

To Mourn with Entrell

Thazihel'ath Entrell

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

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Captain Daedre's tears flow freely. The wounds of battle did not compare to the pain he felt for his missing granddaughter. "I have failed you, Ruessa," he whispered. Aelise gripped his captain's shoulder reassuringly. "All is not lost, sire". A blast from elven horns breaks through their sorrow. "Captain, it is the horns signaling our friends leaving this world to recover *Fisanuhesti ile Tahl'nis*." "Yes," Daedre sadly replies. "I have searched my heart for that comfort, yet it is my granddaughter you speak of." Aelise counters, "The howling must not return to the hills. She is blessed by the Protector for this charge." Daedre clasps the hilt of *La'elimsha*. "Come, in honor of Ruessa we will lead our people to victory." Recommended for elven-friendly PCs. A one-round, combat intensive regional adventure set on the plane of Ysgard, the demi-plane of Tathyl, and in the Kingdom of Nyrond for characters level 1-14 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker]; *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *COR3-12: Endgame* [David Chris], *Living Greyhawk Gazetteer* [Erik Mona, et al], *Magic Item Compendium* [Andy Collins, et al], *Monster Manual IV* [Gwendolyn F.M. Kestrel, et al], *Player Handbook II* [David Noonan]; *Races of the Wild* [Skip Williams], *Sandstorm* [Bruce R. Cordell, et al], *Spell Compendium* [Matthew Sernett, et al], *WoTC Map-a-Week* [rpga.com, various], and the *Nyrond web site Gazetteer* [nyrond.org, various].

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2009.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix 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).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round normally to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

Based on their choice, use either the higher or the lower adjacent APL.

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

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

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.

ROUNDS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyrond.

Adventurer's Standard Upkeep costs 12 gp per round for characters who have the Kingdom of Nyrond as their home region, and 24 gp for characters who do not have the Kingdom of Nyrond as their home region. Rich and Luxury Upkeep cost 75 gp per round for characters who have the Kingdom of Nyrond as their home region, and 150 gp for characters who do not have the Kingdom of Nyrond as their home region. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

"Generations before the Walk in the Light of Truth, ages before the Twin Cataclysms, when the multiverse was young to planar travel, Dark Crafters walked the Ocean Meadows of the West. With affection like Death, cold, deliberate he laid a keystone

calling it The Bridge to Fate is Hope and raised Ritual is Law Above All Else..." – Translation from the Scrolls of History of High Arcane (*Solist ili Narath*)

History of the Region

A keystone was laid down several millennia ago in the region that was to become Old Aerdy West. The resulting structure's location, purpose, and civilization are lost from present knowledge. From the traces of old tread the footsteps of the first elven settlers, building homes and farms across the forested hills and meadows of the South Central Lands.

In 586 CY the restructuring of the states of Nyrond turned the South Central Lands into the Duchy of Korenfluss. The Duchy is geographically split into the Coast and the Northern Hills. The King added the northern region during the provincial reorganization, giving Korenfluss both the majority of the Anodan Hills and a large stretch of arable farmland beyond the hills.

The Northern Hills region is farm country like most of Nyrond. The population is willing to extend a helping hand without regard for payment; they are generally down to earth, friendly, and easy to approach. The Entrell Estates are also located in the Northern Hills region. The Entrell Estates are unique because Lord Gelleflair Entrell, the only elven noble in the Nyrond courts, rules there. Lord Entrell, a high elf, maintains a respected militia of rangers, light fighters and mages, most of whom are high elfen or half-elfen.

In NYR6-M01 *A Lament in Entrell* the PCs discovered smugglers hidden in a tunnel structure in the Anodan Hills. Among these brazen smugglers turned raiders were jackal-folk. Taking up the Sign of the Jackal they recruited human members into raiding parties. By means of ever increasing recruits they spread destruction throughout the surrounding region.

At the same time the descendants of the original creators of these tunnels returned. The tunnels were once named Ritual is Law Above All Else by ancient creatures known as Dark Crafters, or *Firana* in elven. The descendants, named *Firanalyth* or Children of the Dark Crafters, returned to rededicate the keystone called The Bridge to Fate is Hope. The intrusion by the raiders interrupted a ritual once conducted every 1,000 years. The *Firanalyth* set their sights on an old enemy living in the region known to them as Ocean Meadows of the West, specifically, the elves of the Entrell Estates.

In NYR6-09 *The House of Entrell* Eliqueavain Alelis, the Keeper of the Lore for the Entrell Estates, researched his extensive library after the discovery of the jackal sign. In one very old manuscript named the Scrolls of History of High Arcane (*Solist ili Narath*) he discovered three entries; the Sign of the Jackal, the Light of the Elves, and the Sword of Dawn. But in particular he searched for information into the reappearance of the Sign of the Jackal. Regrettably the texts did not disclose answers, as the *Solist ili Narath* was incomplete. He confided to Lord Gelleflair that the knowledge could not be found with his

limited resources and without assistance he feared the answers might come too late.

Gelleflair took council with the four Houses of the Entrell Estates. They convened with a plan to send envoys to the elven communities outside of Nyrond to consult with their Keeper of the Lore. An additional envoy was sent to Greyhawk City. The PCs were tasked with conducting research in the libraries of Rel Mord and Breakrock Monastery. All the envoys returned except one.

