d8+12) and bite +12 (2d6+6)

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

Base Atk +6; **Grp** +22

Special Actions Improved Grab

Abilities Str 35, Dex 13, Con 27, Int 2, Wis 12, Cha 6

SQ Low-light vision, scent

Feats Endurance, Run, Track

Skills Hide -2*, Listen +5, Spot +7, Swim +20

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

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

A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Power-down: AC15, touch 10, flat 14; hp 84; Fort +12, Will +3; claw +15/+15 (1d8+10) and bite +10 (2d6+5); Grp +20; Str 31, Con 23; Swim +18

DIRE BEAR

(SUMMON NATURE'S ALLY VI w/ AUGMENT SUMMONING & ENRAGE ANIMAL)

N Large Animal

Init +1; Senses Listen +10, Spot +10

AC 15, touch 8, flat-footed 14

(-1 Size, +1 Dex, +7 natural, -2 raging)

hp 153 (12 HD)

Fort +16, **Ref** +9, **Will** +11

Speed 40 ft.

Melee claw +23/+23 (2d4+14) and bite +17 (2d8+7)

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

Base Atk +9; **Grp** +27

Special Actions Improved Grab

Abilities Str 39, Dex 13, Con 27, Int 2, Wis 12, Cha 10

SQ Low-light vision, scent

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

Skills Listen +10, Spot +10, Swim +17

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Power-down: AC17, touch 10, flat 16; Fort +14, Will +9; claw +21/+21 (2d4+12) and bite +15 (2d8+6); Grp +25; Str 35, Con 23; Swim +13

2: GROVE**TWILIGHT GUARDIAN****CR 7**

Always N Large Plant (dragonblood)

Init +2; **Senses** low-light vision, Listen +2, Spot +2**AC** 19, touch 11, flat-footed 17
(-1 size, +2 Dex, +8 natural)**hp** 76 (8 HD); **DR** 10/magic**Immune** plant immunities (*MM* 313)**SR** 16**Fort** +11, **Ref** +4, **Will** +1**Speed** 50 ft. (10 squares)**Melee** 2 claws +12 (1d6+7) and tail +7 (2d6+3 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +17**Atk Options** Combat Reflexes**Spell-Like Abilities (CL 8th):**At will—*transport via plants***Abilities** Str 25, Dex 14, Con 20, Int 1, Wis 8, Cha 6**Feats** Combat Reflexes, Improved Natural Attack (tail), Run**Skills** Climb +9, Listen +2, Search -1, Spot +2**Poison (Ex)** Injury, Fortitude DC 19, initial and secondary damage 1d4 Con. The save DC is Constitution-based.*Physical Description:* This creature resembles a dragon in form but is made of a combination of wood, earth and stone. It has two shining eyes of reflective obsidian but no mouth, with a ridge of spines running down its back to the end of its thorny tail. Twisted vines and roots crisscross its body, giving the beast the appearance of a mouth-less dragon pieced together from various body parts.**SHADOW SPRAY DRAGONS TRAP CR 4****Description** Located in a room are five stone statues. Each statue resembles a dragon's head. The statues are around a steel chest (hardness 10, 10 hp) locked with five good locks (DC 30 Open Locks). The visual trigger allows only the trap's creator or someone they designate to approach. Whenever the visual trigger detects anyone else within 5 feet of the chest, the trap activates. One of the five statues (choose randomly) activates casting the spell *shadow spray*. The spell *shadow spray* has a 5-foot radius burst and the area of effect always includes the locked chest (+2 DC save upgrade). Each statue has a secret compartment (DC 19 Search). Each secret compartment is lead-lined to defeat the spell detect magic and other similar ones. Inside the secret compartment is one of the keys that open one of the five locks on the locked chest. The whole trap can be disarmed by performing a DC 27 Disable Device check on the recessed pillar (disadvantage).**Search** DC 19**Type** Magic (faint; DC 17 illusion)**Trigger** Visual (true seeing)**Init** +2**Effect** *shadow spray* (5-foot radius burst; DC 15 Fort save or take 4 points of Strength damage and be dazed for 1 round)**Duration** 7 rounds**Destruction** statue (AC 14; 10 hp; hardness 8)**Destruction** chest (AC 14; 10 hp; hardness 8)**Disarm** Disable Device DC 27 (each statue)**Disarm** Disable Device DC 27 (whole trap)**Dispel** DC 14 (each statue)

2: RUINS OF ZASPAR

KANEMAR

CR 8

Male snow elf druid 8
CN Medium humanoid (elf)
Init +3; Senses Listen +12, Spot +12
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield); light fortification 25%
hp 55 (8 HD); 16 temporary
Fort +9, **Ref** +6, **Will** +11

Speed 30 ft. in leather armor (6 squares); base movement 30 ft.; swim 30 ft.

Melee club +6 (1d6)

Ranged longbow +9 (1d8)

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

Special Actions *feather fall* (8 rounds); *freedom of movement* (swift; 8 rounds); heart of the dragon; mind of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack;

Combat Gear *healing belt, potion of hide from animals, potion of invisibility*

Druid Spells Prepared (CL 8th) (6/5/4/4/3):

4th— *heart of earth**, *sleet storm*, *spike stones*

3rd— *call lightning*, *greater magic fang*, *heart of water**, *wind wall*

2nd— *bear's endurance*, *heart of air**, *splinterbolt*, *tree shape**

1st— *endure elements**, *entangle*, *faerie fire*, *longstrider*, *produce flame*

0— *create water*, *cure minor wounds*, *detect magic*, *guidance*, *know direction*, *light*

* - already cast

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 18, Cha 6

SQ Animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy

Feats Energy Substitution (acid), Piercing Evocation, Spell Focus (evocation)

Skills Concentration +13, Escape Artist +11, Handle Animal +9, Jump +10, Knowledge (arcana) +6, Knowledge (nature) +14, Listen +12, Search +3, Spot +12, Swim +8

Possessions combat gear plus backpack, bedroll, belt pouch, *cloak of resistance* +1, club, cold weather outfit, darkwood shield, *everburning torch*, *everlasting rations*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *peripart of wisdom* +2, sack, spell component pouch (x3), *tunic of steady spellcasting*, waterskin, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (3/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects. (3/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Power-Up Suite (Prepared — *endure elements*, *heart of air*, *heart of earth*, *heart of water* already added)

Physical Description: Short and lithe, Kanemar is clad in leather and bears a wooden shield. His silver white hair is bound by a cord of rawhide with an eagle's feather attached.

BROWN BEAR

(KANEMAR'S ANIMAL COMPANION)

N Large Animal
Init +1; Senses Listen +4, Spot +7

AC 15, touch 10, flat-footed 14
(-1 Size, +1 Dex, +5 natural)

hp 51 (6 HD)

Fort +9, **Ref** +6, **Will** +3

Speed 40 ft.

Melee claw +11/+11 (1d8+8) and bite +6 (2d6+4)

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

Base Atk +4; **Grp** +16

Special Actions Improved Grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

SQ Link, low-light vision, scent, share spells

Feats Endurance, Run, Track

Skills Listen +4, Spot +7, Swim +12

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Power-Up Suite (Shared spells — *heart of air*, *heart of earth*, *heart of water* NOT added into stat block)

KANISEL

CR 8

Female snow elf druid 8
CN Medium humanoid (elf)
Init +3; Senses Listen +12, Spot +12
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield); light fortification (25%)
hp 55 (8 HD); 16 temporary
Fort +9, **Ref** +6, **Will** +11

Speed 30 ft. in leather armor (6 squares); base movement 30 ft.; swim 30 ft.

Melee club +6 (1d6)

Ranged longbow +9 (1d8)

Base Atk +6; Grp +6

Special Actions *feather fall* (8 rounds); *freedom of movement* (swift; 8 rounds); heart of the dragon; mind of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack

Combat Gear *healing belt, potion of hide from animals, potion of invisibility, Kanisel's totem*

Druid Spells Prepared (CL 8th) (6/5/4/4/3):

4th— *heart of earth**, *spike stones, summon nature's ally III (rapid spell)*

3rd— *call lightning, greater magic fang, heart of water*, wind wall*

2nd— *bear's endurance, heart of air*, splinterbolt, tree shape**

1st— *endure elements*, enrage animal (x4)*

0— *create water, cure minor wounds, detect magic, guidance, know direction, light*

* - already cast

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 18, Cha 6

SQ Animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy

Feats Augment Summoning, Rapid Spell, Spell Focus (conjuration)

Skills Concentration +13, Escape Artist +11, Handle Animal +9, Jump +10, Knowledge (arcana) +6, Knowledge (nature) +14, Listen +12, Search +3, Spot +12, Swim +8

Possessions combat gear plus backpack, bedroll, belt pouch, *cloak of resistance* +1, club, cold weather outfit, darkwood shield, *everburning torch, everlasting rations*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *peripat of wisdom* +2, sack, spell component pouch (x3), waterskin, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (3/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects. (3/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Power-Up Suite (Prepared – *endure elements, heart of air, heart of earth, heart of water* already added)

Physical Description: Short and lithe, Kanisel is clad in leather and bears a wooden shield. Her silver white hair is bound by a cord of rawhide with an eagle's feather attached.