The envoy sent to Greyhawk learned in these last four millennia a particular ceremony did not occur because of the defeat suffered by the Dark Crafters at the hands of the elves. The Nyrond-based envoys learned it was House Lam'avelnis, with the help of a Suel named Nesur Joarena, who with his knights, battled against the *Firana* and drove them back to their plane. They also learned the *Firanalyth* would have vengeance.

During the adventurer's investigation of the Sword of Dawn (*Tahlnis*) they learned of a family named Lam'emar living in Cordrend. The name was close to the house name Lam'avelnis who fought against the Dark Crafters with a sword of a similar name. After speaking with the descendent, a captain named Daedre, they discovered his sword was named *La'elimsha* (Eastern Sun). They escorted his granddaughter, Ruessa, with them to Entrell to present this sword to Gelleflair. They also described to him an image they saw of an elf wearing a jewel that shown brightly in a fierce battle. Lord Gelleflair recognized this jewel as being named *Nuare*, a prized possession now lost. House Rumnes returned with a representative from Celene who spoke of a vision seen by Queen Yolande.

In NYR7-Mo2 *Entrell: The Sign of the Jackal* the lost envoy was found in the borderlands of Almor. Sign of the Jackal recruits were holding them. The envoy was taken to Silverwat to await Director Heth's interrogation. One recruit at Director Heth's disposal was Diac who had a change of heart and sought atonement for his actions.

Diac managed to escape from the watchful eye of Director Heth. During Diac's escape he ran into an old acquaintance he believed could assist him in his escape. This acquaintance contacted an undercover Grey Watch member. The agent, Casphed, notified Lord Gelleflair of the abduction and hid Diac from Director Heth.

Alelis called for aid, but unfortunately Sign of the Jackal recruits eliminated the Grey Watch members watching over Diac, before the adventurers arrived. Also missing was Diac, having escaped during the melee. Once the PCs recovered the missing Diac they entered Silverwat to recover the lost envoy. While searching Heth's lair, they learned of a new feature in the tunnel structure as well as other Sign of the Jackal 'dens' in cities throughout Nyrond.

In NYR7-Io4 *Entrell: The Light of the Elves and the Sword of Dawn* adventurers formed strike forces to rout out the Sign of the Jackal dens in Oldred and Beetu. During these missions they found information describing forces readying to strike against the Entrell Estates. The true enemy of the elves, the marruspawn, led these forces.

The elves gathered at the amphitheatre to attend a meeting called by Lord Gelleflair Entrell. At the gathering there were calls to abandon Entrell until Nyrond's army was mobilized. The artistic granddaughter of Daedre rose to deliver a petition to defend the Entrell Estates. Unexpectedly Ruessa captured the hearts of her elven people. During her impassioned speech the recently found jewel, *Nuare*, flared with a brilliant radiance. The elves, directed by the adventurers, bestowed the jewel and the sword on Ruessa, calling out that the Light of the Elves and the Sword of Dawn was again restored to its true owner.

Cheers among the elves led to the decision that the correct choice was to defend Entrell. During the battle, Mystic, the leader of the marruspawn, activated a taint in the jewel unknown to anyone but the *Firanalyth*. The taint triggered when Ruessa used her bardic ability. She disappeared into the jewel, which then appeared around Mystic's neck. Mystic immediately teleported away.

Afterward, Edred Everildis arrived, having learned from his master, Ghiselinn, that the nature of the Light of the Elves and the Sword of Dawn is not a jewel or a weapon but the title of a leader blessed by Corellon Larethian. The jewel focused the bardic and marshal abilities of the leader. He also informed them that the only way to find Ruessa was by having someone of faith, and after the Testing, standing in an area once trodden by Corellon Larethian.

In NYR7-07 *In Faith for Entrell* the PCs witnessed a reading from other recovered portions of the *Solist ili Narath* (Scrolls of History of High Arcane). The scroll spoke of a wasteland and a leader. From the wasteland the leader sent his followers to battle other travelers he viewed as a threat. Among these travelers mentioned was the illithid race. Another reading from a journal brought back by House Kethlanna from Highfolk spoke of a battle between a spawn race and someone called Ioxatle, an illithid sorcerer.

Leaders from the Guardians of the Seal knew of a place in the Underdark where Ioxatle's name was still spoken. The PCs were asked to travel to the Underdark to find some possible evidence of the marruspawn, and there were hopes that this would also locate Ruessa. But before the Guardian leaders opened the seal, the PCs were asked to complete the Testing to prove their dedication and service to the elves. Those blessed by Corellon during the Testing discovered it allowed entrance to a room, where they found a planar fork tuned to Ysgard. Journals, discovered during their trip, supported their theory that the next step was to travel to Ysgard.

The PCs returned to the Entrell Estates whereupon they chose a new elven name by which all elves in the Flanaess would come to know them by for years to come.

ADVENTURE SUMMARY

The PCs meet with Gelleflair Entrell and Amalisynn at Gelleflair's home. He thanks them for their previous

successes and asks them to undertake another mission. Amalisyann alludes to a vision involving the PC's safety.

The PCs speak with Selevain and Sharra Lylas. Selevain describes the plane of Ysgard to them and answers any questions about the previous events. Sharra Lylas, the Captain of the Watch, speaks with any PC belonging to the Entrell Militia. She enlists any elf or half-elf who wishes to join. The PCs have the day to gear up for the journey.