BROWN BEAR

(KANISEL'S ANIMAL COMPANION)

N Large Animal
Init +1; Senses Listen +4, Spot +7

AC 15, touch 10, flat-footed 14
(-1 Size, +1 Dex, +5 natural)

hp 51 (6 HD)

Fort +9, **Ref** +6, **Will** +3

Speed 40 ft.

Melee claw +11/+11 (1d8+8) and bite +6 (2d6+4)

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

Base Atk +4; Grp +16

Special Actions Improved Grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

SQ Link, low-light vision, scent, share spells

Feats Endurance, Run, Track

Skills Listen +4, Spot +7, Swim +12

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Power-Up Suite (Shared spells – *heart of air, heart of earth, heart of water* NOT added into stat block)

2: GROVE**TWILIGHT GUARDIAN****CR 7**

Always N Large Plant (dragonblood)

Init +2; **Senses** low-light vision, Listen +2, Spot +2**AC** 19, touch 11, flat-footed 17
(-1 size, +2 Dex, +8 natural)**hp** 76 (8 HD); **DR** 10/magic**Immune** plant immunities (*MM* 313)**SR** 16**Fort** +11, **Ref** +4, **Will** +1**Speed** 50 ft. (10 squares)**Melee** 2 claws +12 (1d6+7) and tail +7 (2d6+3 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +17**Atk Options** Combat Reflexes**Spell-Like Abilities (CL 8th):**At will—*transport via plants***Abilities** Str 25, Dex 14, Con 20, Int 1, Wis 8, Cha 6**Feats** Combat Reflexes, Improved Natural Attack (tail), Run**Skills** Climb +9, Listen +2, Search -1, Spot +2**Poison (Ex)** Injury, Fortitude DC 19, initial and secondary damage 1d4 Con. The save DC is Constitution-based.*Physical Description:* This creature resembles a dragon in form but is made of a combination of wood, earth and stone. It has two shining eyes of reflective obsidian but no mouth, with a ridge of spines running down its back to the end of its thorny tail. Twisted vines and roots crisscross its body, giving the beast the appearance of a mouth-less dragon pieced together from various body parts.**HEIGHTENED****SHADOW SPRAY DRAGONS TRAP CR 8****Description** Located in a room are five stone statues. Each statue resembles a dragon's head. The statues are around a steel chest (hardness 10, 10 hp) locked with five good locks (DC 30 Open Locks). The visual trigger allows only the trap's creator or someone they designate to approach. Whenever the visual trigger detects anyone else within 5 feet of the chest, the trap activates. One of the five statues (choose randomly) activates casting the spell *shadow spray*. The spell *shadow spray* has a 5-foot radius burst and the area of effect always includes the locked chest (+2 DC save upgrade). Each statue has a secret compartment (DC 19 Search). Each secret compartment is lead-lined to defeat the spell detect magic and other similar ones. Inside the secret compartment is one of the keys that open one of the five locks on the locked chest. The whole trap can be disarmed by performing a DC 27 Disable Device check on the recessed pillar (disadvantage).**Search** DC 23**Type** Magic (faint; DC 20 illusion)**Trigger** Visual (true seeing)**Init** +4**Effect** *heightened shadow spray* (heightened to 5th-level spell; 5-foot radius burst; DC 18 Fort save or take 4 points of Strength damage and be dazed for 1 round)**Duration** 11 rounds**Destruction** statue (AC 18; 20 hp; hardness 8)**Destruction** chest (AC 18; 20 hp; hardness 8)**Disarm** Disable Device DC 30 (each statue)**Disarm** Disable Device DC 30 (whole trap)**Dispel** DC 20 (each statue)

4: RUINS OF ZASPAR

KANEMAR

CR 10

Male snow elf druid 10
CN Medium humanoid (elf)
Init +3; Senses Listen +14, Spot +14
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield)
hp 68 (10 HD); 20 temporary
Immune extra damage from critical hits and sneak attacks
Resist fire 20
Fort +11, **Ref** +8, **Will** +13

Speed 40 ft. in leather armor (8 squares), base movement 40 ft.; swim 30 ft.
Melee club +7 (1d6)
Ranged longbow +10 (1d8)
Base Atk +7; **Grp** +7
Special Actions *feather fall* (10 rounds); *fire shield* (swift; 10 rounds); *freedom of movement* (swift; 10 rounds); heart of the dragon; mind of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack

Combat Gear *healing belt*, *potion of hide from animals*, *potion of invisibility*

Druid Spells Prepared (CL 10th) (6/5/5/4/4/2):

5th— *call lightning storm*, *heart of fire**
4th— *heart of earth**, *ice storm*, *sleet storm*, *spike stones*
3rd— *call lightning (acid)*, *greater magic fang*, *heart of water**, *wind wall*
2nd— *bear's endurance*, *heart of air**, *splinterbolt (x2)*, *tree shape**
1st— *endure elements**, *entangle*, *faerie fire*, *longstrider*, *produce flame*
0— *create water*, *cure minor wounds*, *detect magic*, *guidance*, *know direction*, *light*

* - already cast

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 18, Cha 6
SQ Animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy
Feats Energy Admixture, Energy Substitution (acid), Piercing Evocation, Spell Focus (evocation)
Skills Concentration +20, Escape Artist +11, Handle Animal +11, Jump +14, Knowledge (arcana) +6, Knowledge (nature) +16, Listen +14, Search +3, Spot +14, Swim +8
Possessions combat gear plus backpack, bedroll, belt pouch, *boots of the winterland*, *cloak of resistance* +2, club, cold weather outfit, darkwood shield, *everburning torch*, *everlasting rations*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *periapt of wisdom* +2, sack, spell component pouch (x3), *tunic of steady spellcasting*, waterskin, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects. (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Power-Up Suite (Prepared – *endure elements*, *heart of air*, *heart of earth*, *heart of fire*, *heart of water* already added)

Physical Description: Short and lithe, Kanemar is clad in leather and bears a wooden shield. His silver white hair is bound by a cord of rawhide with an eagle's feather attached.

POLAR BEAR

(KANEMAR'S ANIMAL COMPANION)

N Large Animal
Init +1; Senses Listen +5, Spot +7

AC 15, touch 10, flat-footed 14
(-1 Size, +1 Dex, +5 natural)
hp 68 (8 HD)
Fort +10, **Ref** +7, **Will** +3

Speed 40 ft.; swim 30 ft.
Melee claw +11/+11 (1d8+8) and bite +6 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +16
Special Actions Improved Grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
SQ Link, low-light vision, scent, share spells
Feats Endurance, Run, Track
Skills Hide -2*, Listen +5, Spot +7, Swim +16

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims a straight line. A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Power-Up Suite (Shared spells – *heart of air*, *heart of earth*, *heart of fire*, *heart of water* NOT added into stat block)

KANISEL

CR 10

Male snow elf druid 10
CN Medium humanoid (elf)
Init +3; **Senses** Listen +14, Spot +14
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield)
hp 68 (10 HD); 20 temporary
Immune extra damage from critical hits and sneak attacks
Resist fire 20
Fort +11, **Ref** +8, **Will** +13

Speed 40 ft. in leather armor (8 squares), base movement 40 ft.; swim 30 ft.
Melee club +7 (1d6)
Ranged longbow +10 (1d8)
Base Atk +7; Grp +7
Special Actions *feather fall* (10 rounds); *fire shield* (swift; 10 rounds); *freedom of movement* (swift; 10 rounds); heart of the dragon; mind of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack

Combat Gear *healing belt*, *potion of hide from animals*, *potion of invisibility*

Druid Spells Prepared (CL 10th) (6/5/5/4/4/2):

5th—*heart of fire**, *summon nature's ally V* (*rapid spell***)
4th— *heart of earth**, *spike stones*, *summon nature's ally IV* (x2) [*rapid spell***]
3rd— *call lightning*, *greater magic fang*, *heart of water**, *wind wall*
2nd— *bear's endurance*, *heart of air**, *splinterbolt* (x2), *tree shape**
1st—*enrage animal* (x4), *speak with animals*
0— *create water*, *cure minor wounds*, *detect magic*, *guidance*, *know direction*, *light*

* - already cast

** - metamagic school focus (conjuration)

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 18, Cha 6
SQ Animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy
Feats Augment Summoning, Metamagic School Focus (conjuration), Rapid Spell, Spell Focus (conjuration)
Skills Concentration +20, Escape Artist +11, Handle Animal +11, Jump +14, Knowledge (arcana) +6, Knowledge (nature) +16, Listen +14, Search +3, Spot +14, Swim +8
Possessions combat gear plus backpack, bedroll, belt pouch, *boots of the winterland*, *cloak of resistance* +2, club, cold weather outfit, darkwood shield, *everburning torch*, *everlasting rations*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *peripart of wisdom* +2, sack, spell component pouch (x3), *tunic of steady spellcasting*, waterskin, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects. (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Power-Up Suite (Prepared – *heart of air*, *heart of earth*, *heart of fire*, *heart of water* already added)

Physical Description: Short and lithe, Kanemar is clad in leather and bears a wooden shield. Her silver white hair is bound by a cord of rawhide with an eagle's feather attached.

POLAR BEAR

(KANISEL'S ANIMAL COMPANION)

N Large Animal
Init +1; **Senses** Listen +5, Spot +7

AC 15, touch 10, flat-footed 14
(-1 Size, +1 Dex, +5 natural)
hp 68 (8 HD)
Fort +10, **Ref** +7, **Will** +3

Speed 40 ft.; swim 30 ft.
Melee claw +11/+11 (1d8+8) and bite +6 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; Grp +16
Special Actions Improved Grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
SQ Link, low-light vision, scent, share spells
Feats Endurance, Run, Track
Skills Hide -2*, Listen +5, Spot +7, Swim +16

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims a straight line. A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Power-Up Suite (Shared spells – *heart of air*, *heart of earth*, *heart of fire*, *heart of water* NOT added into stat block)

2: GROVE**ADVANCED TWILIGHT GUARDIAN CR 10**

Always N Huge Plant (dragonblood)

Init +2; **Senses** low-light vision, Listen +2, Spot +14

AC 21, touch 10, flat-footed 19

(-2 size, +2 Dex, +11 natural)

hp 230 (20 HD); **DR** 10/magic

Immune plant immunities (*MM* 313)

SR 16

Fort +19, **Ref** +8, **Will** +5

Speed 50 ft. (10 squares)

Melee 2 claws +25 (1d8+12) and tail +20 (3d6+6 plus poison)

Space 15 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +35

Atk Options Combat Reflexes

Spell-Like Abilities (CL 20th):

At will—*transport via plants*

Abilities Str 34, Dex 14, Con 24, Int 1, Wis 8, Cha 6

Feats Combat Reflexes, Improved Natural Attack (tail),

Large and in Charge, Power Attack, Rend, Run, Snatch

Skills Climb +14, Listen +2, Search -1, Spot +14

Poison (Ex) Injury, Fortitude DC 21, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

Physical Description: This creature resembles a dragon in form but is made of a combination of wood, earth and stone. It has two shining eyes of reflective obsidian but no mouth, with a ridge of spines running down its back to the end of its thorny tail. Twisted vines and roots crisscross its body, giving the beast the appearance of a mouth-less dragon pieced together from various body parts.

HEIGHTENED**SHADOW SPRAY DRAGONS TRAP CR 8**

Description Located in a room are five stone statues. Each statue resembles a dragon's head. The statues are around a steel chest (hardness 10, 10 hp) locked with five good locks (DC 30 Open Locks). The visual trigger allows only the trap's creator or someone they designate to approach. Whenever the visual trigger detects anyone else within 5 feet of the chest, the trap activates. One of the five statues (choose randomly) activates casting the spell *shadow spray*. The spell *shadow spray* has a 5-foot radius burst and the area of effect always includes the locked chest (+2 DC save upgrade). Each statue has a secret compartment (DC 19 Search). Each secret compartment is lead-lined to defeat the spell detect magic and other similar ones. Inside the secret compartment is one of the keys that open one of the five locks on the locked chest. The whole trap can be disarmed by performing a DC 27 Disable Device check on the recessed pillar (disadvantage).

Search DC 23

Type Magic (faint; DC 20 illusion)

Trigger Visual (true seeing)

Init +4

Effect *heightened shadow spray* (heightened to 5th-level spell; 5-foot radius burst; DC 18 Fort save or take 4 points of Strength damage and be dazed for 1 round)

Duration 11 rounds

Destruction statue (AC 18; 20 hp; hardness 8)

Destruction chest (AC 18; 20 hp; hardness 8)

Disarm Disable Device DC 30 (each statue)

Disarm Disable Device DC 30 (whole trap)

Dispel DC 20 (each statue)

4: RUINS OF ZASPAR

KANEMAR

CR 12

Male snow elf druid 12
CN Medium humanoid (elf)
Init +3; Senses Listen +17, Spot +17
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield)
hp 81 (12 HD); 24 temporary
Immune extra damage from critical hits and sneak attacks
Resist fire 20
Fort +12, **Ref** +9, **Will** +14

Speed 40 ft. in leather armor (8 squares), base movement 40 ft.; swim 30 ft.
Melee club +9 (1d6)
Ranged longbow +12 (1d8)
Base Atk +9; Grp +9
Special Actions *feather fall* (12 rounds); *fire shield* (swift; 12 rounds); *freedom of movement* (swift; 12 rounds); heart of the dragon; mind of the dragon; wings of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack
Combat Gear *healing belt*, *potion of hide from animals*, *potion of invisibility*
Druid Spells Prepared (CL 12th) (6/7/5/5/4/4/2):
6th— *fire seeds*, *fire seeds (acid substitution)*
5th— *animal growth*, *call lightning storm*, *heart of fire**, *wall of thorns*
4th— *heart of earth**, *ice storm*, *sleet storm*, *spike stones*
3rd— *call lightning*, *greater magic fang*, *heart of water**, *sleet storm*, *wind wall*
2nd— *bear's endurance*, *heart of air**, *splinterbolt (x2)*, *tree shape**
1st— *cure light wounds*, *entangle*, *faerie fire*, *hide from animals*, *longstrider*, *obscuring mist*, *produce flame*
0— *create water*, *cure minor wounds*, *detect magic*, *guidance*, *know direction*, *light*
* - already cast

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 21, Cha 6
SQ Animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy
Feats Energy Admixture, Energy Substitution (acid), Metamagic School Focus (evocation), Piercing Evocation, Spell Focus (evocation)
Skills Concentration +22, Escape Artist +11, Handle Animal +13, Jump +14, Knowledge (arcana) +6, Knowledge (nature) +18, Listen +17, Spot +17, Swim +8
Possessions combat gear plus backpack, bedroll, belt pouch, *boots of the winterland*, *cloak of resistance* +2, club, cold weather outfit, darkwood shield, *everburning torch*, *everlasting rations*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *peripart of wisdom* +4, sack, spell component pouch (x3), waterskin, *tunic of steady spellcasting*, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects. (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Wings of the Dragon: You grow draconic wings that allow you to fly at your land speed with good maneuverability.

You can't fly if you are wearing heavy armor or carrying a heavy load.

Power-Up Suite (Prepared – *heart of air*, *heart of earth*, *heart of fire*, *heart of water* already added)

Physical Description: Short and lithe, Kanemar is clad in leather and bears a wooden shield. His silver white hair is bound by a cord of rawhide with an eagle's feather attached.