The PCs travel to the plane of Ysgard to search for Ruessa. Instead, the PCs find Nesur Joarena and his knights. They were the first outsiders to elven lands to assist them against the marruspawn creatures. The PCs help Nesur defend their newfound home from an army of whitespawn and frost giants. The PCs learn some of the history of events in the story of *Fisanuhesti ile Tahl'nis*, the marruspawn, and the elves. Nesur provides a means for the PCs to travel to Alfheim or the Infinite Staircase.

In Alfheim, the elves provide more information for the PCs and a way to travel to the demi-plane wasteland known as Tathyl through the Infinite Staircase.

The PCs walk through the wasteland to a large fortress. Along the way they encounter creatures under the sand.

The PCs explore a strangely empty fortress scantily protected. At the uppermost chamber is the jewel Nuare. Upon releasing Ruessa they learn that the marruspawn have left Tathyl through a manifested portal leading into the tunnels in the Anodan Hills. Before they leave, the PCs must find a way to close the portal and permanently prevent it from opening again.

The PCs find the main force in battle. They spot the marruspawn leader Mystic and his personal guard at the rear of the battle. If they defeat Mystic, the marruspawn army is routed as it is without a leader. Falling in combat, on the main battlefield, are two members of Aelise's company. If the PCs choose to enter combat with the elven army the PCs turn the tide, although Mystic escapes after defeating many elves, two of which are Captain Sharra Lylas and the wizard Kyselmah. In either case, if the PCs are successful, the marruspawn will retreat through the portal back to their demi-plane, Tathyl, never to return.

During combat Ruessa battles with the main army where the marruspawn's champion attacks her. To save his granddaughter, Daedre sacrifices his life.

Gelleflair holds a memorial for each life lost back to the beginning of the conflict. After the memorial the council has one last request of the PCs. The knowledge they obtained must be guarded. Aelise and the remaining elves in his company volunteer to escort Ruessa to the plane of Ysgard, in the lands of the Alfheim elves, where they will remain to the end of their days. If they wish, the PCs are invited to accompany the escort or live out their days on Ysgard as Guardians of *Fisanuhesti ile Tahl'nis*.

PREPARATION FOR PLAY

This adventure includes all the notes and background information for the entire storyline. If a player asks

questions about the background and/or storyline, keep the replies appropriate to who would know the information. The PCs have many opportunities to learn the complete story plot. As this is the conclusion, provide information to enrich the story when appropriate. PCs should not be left wondering why certain actions were taken or why their involvement helped.

As indicated in the Adventure Background notes, this story started millennia ago. The adventurers were not able to solve the entire mystery in the individual game sessions. This scenario epitomizes the conflict between the elves and the marruspawn. The scenario is written to give the conclusion an epic feeling. The PCs who endured with the elves should feel satisfied in solving the mystery and saving the Entrell Estates.

If the PCs participated in any of the following adventures or are members of a listed meta-org they gain free Standard upkeep. These PCs also get a version of *Player Handout: Invitations*.

- NYR6-Mo1 A Lament in Entrell
- NYR6-09 The House of Entrell
- NYR7-Mo2 Entrell: The Sign of the Jackal
- NYR7-1o4 Entrell: The Light of the Elves and the Sword of Dawn
- NYR7-07 In Faith for Entrell
- Entrell Militia – any rank
- Sagacious Society – any rank

Meta-Play Benefits:

- If a PC is a member of the Entrell Militia (any rank) they gain a +1 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks involving residents of the Entrell Estates in addition to any other circumstance modifiers they may have.

Previous Scenarios:

PCs that played NYR6-09 *The House of Entrell* and received the **Hired Scholar or Monk** favor get *Player Handout: Continued Research*.

PCs that played NYR7-07 *In Faith for Entrell* gain the following benefit(s) per their AR:

- Participated in the Testing: PCs scoring 6-7 may call on the name of Corellon Larethian, as a swift action, to gain a +1 sacred bonus to any attack roll for one round. This benefit is available only in this scenario and usable only once.
- Participated in the Testing: PCs scoring 8+ may call on the name of Corellon Larethian, as a swift action, to gain a +1 sacred bonus to any attack roll for one round. This benefit is available only in this scenario and usable up to two times.
- A PC with the 'Star-Friend of the Elves' favor and who has taken levels in ruathar qualifies for the sacred bonus benefit described above as if they scored 6-7. These benefits do not stack.

- 'A New Elven Name': the PC is referred to by the name they chose when encountering any elf during the scenario.

Provide Player Handout: *Elven Translation*. The players may use it as reference material throughout the adventure. This handout contains the elven words used in this scenario.

INTRODUCTION

In the previous scenario, NYR7-07 *In Faith for Entrell*, the PCs recovered a planar fork and a journal from the Underdark. The journal spoke of a plane named Ysgard and accordingly the planar fork was tuned to that plane.

Either by summons per *Player Handout: Invitations* or for the PCs own reasons for traveling to Entrell Estates Gelleflair Entrell welcomes the adventures. The PCs are introduced to each other and hear final instructions from Gelleflair Entrell. He informs them Alelis is completing final preparations for them to travel to Ysgard.