POLAR BEAR

(KANEMAR'S ANIMAL COMPANION)

N Large Animal
Init +1; Senses Listen +5, Spot +7

AC 18, touch 11, flat-footed 16
(-1 Size, +2 Dex, +7 natural)
hp 68 (10 HD)
Fort +10, **Ref** +7, **Will** +3

Speed 40 ft.; swim 30 ft.
Melee claw +12/+12 (1d8+8) and bite +7 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; Grp +17
Special Actions Improved Grab

Abilities Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6
SQ Evasion, link, low-light vision, scent, share spells
Feats Blind-fight, Endurance, Run, Track
Skills Hide -1*, Listen +5, Spot +7, Swim +17

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims a straight line. A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Power-Up Suite (Shared spells – *heart of air*, *heart of earth*, *heart of fire*, *heart of water* NOT added into stat block)

KANISEL

CR 12

Female snow elf druid 12
CN Medium humanoid (elf)
Init +7; Senses Listen +17, Spot +17
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield)
hp 94 (14 HD); 28 temporary
Immune extra damage from critical hits and sneak attacks
Resist fire 20
Fort +12, **Ref** +9, **Will** +14

Speed 40 ft. in leather armor (8 squares), base movement 40 ft.; swim 30 ft.
Melee club +9 (1d6)
Ranged longbow +12 (1d8)
Base Atk +9; Grp +9
Special Actions *feather fall* (12 rounds); *fire shield* (swift; 12 rounds); *freedom of movement* (swift; 12 rounds); heart of the dragon; mind of the dragon; wings of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack
Combat Gear *healing belt*, *potion of hide from animals*, *potion of invisibility*, *summoner's token*
Druid Spells Prepared (CL 12th) (6/7/5/5/4/4/2):
6th— *summon nature's ally VI* (rapid spell**) [x2]
5th— *animal growth*, *heart of fire**, *summon nature's ally V* (rapid spell**) [x2]
4th—*heart of earth**, *spike stones*, *summon nature's ally IV* (rapid spell**) [x2]
3rd— *call lightning*, *greater magic fang*, *heart of water**, *sleet storm*, *wind wall*
2nd— *bear's endurance*, *heart of air**, *splinterbolt* (x2), *tree shape**
1st— *enrage animals* (x6), *speak with animals*
0— *create water*, *cure minor wounds*, *detect magic*, *guidance*, *know direction*, *light*
* - already cast
** - metamagic school focus (conjuration)

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 21, Cha 6
SQ Animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy
Feats Augment Summoning, Improved Initiative, Metamagic School Focus (conjuration), Rapid Spell, Spell Focus (conjuration)
Skills Concentration +22, Escape Artist +11, Handle Animal +13, Jump +14, Knowledge (arcana) +6, Knowledge (nature) +18, Listen +17, Spot +17, Swim +8
Possessions combat gear plus backpack, bedroll, belt pouch, *boots of the winterland*, *cloak of resistance* +2, club, cold weather outfit, darkwood shield, *everburning torch*, *everlasting rations*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *peripat of wisdom* +4, *ring of the beast*, sack, spell component pouch (x3), *tunic of steady spellcasting*, waterskin, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).
Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects. (4/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).
Wings of the Dragon: You grow draconic wings that allow you to fly at your land speed with good maneuverability.

You can't fly if you are wearing heavy armor or carrying a heavy load.

Power-Up Suite (Prepared – *heart of air*, *heart of earth*, *heart of fire*, *heart of water* already added in)

Physical Description: Short and lithe, Kanemar is clad in leather and bears a wooden shield. Her silver white hair is bound by a cord of rawhide with an eagle's feather attached.

POLAR BEAR

(KANISEL'S ANIMAL COMPANION)

N Large Animal
Init +1; Senses Listen +5, Spot +7

AC 18, touch 11, flat-footed 16
(-1 Size, +2 Dex, +7 natural)
hp 68 (10 HD)
Fort +10, **Ref** +7, **Will** +3

Speed 40 ft.; swim 30 ft.
Melee claw +12/+12 (1d8+8) and bite +7 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; Grp +17
Special Actions Improved Grab

Abilities Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6
SQ Evasion, link, low-light vision, scent, share spells
Feats Blind-fight, Endurance, Run, Track
Skills Hide -1*, Listen +5, Spot +7, Swim +17

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims a straight line. A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Power-Up Suite (Shared spells – *heart of air*, *heart of earth*, *heart of fire*, *heart of water*, *superior resistance* NOT added into stat block)

2: GROVE**ADVANCED TWILIGHT GUARDIAN CR 10**

Always N Huge Plant (dragonblood)

Init +2; **Senses** low-light vision, Listen +2, Spot +14

AC 21, touch 10, flat-footed 19

(-2 size, +2 Dex, +11 natural)

hp 230 (20 HD); **DR** 10/magic

Immune plant immunities (*MM* 313)

SR 16

Fort +19, **Ref** +8, **Will** +5

Speed 50 ft. (10 squares)

Melee 2 claws +25 (1d8+12) and tail +20 (3d6+6 plus poison)

Space 15 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +35

Atk Options Combat Reflexes; Rend 2d8+18; Snatch small-sized opponents (*MM* 304)

Spell-Like Abilities (CL 20th):

At will—*transport via plants*

Abilities Str 34, Dex 14, Con 24, Int 1, Wis 8, Cha 6

Feats Combat Reflexes, Improved Natural Attack (tail), Large and in Charge, Power Attack, Rend, Run, Snatch

Skills Climb +14, Listen +2, Search -1, Spot +14

Poison (Ex) Injury, Fortitude DC 21, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

Physical Description: This creature resembles a dragon in form but is made of a combination of wood, earth and stone. It has two shining eyes of reflective obsidian but no mouth, with a ridge of spines running down its back to the end of its thorny tail. Twisted vines and roots crisscross its body, giving the beast the appearance of a mouth-less dragon pieced together from various body parts.

HEIGHTENED SHADOW SPRAY DRAGONS TRAP CR 8

Description Located in a room are five stone statues. Each statue resembles a dragon's head. The statues are around a steel chest (hardness 10, 10 hp) locked with five good locks (DC 30 Open Locks). The visual trigger allows only the trap's creator or someone they designate to approach. Whenever the visual trigger detects anyone else within 5 feet of the chest, the trap activates. One of the five statues (choose randomly) activates casting the spell *shadow spray*. The spell *shadow spray* has a 5-foot radius burst and the area of effect always includes the locked chest (+2 DC save upgrade). Each statue has a secret compartment (DC 19 Search). Each secret compartment is lead-lined to defeat the spell detect magic and other similar ones. Inside the secret compartment is one of the keys that open one of the five locks on the locked chest. The whole trap can be disarmed by performing a DC 27 Disable Device check on the recessed pillar (disadvantage).

Search DC 23

Type Magic (faint; DC 20 illusion)

Trigger Visual (true seeing)

Init +4

Effect *heightened shadow spray* (heightened to 5th-level spell; 5-foot radius burst; DC 18 Fort save or take 4 points of Strength damage and be dazed for 1 round)

Duration 11 rounds

Destruction statue (AC 18; 20 hp; hardness 8)

Destruction chest (AC 18; 20 hp; hardness 8)

Disarm Disable Device DC 30 (each statue)

Disarm Disable Device DC 30 (whole trap)

Dispel DC 20 (each statue)

4: RUINS OF ZASPAR

KANEMAR

CR 14

Male snow elf druid 14
CN Medium humanoid (elf)
Init +3; Senses Listen +19, Spot +24
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield)
hp 94 (14 HD); 28 temporary
Immune extra damage from critical hits and sneak attacks
Resist fire 20
Fort +17, **Ref** +13, **Will** +19

Speed 40 ft. in leather armor (8 squares), base movement 40 ft.; swim 30 ft.
Melee club +10 (1d6)
Ranged longbow +13 (1d8)
Base Atk +10; Grp +10
Special Actions *feather fall* (14 rounds); *fire shield* (swift; 14 rounds); *freedom of movement* (swift; 14 rounds); heart of the dragon; mind of the dragon; wings of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack
Combat Gear *circlet of rapid spellcasting*, *healing belt*, *potion of hide from animals*, *potion of invisibility*
Druid Spells Prepared (CL 14th) (6/7/6/5/5/4/3/2):
7th— *fire storm*, *flame strike* (energy admixture acid)
6th— *fire seeds*, *fire seeds* (acid substitution), *superior resistance**
5th— *animal growth*, *call lightning storm*, *heart of fire**, *wall of thorns*
4th— *flame strike* (acid substitution), *heart of earth**, *ice storm*, *sleet storm*, *spike stones*
3rd— *call lightning*, *greater magic fang*, *heart of water**, *sleet storm*, *wind wall*
2nd— *bear's endurance*, *splinterbolt* (x3), *heart of air**, *tree shape**
1st— *entangle*, *faerie fire*, *hide from animals*, *longstrider*, *magic fang*, *obscuring mist*, *produce flame*
0— *create water*, *cure minor wounds*, *detect magic*, *guidance*, *know direction*, *light*
* - already cast

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 21, Cha 6
SQ A thousand faces, animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy
Feats Energy Admixture, Energy Substitution (acid), Metamagic School Focus (evocation), Piercing Evocation, Spell Focus (evocation)
Skills Concentration +24, Escape Artist +11, Handle Animal +15, Jump +14, Knowledge (arcana) +6, Knowledge (nature) +20, Listen +19, Spot +24, Swim +8
Possessions combat gear plus backpack, bedroll, belt pouch, *boots of the winterland*, *cloak of resistance* +2, club, cold weather outfit, darkwood shield, *everburning torch*, *everlasting rations*, *eyes of the eagle*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *periapt of wisdom* +4, sack, spell component pouch (x3), *tunic of steady spellcasting*, waterskin, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (5/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects. (5/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Wings of the Dragon: You grow draconic wings that allow you to fly at your land speed with good maneuverability. You can't fly if you are wearing heavy armor or carrying a heavy load. (5/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Power-Up Suite (Prepared – *heart of air*, *heart of earth*, *heart of fire*, *heart of water*, *superior resistance* already added)

Physical Description: Short and lithe, Kanemar is clad in leather and bears a wooden shield. His silver white hair is bound by a cord of rawhide with an eagle's feather attached.

DIRE BEAR

(KANEMAR'S ANIMAL COMPANION)

N Large Animal
Init +1; Senses Listen +10, Spot +10

AC 17, touch 10, flat-footed 16
(-1 Size, +1 Dex, +7 natural)
hp 105 (12 HD)
Fort +10, **Ref** +7, **Will** +3

Speed 40 ft.
Melee claw +19/+19 (2d4+10) and bite +13 (2d8+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; Grp +23
Special Actions Improved Grab

Abilities Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
SQ Link, low-light vision, scent, share spells
Feats Alertness, Endurance, Run, Toughness, Track, Weapon Focus (claw)
Skills Hide -1*, Listen +10, Spot +10, Swim +13

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Power-Up Suite (Shared spells – *heart of air*, *heart of earth*, *heart of fire*, *heart of water*, *superior resistance* NOT added into stat block)

KANISEL

CR 14

Female snow elf druid 14
CN Medium humanoid (elf)
Init +7; Senses Listen +16, Spot +21
Languages Common, elf

AC 17, touch 13, flat-footed 14
(+3 Dex, +2 armor, +2 shield)
hp 94 (14 HD); 28 temporary
Immune extra damage from critical hits and sneak attacks
Resist fire 20
Fort +17, **Ref** +13, **Will** +19

Speed 40 ft. in leather armor (8 squares), base movement 40 ft.; swim 30 ft.
Melee club +10 (1d6)
Ranged longbow +13 (1d8)
Base Atk +10; Grp +10
Special Actions *feather fall* (14 rounds); *fire shield* (swift; 14 rounds); *freedom of movement* (swift; 14 rounds); heart of the dragon; mind of the dragon; wings of the dragon; +8 bonus on checks to resist bull rush, overrun, or trip attack
Combat Gear *healing belt, summoner's token, tunic of steady spellcasting*

Druid Spells Prepared (CL 14th) (6/7/6/5/5/4/3/2):

7th— *summon nature's ally VII (rapid spell**)* [x2]
6th— *summon nature's ally VII (rapid spell***)* [x2], *superior resistance**
5th— *animal growth, heart of fire*, summon nature's ally VI (rapid spell***)* [x2]
4th— *heart of earth*, ice storm, spike stones, wall of thorns*
3rd— *call lightning, greater magic fang, heart of water*, sleet storm, wind wall*
2nd— *bear's endurance, splinterbolt (x3), heart of air*, tree shape**
1st— *enrage animal (x6), speak with animals*
0— *create water, cure minor wounds, detect magic, guidance, know direction, light*

* - already cast

** - metamagic school focus (conjuration)

*** - metamagic school focus (conjuration) and *ring of the beast*

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 21, Cha 6
SQ A thousand faces, animal companion, breathe water, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy
Feats Augment Summoning, Improved Initiative, Metamagic School Focus (conjuration), Rapid Spell, Spell Focus (conjuration)
Skills Concentration +24, Escape Artist +11, Handle Animal +15, Jump +14, Knowledge (arcana) +6, Knowledge (nature) +20, Listen +19, Spot +24, Swim +8
Possessions combat gear plus backpack, bedroll, belt pouch, *boots of the winterland, cloak of resistance +2*, club, cold weather outfit, darkwood shield, *everburning torch, everlasting rations*, flint & steel, holly & mistletoe, leather armor, longbow and 20 arrows, *periapt of wisdom +4, ring of the beast*, sack, spell component pouch (x3), waterskin, winter blanket

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis (5/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to

sleep effects. (5/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Wings of the Dragon: You grow draconic wings that allow you to fly at your land speed with good maneuverability. You can't fly if you are wearing heavy armor or carrying a heavy load. (5/day; swift action to activate; lasts 1 hour or until you dismiss it [free action]).

Power-Up Suite (Prepared – *heart of air, heart of earth, heart of fire, heart of water, superior resistance* already added)

Physical Description: Short and lithe, Kanisel is clad in leather and bears a wooden shield. Her silver white hair is bound by a cord of rawhide with an eagle's feather attached.

DIRE BEAR

(KANISEL'S ANIMAL COMPANION)

N Large Animal
Init +1; Senses Listen +10, Spot +10

AC 17, touch 10, flat-footed 16
(-1 Size, +1 Dex, +7 natural)
hp 105 (12 HD)
Fort +10, **Ref** +7, **Will** +3

Speed 40 ft.
Melee claw +19/+19 (2d4+10) and bite +13 (2d8+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; Grp +23
Special Actions Improved Grab

Abilities Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
SQ Link, low-light vision, scent, share spells
Feats Alertness, Endurance, Run, Toughness, Track, Weapon Focus (claw)
Skills Hide -1*, Listen +10, Spot +10, Swim +13

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Power-Up Suite (Shared spells – *heart of air, heart of earth, heart of fire, heart of water, superior resistance* NOT added into stat block)

ALTERNATE CLASS FEATURES**ASPECT OF THE DRAGON**

Most druids revere animals as emblems of the natural world but a few consider dragons even more deserving of their attention. Those who feel this way show their respect by mimicking physical or mental aspects of dragonkind instead of taking the forms of lesser creatures.

Class: Druid.

Level: 5th.

Replaces: If you select this class feature, you do not gain wild shape or any later improvements to that class feature except for the ability to wild shape into an elemental).

Benefit: You can take on aspects of dragonkind. Taking on one or more aspects is a swift action, and the effect lasts for 1 hour or until you dismiss it (a free action). The various aspects are described below.

At 5th level, you can have only one aspect in effect at a time. At 8th level, you can take on up to two aspects simultaneously. At 11th level, you can take on up to three aspects simultaneously. At 15th level, the limit increases to its maximum of four simultaneous aspects. Each aspect taken on counts as one daily use of the ability (see below). Multiple versions of the same aspect don't stack.

At 5th level, you can use this ability once per day. You gain additional uses per day at the same rate that you would normally gain uses of wild shape (from two per day at 6th level up to six per day at 18th level).

You are considered proficient with any natural attacks granted by the aspect, and you retain all your special abilities unless the aspect specifically replaces them, such as the claws of the dragon aspect replacing your own claw attack, if you have one).

Breath of the Dragon: You can breathe a 30-foot cone of fire as a standard action. The cone deals 1d6 points of damage per two druid levels; a successful Reflex save (DC 10 + 1/2 your druid level + your Con modifier) halves this damage. Each time you breathe, you must wait 1d4 rounds before you can use this breath weapon again.

Claws of the Dragon: You gain a +4 bonus to Strength, and your hands grow claws that can be used as primary natural attacks. Each claw deals a certain amount of damage (1d6 points if you are Medium, 1d4 if you are Small, and 1d8 if you are Large) plus your Strength modifier.

These claws are treated as magic weapons for the purpose of overcoming damage reduction.

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis.

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects.

Wings of the Dragon: You grow draconic wings that allow you to fly at your land speed with good maneuverability. You can't fly if you are wearing heavy armor or carrying a heavy load.

Source: *Dragon Magic* 11.

FEATS**ENERGY ADMIXTURE [METAMAGIC]**

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisite: Energy Substitution.

Benefit: Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, an acid fireball cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid fireball cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell—for example, the acid fireball described above is an evocation [acid, fire] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been

modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

Source: *Complete Arcane* 78.

ENERGY SUBSTITUTION [METAMAGIC]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a fireball composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Source: *Complete Arcane* 79.

LARGE AND IN CHARGE [GENERAL]

You can prevent opponents from closing inside your reach.

Prerequisites: Natural 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 provoked 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 an additional +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.

METAMAGIC SCHOOL FOCUS

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a

metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage* 45.

PIERCING EVOCATION

Your evocation spells ignore an amount of energy resistance.

Prerequisite: Spell Focus (evocation) or evoker level 1st.