Adjust the following text accordingly for PCs who have played previous adventures in the series, as Lord Entrell will greet them warmly and by name. Gelleflair addresses the PCs from NYR7-07 *In Faith for Entrell* by their elven name.

The home of Gelleflair Entrell is unique to other elven homes, yet, as with all elves, each piece of furniture, fine art, and glassware is the achievement of a master artisan. A slim high elf of middle age with blonde hair and green eyes flecked with amber addresses you. "I am Gelleflair Entrell, the leader of the elves here in the Entrell Estates. Amalisyann has provided your names to me but I ask that you present yourself so that we may be properly introduced."

The players introduce their characters at this time. After introductions read or paraphrase the following, which assumes that at least one of the PCs has played a part in this series already. If not, adjust accordingly.

"It pleases me to see you here once more. I offer you my sincerest gratitude, Cal'nifera. Every citizen here treasures your selfless bravery. By your actions our home is protected, although that security is still threatened. It is for this reason I ask that you undertake another mission. Before you accept, consider in respect to your previous successes this charge is wrought with peril."

Amalisyann rises from a plush sofa. "If you recall, an elf from Celene named Elliir arrived at the time of the other envoys. He spoke of a vision from Queen Yolande. In that vision the queen of Celene divined your death. I pray the Protector stays death's hands."

Gelleflair continues, "Let us have faith that is true. You are to journey to the plane named Ysgard. The journal and planar fork recovered from Ioxatle's

lair turns our attention to that plane. Ysgard is where we believe Fisanuhesti ile Tahl'nis is located. Find her and return her to us. Alelis is making final preparations for your journey. While you are away, we will prepare our defense for the coming attack. You must see her back to Entrell before the creatures attack. I have trust in your success. Amalisyann will answer any questions. It was my pleasure to meet with you, Cal'nifera. Uverni."

☞ **Gelleflair Entrell** male elf (high) wizard 10/fighter 4.

Appearance: white robes reflect the brilliance of the sun illuminating his form to appear otherworldly.

☞ **Amalisyann** male elf (high) wizard 6

At the conclusion of NYR6-09 *The House of Entrell* an elf named Elliir returned from Celene with one of the envoys sent by the Entrell Estates. The sponsor for that envoy was House Rumnes. Elliir spoke of a vision from Queen Yolande. The vision was not detailed in that scenario.

If the PCs ask Amalisyann he will speak of Yolande's two visions. The first was the destruction of the Entrell Estates if the jewel named Nuare was returned to the city. Elliir brought the jewel to Entrell nonetheless, after being advised by another elf in the queen's court of the city's pending destruction if the jewel did not return. It was in Elliir's possession and given to Ruessa in NYR7-104 *Entrell: The Light of the Elves and Sword of Dawn*. The second vision was the death of the adventurers. Queen Yolande saw a horde of wolf-men descending on them. The next scene in the vision was a funeral in the Entrell Estates. The PC's actions in this present scenario will decide the truth of the visions.

For the duration of the scenario the elves refer to Ruessa as Fisanuhesti ile Tahl'nis. This is an elven term for "The Light of the Elves and the Sword of Dawn".

Amalisyann asks you to follow him to the Estates' common grounds. He stops near the training grounds where many elves are practicing. "Do you have any questions?"

Amalisyann provides any additional background for the PCs. *Player Handout: The Story Thus Far* summarizes these events. Once the PCs are satisfied proceed to Encounter 1.

1: COUNCIL IN ENTRELL

The PCs are free to spend the day in the Entrell Estates. They may speak with many of the principle NPCs involved in the previous scenarios. During this time the PCs can gear up for the journey. Amalisyann excuses himself after instructing the PCs to visit with the other NPCs.

Read or paraphrase the following:

“Friends, I take my leave of you here. Selevain will provide details about the plane of Ysgard. Alelis and Captain Sharra are anxious to speak with you as well. Alelis is in his library. I have other matters to attend. I will meet you at the amphitheatre at first light tomorrow. Good day.”

THE TEMPLE OF CORELLON LARETHIAN

Selevain describes some features about the plane of Ysgard. On a DC 25 Knowledge (the planes) check a PC knows the same information. She provides answers to any questions about events from the previous scenarios. The DM has the option to role-play the narration or may provide Player Handout: *The Story Thus Far*.

♣ **Selevain** female elf (high) cleric 9

Appearance: Wears silk robes of soft pastels, sandals, and a holy symbol of Corellon Larethian.

Ysgard Summary

Ysgard is a place where wars rage. It is the battleground of eternity. A place of sharp seasons, winter is a time of darkness and killing cold, and a summer day is scorching and clear. Most spectacular of all, the landscape floats atop immense rivers of earth flowing forever through an endless skyscape. Fire rages under each river, but only a reddish glow penetrates to the continent's top. Ysgard is the home of slain heroes who wage eternal battle on fields of glory. See DM Aid #3: *Welcome to Ysgard* for more information on Ysgard.

ENTRELL MILITIA

Captain Sharra Lylas (Captain of the Watch) personally meets with PCs who belong to the Entrell Militia (Kingdom of Nyronde meta-org). She instructs him/her to take command of the mission under the authority of the militia. If there is more than one member she will put the highest ranking in command (or the longest tenured if ranks are the same). She offers to enlist any elf or half-elf who wishes to join.