Benefit: When you cast an evocation spell that deals energy damage (acid, cold, fire, electricity, or sonic), you can choose for 10 points of energy damage dealt by the spell to become untyped damage to which energy resistance and immunity do not apply. If the spell deals multiple types of energy damage, you choose how much of each type is converted by this feat after rolling damage.

Special: An evoker can select this feat as a wizard bonus feat.

Source: *Complete Mage* 46.

RAPID SPELL [METAMAGIC]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine* 84.

REND [MONSTROUS]

You can rend opponents you hit with your claws.

Prerequisites: Two claw attacks, Str 13, Power Attack, Snatch, size Huge or larger.

Benefit: If you strike the same opponent with two claw attacks, you automatically deal extra damage equal to that of two claw attacks

plus 1-1/2 times your Strength bonus. You cannot grab an opponent at the same time you rend that opponent.

Source: *Draconomicon* 73.

GLOSSARY

DRAGONBLOOD SUBTYPE

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. The subtype qualifies a creature to use magic items normally usable by dragons, and it qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons.

The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence.

If a creature that has the dragonblood subtype somehow acquires the dragon type, it loses this subtype.

Source: *Monster Manual* V 209.

MAGIC ITEMS

CIRCLET OF RAPID CASTING

Price (Item Level): 15,000 gp (14th)

Body Slot: Head

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

Activation: Swift (command)

Weight: —

This golden circlet is engraved with dozens of different symbols and runes.

A circlet of rapid casting allows you to cast a small number of spells each day more quickly. This circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to cast a single spell as part of the same swift action you used to activate the circlet. This spell must be one that normally has a casting time of no longer than 1 standard action. Doing this expends the prepared spell or spell slot as if you had cast the spell normally.

1 charge: Cast a single spell of up to 2nd level.

2 charges: Cast a single spell of up to 3rd level.

3 charges: Cast a single spell of up to 4th level.

Prerequisites: Craft Wondrous Item, Quicken Spell.

Cost to Create: 7,500 gp, 600 XP, 15 days.

Source: *Magic Item Compendium* 86.

DRACO MYSTERE

This tome, known as “Mysteries of the Dragon” in Common, is a legendary book of lore regarding dragonkind. Some claim it was written by the first high priest of the Cult of Ashardalon, but others call this assertion nothing but an idle boast, believing the book to be far older than that. Over the centuries, it has been studied, copied, lost, and found again by dozens if not hundreds of readers. Many lesser versions of this book are known to exist, but none share its power.

Reading *Draco Mystere* takes thirty consecutive 8-hour days of study. If the reader misses even a single day during this time, he must start again from the beginning. Completion of the study gives the reader a +5 inherent bonus on Knowledge (arcana) checks regarding dragons. The reader also gains low-light vision (if the character already has low-light vision, the effect is increased by one multiple, such as from double to triple) and immunity to magic sleep and paralysis effects.

In addition, a sorcerer who reads *Draco Mystere* gains 1 point of Charisma and sufficient XP to place him halfway into the next experience level (which must be used to increase his sorcerer level). Other characters who peruse the book do not receive these benefits.

Any individual can only receive the tome’s benefits once in a lifetime.

Strong transmutation; CL 19th; Weight 3lb.

Source: *Draconomicon* 121.

EVERLASTING RATIONS

Price (Item Level): 350 gp (2nd)

Body Slot: - (held)

Caster Level: 5th

Aura: Faint (DC 17) conjuration

Activation: -

Weight: 2 lb.

This nondescript, small leather pouch has a light blue silk drawstring.

This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day’s worth of rations.

Prerequisites: Craft Wondrous Item, create food and water.

Cost to Create: 175 gp, 14 XP, 1 day.
Source: *Magic Item Compendium* 160.

HEALING BELT

Price (Item Level): 750 gp (3rd)
Body Slot: Waist
Caster Level: 3rd
Aura: Faint (DC 16) conjuration
Activation: - and standard (command)
Weight: 1 lb.

This broad leather belt is studded with three moonstones.

While wearing a healing belt, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead).

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Prerequisites: Craft Wondrous Item, cure moderate wounds.

Cost to Create: 500 gp, 40 XP, 1 day

Source: *Magic Item Compendium* 110.

RING OF THE BEAST

Price (Item Level): 8,000 gp (11th)
Body Slot: Rings
Caster Level: 10th
Aura: Moderate; (DC 20) conjuration
Activation: —
Weight: —

This tiny ring is carved of smooth wood, and engravings of ivy run along its length.

Whenever you cast a *summon nature's ally* spell (whether normally or spontaneously), you can treat it as though it were one level higher than it is. For instance, if you cast *summon nature's ally III* (or sacrifice a 3rd-level druid spell to spontaneously cast it), you can treat it as if you had cast *summon nature's ally IV* instead. However, you cannot use a ring of the beast to cast a *summon nature's ally* spell of a level higher than you can normally cast (in the class that allows you to cast the *summon nature's ally* spell). This ring continues to function even while you are using wild shape.

The ring of the beast is part of a set collectively known as the trappings of the beast. When you wear it along with armor of the beast (page 135) and a mantle of the beast (see above), you gain additional abilities, as noted in the armor of the beast description.

Prerequisites: Forge Ring, Heighten Spell, *summon nature's ally I*, wild shape.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Source: *Complete Champion* 141.

SHADOWY DIADEM

This headband can cloak its wearer in a sudden shroud of darkness and protect him from the life-draining attacks of the undead.

Description: This black iron headband is studded with onyx and black sapphires, with a triangular shadow dragon scale affixed to its center.

Activation: A *shadowy diadem* can be activated three times per day as swift action. Its effects last for 10 rounds, or until the wearer enters the area of a spell 3rd level or higher that has the light descriptor. Anyone donning the headband receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: A *shadowy diadem* cloaks its wearer in a swirling mass of darkness that provides concealment and grants immunity to energy drain effects.

Aura/Caster Level: Moderate abjuration and illusion; CL 7th.

Construction: Craft Wondrous Item, *blur*, *death ward*; 2,200 gp, 176 XP, 5 days.

Weight: 1 lb.

Price: 4,400 gp.

Source: *Dragon Magic* 103.

SUMMONER'S TOTEM

Price (Item Level): 3,100 gp (8th)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: —; see text

Weight: 2 lb.

This crudely carved 1 foot-long wooden rod bears a vaguely animal visage at its head.

A boon for those who magically conjure animals to aid them in combat, a summoner's totem allows instantaneous enhancement of your summoned allies. When you summon a single animal using a *summon nature's ally* spell, you can cast another spell targeting the summoned

creature as a swift action. The second spell must be no higher than 3rd level, it must target the summoned creature (and only the summoned creature), its casting time must be no longer than 1 standard action, and it expends the spell or spell slot as normal.

For example, immediately after summoning a brown bear with *summon nature's ally IV*, you could cast bull's strength upon that bear as a swift action (as long as you were adjacent to the bear). You couldn't use the totem to cast *obscuring mist* (since that spell doesn't target the bear).

Prerequisites: Craft Wondrous Item, *speaking with animals*, *summon nature's ally II*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

Source: *Magic Item Compendium* 187.

TUNIC OF STEADY SPELLCASTING

Price (Item Level): 2,500 gp (7th)

Body Slot: Torso

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: -

Weight: 1 lb.

You gain a +5 competence bonus on Concentration checks. Despite the name, the tunic's bonus applies on all Concentration checks, not just those made to cast spells.

Prerequisites: Craft Wondrous Item, bear's endurance.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Source: *Magic Item Compendium* 144.

MISCELLANEOUS

GUARDIANSHIP

At the end of its normal life, a dragon can elect to become a guardian, literally transforming into part of the landscape. After the dragon consumes its hoard, it changes itself into a geographic feature: hills, mountains, lakes, swamps, and groves seem to be the most common choices.

Such areas become favorite places for dragons to lay the eggs. It is said that no nest of dragon eggs laid in such locale will ever be disturbed. Wyrmling dragons living in the site are said to commune with the guardian spirit, receiving the knowledge they need to become strong adults.

As with dragon graveyards, legends say that some of the late dragon's treasure may still remain hidden at the site making these features prime targets for treasure hunter. Extracting the treasure (if it exists at all) is apt to be difficult.

Younger dragons living at the site usually resent intrusions, as do absentee parents who have laid eggs there (as we have seen, dragons that leave their eggs untended often still keep watch over their nests). These nests also attract their share of ghostly dragons, adding a new element of danger for trespassers.

Source: *Draconomicon* 17.

GUARDED SITES

When a dragon becomes a guardian, it creates a geographical feature with an area of about 1 square mile per 5 points of Constitution the dragon had.