♣ **Sharra Lylas** female elf (high) fighter 4

Appearance: Dark braided hair; green eyes; stands 5' tall. She is dressed in elven chain and a fine cloak (cloak of charisma +2).

The following equipment is available only to Entrell Militia members and for the duration of the mission. Under no circumstances can non-militia members gain access to these items. If members lend this equipment to non-members s/he is reprimanded at the cost of three TUs. This time is spent convincing the Entrell Militia leadership not to remove him/her from the militia ranks for deception and contradicting a direct order.

Entrell Militia members may choose one item for the duration of the adventure, unless it is a consumable. Used consumables need not be returned.

- One suit of leafweave studded leather or chain shirt (Appendix 2).
- One suit of elven chain
- One potion or oil from DMG Table 7-17 (page 230) of up to 50 gp (APL 2), 300 gp (APL 4), or 750 gp (APL 6+) in value.

For non-Entrell members she makes the following available. As above, items must be returned at the end of the adventure. The PC is limited to a quantity of one item or in the case of ammunition they can take a quantity of ten. The item taken must be returned to the Entrell Estates at the conclusion of the adventure unless it is a consumable and was used.

- Simple weapons from PHB Table 7-5.
- Adventuring Gear in PHB Table 7-8 (up to 100 gp in cost).
- Ten (10) swiftwing arrows (Appendix 2)
- Honey leather cloak (Appendix 2)

TRAINING FIELDS

Captain Daedre is the grandfather of Ruessa. Since arriving in the Entrell Estates he was given a unit to command in the Entrell Militia. Currently, he is preparing his armor and weapons for the coming battle. His stoic behavior contradicts his desperation for Ruessa's return. PCs who interacted with him in previous scenarios will note this change in behavior. He explains it is nothing more than what is required of a unit commander. His duty is to lead his unit with professionalism.

Daedre once again carries his sword named *La'elimsha*. He spends very little time with the PCs excusing himself for more pressing matters.

♣ **Daedre Lam'emar** male elf (high) fighter 8


LIBRARY


Alelis administers an extensive library as Keeper of the Lore for the Entrell Estates. PCs with an eye for such details will notice many obscure subjects among the hundreds of titles. One may easily spend a lifetime in human terms reading through the subjects.

Alelis introduces Kyselmah to the PCs. Any PC who participated in NYR7-104: *Entrell – The Light of the Elves and the Sword of Dawn* will recognize him. Kyselmah is an accomplished mystic theurge who led the PCs in researching Daedre's sword, *La'elimsha*, for any magical properties. He provides a means for the PC's to release Ruessa from the jewel and for their return.

Kyselmah gives the PCs some scrolls. The first two are arcane scrolls of *break enchantment* and *remove curse* that will break Ruessa free from the jewel. The second is a divine scroll of *plane shift* to use when they are ready to return to the Entrell Estates. If the party does not have an arcane or divine caster in the party he provides a gemstone and the command word to activate it in place of each scroll. The gemstones are colored blue (break

enchantment) and green (remove curse). The command words are ha'tiani and ha'tiath, respectively.

5  **Eligueavain Alelis** male elf (high) wizard 5/bard

 **Kyselmah** male elf (high) wizard 3/cleric
3/mystic theurge 6

Proceed to Encounter 2 when the PCs are ready to leave for Ysgard.

2: WELCOME TO YSGARD

The PCs travel to the plane Ysgard to search for Ruessa. Instead, the PCs find Nesur Joarena and his knights. They were the first outsiders to elven lands to assist them against the marruspawn creatures. The PCs help Nesur defend their newfound home from an army of whitespawn and frost giants. The PCs learn some history of events in the story of Fisanuhesti ile Tahl'nis, the marruspawn, and the elves. Nesur provides a means for the PCs to travel to Alfheim or the Infinite Staircase.

In Alfheim, the elves provide more information for the PCs and a way to travel to the demi-plane wasteland named Tathyl through the Infinite Staircase.

The next morning a ceremonial escort leads you to the amphitheatre on the eastern grounds of Gelleflair's home. Spaced symmetrically, and surrounding the amphitheatre, are exquisite statues of elves in theatrical poses. Flowers in full bloom line the descending steps separating rows of marble pews. The noble Houses of the Entrell Estates sit nearest to where you stand. The citizens of the city occupy the other seats.

Selevain steps forward, "Corellon, may your grace grant us the blessings to guide our words and spirit today." She then relinquishes the dais to Gelleflair Entrell. "Our land endures a plague akin to that which our ancestors confronted millennia ago. A creature that wishes our destruction again threatens us, while our blessed champion remains imprisoned. Yet we are not lost. Friends journey to recover Fisanuhesti ile Tahl'nis, our militia prepares for victory, and allies have come to aid us."

Three figures rise in the pews nearest to Gelleflair. They remove their cowls revealing themselves to the assembly. A rush of exhilaration passes among them. Stepping forward are two Oeridian humans and a grey elf. One human stoops heavily and appears to be in his 80s. He wears long robes and sports a long grey beard. The other human is 6-feet tall, thin, with graying brown hair and green eyes, and also wears robes. The grey elf is nearly 6-foot. He wears elven chainmail and appears to be in his twenties. "Our allies will provide council as we prepare for war." Gelleflair turns to you. "However,

we cannot realize victory without Fisanuhesti ile Tahl'nis. My friends, are you ready for your journey?"


Pause for the PCs to reply in the affirmative. If they ask any questions concerning the allies Gelleflair reiterates they will provide council and the PCs should concern themselves with achieving their task. A DC 15 Knowledge (local-NMR) reveals the humans as the Grey Seer and Ghiselinn. The Grey Seer is King Lynwerd's archmage. Ghiselinn is the former archmage, currently residing in Hendrenn Halgood. A DC 20 Knowledge (local-core) check reveals that the elf is Prince Melf Brightflame. He hails from Celene and is a current member of the Circle of Eight. All other questions that do not deal with the matter at hand are deferred for a later time.

Selevain walks to you. She instructs you to gather around her. Respectfully bowing her head toward Gelleflair and the assembled Houses she begins her prayer. At that moment, ceremonial elven trumpets sound out. The music lifts the heaviness in the amphitheatre. Your surroundings lose focus and weaken then separate altogether. A feeling of vertigo rises then subsides. The landscape refocuses.

You find yourself surrounded by men, beasts, and flying creatures on a wide plain of winter white. An icy blast enfolds a group of mounted men in front of you. The severe cold lingers in the area along with their screams of pain as they fall dead. To your flank, other men curse in surprise at your appearance.

The PCs have arrived in Ysgard in the midst of battle. Knights, battle dragons, squires and warriors represent a multitude of races fighting against scaled monstrosities and their frost giant commanders. The PCs and Selevain plane-shifted just outside the range of an icy breath weapon.

Begin initiative at this time. At the top of initiative a knight, Baylen, perceives the PCs are not allied with the whitespawn and frost giants. With Selevain, and any other elf in the party, he assumes they are in league with the Alfheim elves. He will instruct them to defend their flank from approaching enemies. At that time a frost giant cleric targets Selevain with a dismissal spell. PCs can make a DC 19 Spellcraft check to recognize the spell. On a successful check the PC also learns she was unsuccessful in her Will save and most likely returned to the Entrell Estates.

 **Baylen:** male human paladin 7 (Heironeous)

Read or paraphrase at the top of initiative order.

The sound of war is deafening. Weapons smash against shields. Battle cries intertwine with shrieks of death. Giants with snow-white skin command an army of white-scaled creatures that glide effortlessly across the icy surface. A knight wearing a holy

symbol of Heironeous glances at Selevain (and any other elf PC). *He appears to make a rushed decision. "You there! Protect our flank." He curses as a huge frost-colored creature snaps at him. Before she can react, Selevain concentrates as if fighting off a mental attack then disappears. Approaching your flank are white-scaled creatures* (and a giant at APL 8+).

The battles in Ysgard eclipse any tavern legend or bardic tale the peoples of Flanaess have ever uttered. At the bottom of every round the DM has the option to include some flavor text into the combat. Each bullet point below is a different phrase you may use for the round.

- *Knights sitting atop dragons pass overhead. The pale sun reflects off dragon scales of the finest gold. The foremost knight leads an aerial charge against giants mounted on white-scaled creatures.*
- *A dull-brown dragon, engaged in melee some distance from you, roars in victory. It stands over the carcasses of two whispawn hunters. It bellows words of inspiration to the weary human warriors nearest him. "For glory! For valor! For Ysgard!" They respond with renewed effort crying out, "Ferik! Ferik!"* (Any PC that speaks elven or has played in the previous Entrell series will recognize the elven words "Mighty Victory! Mighty Victory!" Nesur Joarena taught these words to them. PCs should become curious why this term is used here.
- *A pack of frosted drakes rip through the flank of Ysgard defenders. The warriors struggle to reform their ranks, but fell breath from the whispawn-hordeling reinforcements is devastating and the line collapses.*

APL 2 (EL 4)

☛Whispawn Hordeling Barbarian: female whispawn hordeling barbarian 2; hp 46; Appendix 1.

☛Whispawn Hordeling: hp 16; Appendix 1.

APL 4 (EL 6)

☛Whispawn Hordeling Barbarian (3): female whispawn hordeling barbarian 2; hp 46 each; Appendix 1.

APL 6 (EL 8)

☛Whispawn Hunter Barbarian (3): female whispawn hunter barbarian 1; hp 66 each; Appendix 1.

APL 8 (EL 10)

☛Frost Giant: hp 133; Monster Manual 122.

☛Whispawn Hunter Barbarian (2): female whispawn hunter barbarian 1; hp 66 each; Appendix 1.

APL 10 (EL 12)

☛Frost Giant Cleric: male frost giant cleric 1; hp 195; Appendix 1.

☛Whispawn Hunter Barbarian (2): female whispawn hunter barbarian 3; hp 90 each; Appendix 1.

☛Whispawn Iceskiddler (2): hp 103 each; Appendix 1.

APL 12 (EL 14)

☛Frost Giant Cleric: male frost giant cleric 1; hp 195; Appendix 1.

☛Whispawn Hunter Barbarian (2): female whispawn hunter barbarian 6; hp 126 each; Appendix 1.

☛Whispawn Iceskiddler, Advanced (2): hp 162 each; Appendix 1.