The feature created always resembles a dragon in some subtle manner. The contours of a hill might suggest a sleeping dragon, for example, or a lake might have the shape of a dragon's head or footprint.

Dragon eggs laid in a guarded area become hidden by non-detection and mirage arcana effects, provided the female laying them is of the same kind as the guardian. Both effects lasts until the eggs hatch, and neither effect has a magical aura, but otherwise they function as the spells cast by a 20th-level caster.

Any dragon of the same kind as the guardian and of juvenile age or younger can visit the area once a month and receive the benefits of a commune spell. Older dragons of the same kind as the guardian get the same benefit, but only once a year.

The heart of a guarded site may indeed contain a small amount of treasure left over from the guardian's transformation (hidden near the heart of the site). Such a treasure contains coins and goods only and is of a level equal to one quarter of the guardian's Challenge Rating at the time of its transformation. Removal of the treasure does not harm the guarded site, but most dragons take a dim view of such activity.

Source: *Draconomicon* 17.

RACES

SNOW ELVES

Explorers into the farthest reaches of the ice sometimes return with stories of magnificent ice cities built atop remote mountaintops that are inhabited by snow elves, folk with eyes as white as snow and hair that coils like fragile wisps of cloud. They have no physical resistance to the cold, but their cities are built to shield their citizens from the surrounding environment. As a result, snow elves tend to leave their cities only rarely, and have not had much contact with the outside world.

Snow elves are in most regards similar to those detailed in the *Player's Handbook*, but with the following notable changes: +2 Dexterity, -2 Charisma: Snow elves remain as graceful and fluid in their motions as their warmer-dwelling kin. Although they are generally much hardier than other elves, their icy environs have made their emotions sharp and their attitude even more elitist and haughty than normal.

Source: *Frostburn* 34.

SPELLS

ENRAGE ANIMAL

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + to 10 ft./level)

Target: One animal

Duration: Concentration +1 round/level

Saving Throw: None

Spell Resistance: Yes

You feel inexplicably angry as you near the conclusion of the spell's casting. The feeling subsides slightly as you release the spell into your target.

Enrage animal affects only creatures of die animal type and bestows a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to Armor Class. This effect is otherwise identical to a barbarian's rage (PH 25), except that the animal is not fatigued at the end of the rage.

Source: *Spell Compendium* 82.

HEART OF AIR

Transmutation [Air]

Level: Druid 2, sorcerer/wizard 2, wu Jen 2 (air)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel light as a feather, as if the slightest breeze might knock you about.

This spell converts part of your body into elemental air, freeing you somewhat from the bonds of gravity. You gain a +10 enhancement bonus on Jump checks, and if you have a fly speed, that speed gains a +10-foot enhancement bonus.

Furthermore, while this spell is active, you can activate a *feather fall* effect (as the spell) on yourself as an immediate action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If heart of air is active on you at the same time as heart of earth, heart of fire, or heart of water, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 106.

HEART OF EARTH

Transmutation [Earth]

Level: Druid 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the *stoneskin's* total protection is consumed), at the end of which time the spell's entire effect ends.

If heart of earth is active on you at the same time as heart of air, heart of fire, or heart of water, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 106.

HEART OF FIRE

Transmutation [Fire]

Level: Druid 5, sorcerer/wizard 5, wu jen 5 (fire)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel a sudden flame burning within you.

This spell converts part of your body into elemental fire, which speeds your step and toughens your flesh. You gain a +10-foot enhancement bonus to your land speed and resistance to fire 20.

Furthermore, while this spell is active, you can activate a fire shield effect (as the spell; fire-based protection only) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If heart of fire is active on you at the same time as heart of air, heart of earth, or heart of water, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 107.

HEART OF WATER

Transmutation [Water]

Level: Druid 3, sorcerer/wizard 3, wu jen 3 (water)

Components: V S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

The crashing of waves echoes in your ears.

This spell converts part of your body into elemental water, which makes you better able to navigate aquatic environments and slip through confined spaces. You gain a swim speed equal to your land speed, which grants you certain benefits (including a +8 racial bonus on Swim checks; see MM 311). You also gain the ability to breathe water (as if under the effect of a water breathing spell). Finally, you gain a +5 enhancement bonus on Escape Artist checks.

Furthermore, while this spell is active, you can activate a freedom of movement effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends. If heart of water is active on you at the same time as heart of air, heart of earth, or heart of fire, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 107.

SHADOW SPRAY

Illusion (Shadow)

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 5-ft.-radius burst

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

As you finish casting this spell, ribbonlike shadows burst outward from the midst of your foes.

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the point of origin. Creatures in the area take 4 points of Strength damage and are dazed for 1 round.

Material Component: A handful of black ribbons.

Source: *Spell Compendium* 186.

SPLINTERBOLT

Conjuration (Creation)

Level: Druid 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One or more streams of splinters

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You extend your hand toward your foe, flicking a single sliver of wood into the air, and a splinter larger than a titan's javelin whistles through the air.

You must make a ranged attack to hit the target. If you hit, the splinterbolt deals 4d6 points of piercing damage. A splinterbolt threatens a critical hit on a roll of 18-20.

You can fire one additional splinterbolt for every four levels beyond 3rd (to a maximum of three at 11th level). You can fire these splinterbolts at the same or different targets, but all splinterbolts must be aimed at targets within 30 feet of each other and fired simultaneously.

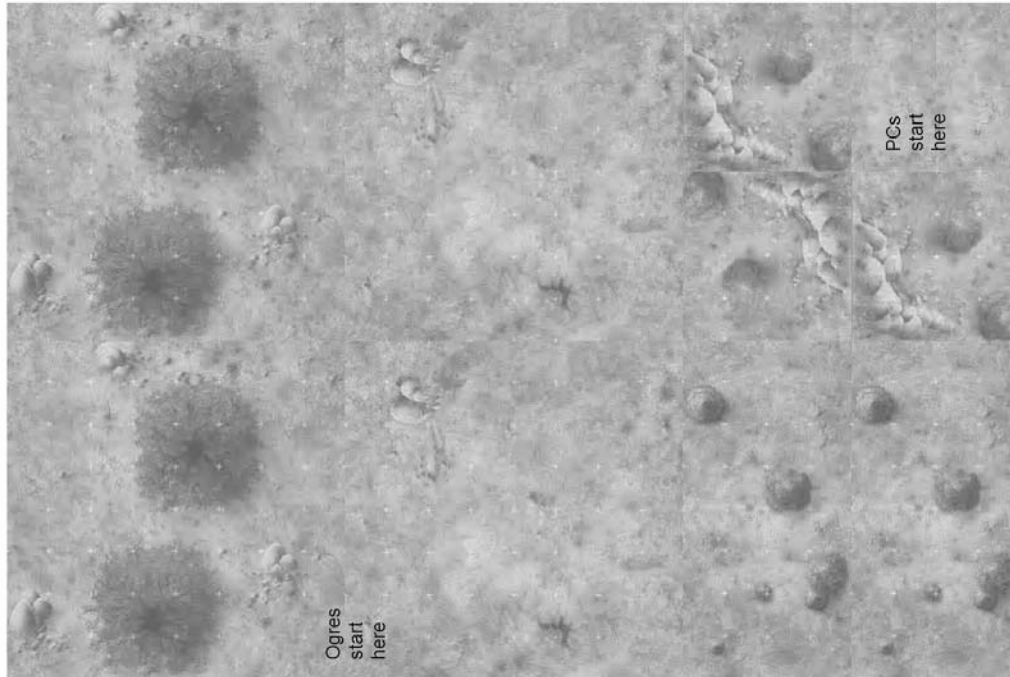
A creature's damage reduction, if any, applies to the damage from this spell. The damage from splinterbolt is treated as magic and piercing for the purpose of overcoming damage reduction.

Material Component: A splinter of wood.

Source: *Spell Compendium* 203.

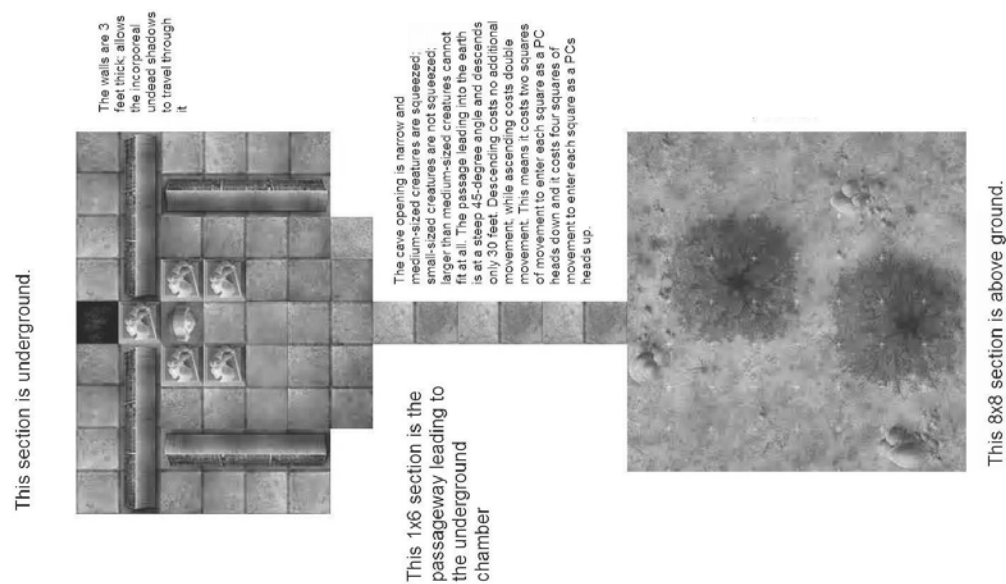
Encounter 1 Map

Surrounding this is more open fields, trees and hills.



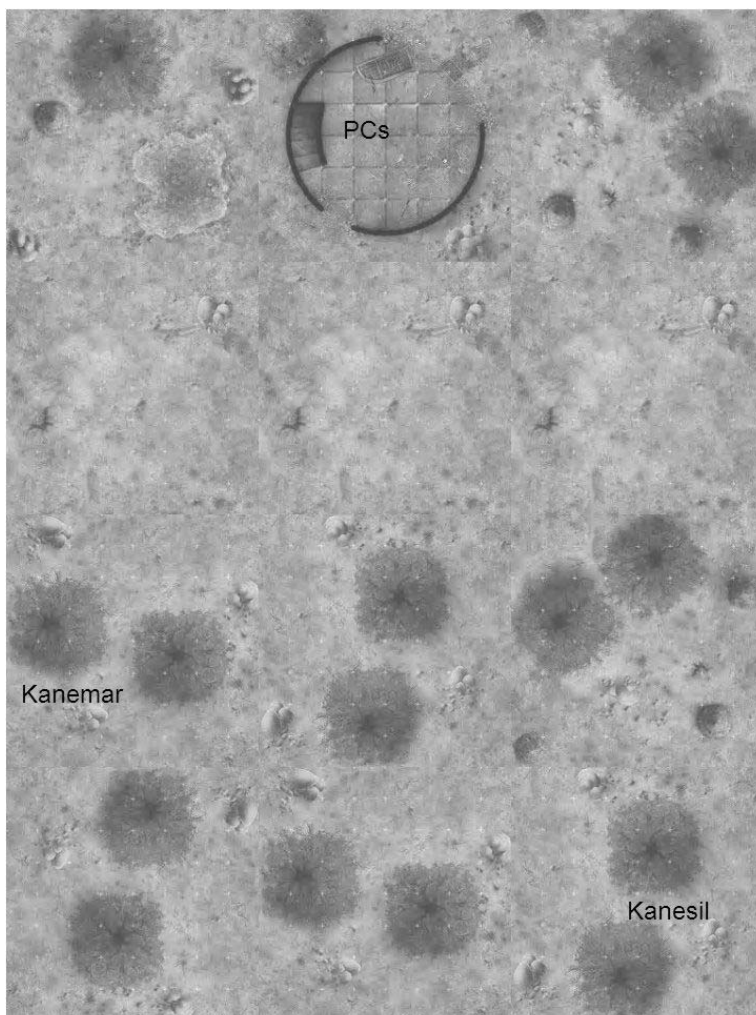
Encounter 2 Map

Surrounding the section above ground is more trees and heavy undergrowth.



Encounter 4 Map

Surrounding this is more trees and rough terrain.



**HOWLING HILLS**

The cold Howling Hills seem to be cursed not because they lie within the haunted lands of luz, but because throughout history they were the scene of terrible bloodshed. The ruins of human, giant, dwarf, and orc habitations, many nearly a millennium old, are scattered throughout this craggy upland, which also hides several ancient burial complexes and deep caves. Not surprisingly, the hills are home to a host of incorporeal undead, though fierce nonhumans are far more abundant. Few giant clans remain, and those who do are malformed and hideous, warring with the forces of luz. The eastern lands are firmly in the hands of the Old One, while the western half is raided often by Wolf Nomads.

Source: *Living Greyhawk Gazetteer* 145.

A parchment written in Draconic:

Sjacirthir confided in me her desires to remain here in this land. She told me her hoard was expansive enough to fuel the transformation from a dying dragon to guardian of the land. This land would provide for future generations of shadow dragons to nest, lay their eggs and hatch forth a brood. This did not ring true to me, but I kept silent, though I fear she suspected my misgivings.

In her final hours she realized her plan was failing. Desperate, she called on me to bring to her her prized possession, the legendary Draco Mystere. It was but a copy, but the power it possessed was strong. By consuming it she would gain the magic she needed to complete her metamorphosis. I emptied brass scroll tubes, one after another, helping her consume the Draco Mystere.

At last, enough magic had been gleaned from its pages and Sjacirthir passed from this world. Her body and spirit were transformed into a dark grove, where shadows played and her essence remained. I shall place this parchment in this chest, so those who come to lay their eggs may find this and know the sacrifice made on their behalf.

This I witnessed, so swear I,
Renthisjirthos

HORNED SOCIETY

No one knows the true age of the Horned Society. Most scholars believe its Hierarchs were opportunist bandits who filled the void in Molag left by the disappearance of luz in 505 CY, only to be swept away in 583 after the demigod's return. More ominous speculation places the roots of the organization well before the great migrations of old. Certain old druids speak of the dreaded "Horned Ones," cultists who stalked the night in ancient times and preyed upon the Flan tribes. It is not certain if the modern Horned Society is actually a descendant of this dark sect or simply an imitator exploiting old legends.

In any case, the Horned Society came to prominence in 513 CY, a few years after the disappearance of luz in the north, when the cambion's malign kingdom went leaderless. The group seized the city of Molag and set about consolidating the territory around under its rule. Hobgoblins, orcs, and other nonhumans flocked to the Horned Society's dark banner. Conflicting reports placed the group's members as either worshipers of the god Nerull or devotees of devilry. Both seem likely, as it appears the organization was a congregation of many factions, not a monolithic entity. The actual glue that held it together was likely more dogmatic than spiritual.

The Horned Society was made up of thirteen leaders, called Hierarchs, including powerful fighters, clerics, rogues, and wizards. The philosophy of the Horned Society was rulership through fear and might, with overtones of human supremacy and the subjugation of lesser races to achieve their goals.

The Hierarchs and the rest of the leadership of the Horned Society were presumed destroyed in Coldeven 583 CY, during the night of the Blood-Moon Festival. Demonic forces sent by luz slew the Hierarchs there and allowed luz to quietly take command of their nation. It is possible that one or more Hierarchs survived the incident and is attempting to rebuild the organization, but most assume that the group is no longer a threat.

Still, Arkalan Sanimal, the renowned sage of Greyhawk, made an interesting appraisal based on reports gathered by the old sage in recent years. The society, he claims, survives in the present day and has metamorphosed from a group centralized within a single nation to one with its secret tendrils buried across the Flanaess. "The Horned Society must surely have known that the return of luz would spell its ultimate downfall," he reasons. "It would have planned for this eventuality, most likely by moving its operations out of Molag before the Old One's axe fell."

Rumors during the last five years have placed the group's headquarters along the coast of the Pomarj, in Bone March, or even in the Bright Desert or Rift Canyon. Most people no longer care, for luz is now perceived as the true threat. However, suggests Arkalan, the Horned Society has become even more dangerous since its dispersal. As the Archmage Mordenkainen was heard to comment last year during a conclave in Greyhawk, "Are their members now dozens, hundreds, thousands? Where are they headquartered? What do they plot? Can we rest assured of the death of the Unnamable Hierarch? To the one who could answer these questions would go the thanks of a free people."

Source: *Living Greyhawk Gazetteer* 156.

CRYSTALMIST MOUNTAINS

The highest peaks in the Flanaess are in the Crystalmist, the massive midsection of a range that divides the Flanaess from the rest of Oerth. Amid the summits and valleys of the Crystalmist dwell giants, ogres, orcs, goblins, and other monsters. Precious metals and gems are found here as well, dug out by armed mountain dwarves who trade with humans on either side of the range. Barbaric cavemen are scattered throughout. The Davish River's source is a weird, gargantuan glacier where the Jotens meet the Crystalmist.