Tactics: See DM Aid #4: Welcome to Ysgard for encounter set up. The whispawn creatures close in for melee combat using their breath weapons first. The whispawn hunters use their ranseurs to trip. The frost giants enter melee immediately. All combatants fight to the death.

The PCs do not receive aid from any NPC fighting against the whispawn and giants. They are alone in their battle. If any buff spells prevent Selevain from being affected by a dismissal, she still leaves after the battle. During combat she becomes distracted as she attends to fallen NPCs and is not available to help the PCs.

Treasure:

☛APL 2: Loot: 54 gp; Coin: 0 gp; Magic: 50 gp – potion of cure moderate wounds (2) (50 gp each)

☛APL 4: Loot: 158 gp; Coin: 0 gp; Magic: 75 gp – potion of cure moderate wounds (3) (75 gp each)

☛APL 6: Loot: 90 gp; Coin: 0 gp; Magic: 652 gp – potion of cure moderate wounds (3) (75 gp each), +1 ranseur (3) (577 gp each)

☛APL 8: Loot: 80 gp; Coin: 0 gp; Magic: 435 gp – potion of cure moderate wounds (2) (50 gp each), +1 ranseur (2) (385 gp each)

☛APL 10: Loot: 75 gp; Coin: 0 gp; Magic: 655 gp – potion of cure moderate wounds (3) (75 gp each), +1 large greataxe (195 gp each), +1 ranseur (2) (385 gp each)

☛APL 12: Loot: 18 gp; Coin: 0 gp; Magic: 880 gp – potion of cure moderate wounds (3) (75 gp each), +1 large greataxe (195 gp each), +1 ranseur (2) (385 gp each), +1 breastplate (2) (225 gp each)

Detect Magic Results: +1 large greataxe (faint transmutation), +1 ranseur (faint transmutation), +1 breastplate (faint transmutation), potion of cure moderate wounds (faint conjuration).

Development: Two rounds after the PCs finish fighting, a combat medic will arrive to heal or stabilize PCs. He has three cure light wounds and one cure moderate wounds spells available.

Moments after you defeat the frost creatures, a half-elf approaches. He is wearing a white cloth tied to

his arm. *"Strangers, I am Fao'zat. Do you need assistance with your wounds?"*

◆ **Fao'zat:** male half-elf combat medic 5

After healing he instructs them to await the General at the rear tents. If a PC died in combat refer to the planar effects of Ysgard in DM Aid #3: Ysgard. If the PCs are confused or unsure of how to handle a fallen PC, the combat medic informs them, *"All is made right in the morning. We will tend to your comrade."*

Once he has finished healing, Fao'zat instructs the PCs to go to the army tents. He does not have the time for discussion. General Nesur Joarena observed them on the battlefield and wishes to speak with them. He does not disclose the name of Nesur Joarena as the general under any circumstances.

"The General requests your presence. You are to wait for him at the tents." Fao'zat points to a large encampment. "There are many who need my attention. Good day." Fao'zat wades back into the tide of battle, quickly becoming lost among the warriors and scaled-creatures.

It is possible PCs will not want to leave the battlefield with the combat still in progress. They do not have a choice in the matter. The fight will carry on for the remainder of the day. If they refuse to leave, a squire named Mahinen will approach. He asks the PCs to accompany him to the encampment. He was given an order to find individuals to prepare the camp for the soldier's return at the conclusion of the day's battle.

Assuming the PCs follow orders or assist the squire, proceed to Encounter 3.

3: NESUR JOARENA

PCs that participated in NYR6-09 *The House of Entrell* may recognize the name Nesur Joarena. He was the entombed knight whose sarcophagus was found in the Gamboge Forest. In the tomb they encountered a celestial deathless guardian and recovered the *Solist ili Feranesti*.

Through research the PC(s) learned Nesur Joarena, with his knights, helped House Lam'avelnis battle against the Dark Crafters (*Firana*), driving them back to their plane. Their research did not describe his death or his journey to Ysgard. If a PC participated in NYR6-09 *The House of Entrell* and possesses the favor **Hired a Scholar or Monk** s/he should have received *Player Handout: Continued Research* at the beginning of the scenario.

The PCs are expected to follow orders and await General Joarena. If they attempt to wander through the camp they are ushered back by squires and guards. There are hundreds of tents in the encampment. The PC's tent is 20 ft. x 20 ft. with functional furniture and enough chairs for everyone to sit. After the PCs have settled in read or paraphrase the following.

Two hours expire before three knights in full plate enter your tent. One has the insignia of a general. The other two are soldiers of lower rank. The General removes his helmet revealing Suel features. "Good day, gentlemen (and ladies). I would ask your names, titles, and purpose here on my battlefield."

Nesur does not reveal his name or reason for the battle until after the PCs introduce themselves. He remains cautious of their presence and purpose. Once they disclose their mission and provide assurances he can trust them, he is more open to revealing himself and his cause. The DM is free to determine how that trust is accomplished.

If asked for the reason they are battling spawn creatures, he replies there are many battles taking place pushing back creatures born of a foul fiend. He does not know any more than that. The battle's cause is simple to Nesur.

"To fight heroic battles. What other purpose exists, especially in Ysgard? All my life I fought for a noble cause, to protect that which is good, from the lands of Oceans Meadows of the West to here in Ysgard. It is what we knights know. It is in our souls."

At any mention of wolf creatures attacking the elves on Oerth Nesur demands to know the current state of events. He is not familiar with the terms Sign of the Jackal, the Light of the Elves or the Sword of Dawn (*Fisanuhesti ile Tahlis*). The historian Sha'avelanis wrote these terms after Nesur's death. He also does not know the name Lam'emar, as it did not exist during his lifetime on Oerth. He is aware of *La'elimsha*. This was the sword he gifted to an elf that served with him leading up to the final battle. He carries its mate *Ael'renael*. PCs will notice the runes are similar to the sword they have seen. Any PC that speaks elven can read the runes (see DM Aid #1: *Elven Translation*).

He is familiar with the description of the jewel *Nuare*. This jewel was worn by an elf when he battled the wolf creatures. Nesur does not know the wolf creatures are called marruspawn.

Once Nesur understands the PCs are the new defenders against the marruspawn he will invite them to the campfire where all the other knights gather after combat. He will assure the PCs they cannot make any further progress today.

For PCs who have *Player Handout: Continued Research* and mention the death of the Light of the Elves and the Sword of Dawn he is greatly troubled. He was not aware she died.

If asked about his encounters with the marruspawn and the elves he promises to tell that story at the campfire. When the PCs have no further questions read or paraphrase the following.

The armies on the Plains of Ida depart to their encampments as the sun settles in the west. The mood amongst the soldiers is absolute euphoria. A

lit bonfire soon towers above the tents. The soldiers cheer to their victories and raise tankards to the perished.

General Joarena enters a clearing in the tents, raising his hands in an attempt to quiet a sea of shining armor. "A glorious battle was fought here today for we have thrown back our enemy!" The response by the soldiers is near deafening. "We are in good company this evening, comrades. We have with us visitors from my former home." General Nesur motions for you to step forward. "The ancestors of my foster kinsmen are once again threatened by creatures who wish them ill. These fine heroes are here to combat that evil. What say you?!" The multitude sounds off in unified salute. "I and my knights fought against the scourge they now face. We defended lands not our own against wolf-creatures from another world. We stood beside our elven friends until our life was forfeit. For without war and valor what else is there left in life!?" Again they salute.

Nesur reflects to a time long ago. "We waited in the hills, unified as brothers, until the howling came upon us. Creatures baring fangs and wielding swords in their claws rushed us at twilight. We pushed them back once, then again. Their numbers did not wane - our line faltered, our flank was exposed, and we were nearly broken. My charge, Lam'avelnis, emerged in our midst fighting with her elven people in one last push. Her oratory rose above the howls and the screams of the dying. Her song was laced with words of valor to defend their elven lands. It electrified the spirits of her kinsmen. I was invigorated beyond what any words can describe. Upon her neck was a crystal that shone brightly. Her song and bravery turned the tide. Alas though, my time on Oerth was near spent. A monstrous creature advanced against my charge. We did not retreat. I was thrown down with my knights. We met our end in her defense. We left our home to awaken here to continue the fight. Glory and valor!" The soldiers return his salute. The General leaves the clearing to cheers. He beckons you follow him to discuss your choices.

PCs may recognize the battle described as similar to the image they saw in a silver basin in NYR6-09 *The House of Entrell*. This was the same fight though Nesur cannot corroborate the image.

General Nesur does his best to answer questions. He does not have all the answers, such as where Tathyl lies, though he does know of a stairway portal that leads to other planes. He does not know of Ruessa or where they can recover her but suggests they travel to Alfheim. In Alfheim the elves may provide answers to their questions. The choice is up to the PCs. He will arrange transportation in the morning to take the PCs to where ever it is they wish to go. If the PCs ask Nesur to accompany them or to return to Entrell he declines the

offer. He tells the PCs this is their time, their duty. He does not want to take that charge from them.

In the morning the PCs see Nesur negotiating with a battle dragon to serve as mounts for the journey to Alfheim. The dragon agrees wholeheartedly in spite of missing the upcoming battle. Any PC that perished in the fight against the spawn creatures returns to life as per the spell *true resurrection* (see DM Aid #3: Ysgard for details).

When the PCs are ready to leave Nesur's camp read the following.

General Nesur bows to a young dragon. He returns to you wearing a broad smile. "I have negotiated with Aurixcaex's delegate to deliver you to Alfheim (or Portal). She will muster others to carry the lot of you. Well, friends, this is where we part ways. Good fortune to you." Nesur shakes each of your hand then mounts his warhorse. He salutes before joining his knights. At the far edge of the battlefield a frosty cloud approaches with haste. Nesur raises his longsword calling out "Ferik! Ferik!" The soldiers return it in unison. He leads a heavy cavalry charge into the thick of combat.

A deep voice behind you echoes, shaking loose snow from your tent. "Glorious." A dull brown dragon approaches with three others in her company. "In no other realm does there exist a place where valor and bravery is tested each day. I am Aurixcaex. When I heard Nesur's friends were on a mission to save the ancestors of his former charge I decided to take you myself. Along the way you will impart your tales of bravery."

If time permits Aurixcaex hears stories of combat and bravery from each PC. She concludes each tale with the word, "*Glorious.*"

Proceed to Encounter 4 if the PCs travel to Alfheim or skip to Encounter 5 if they immediately seek the extension of the Infinite Staircase to Tathyl.

4: THE ELVES OF ALFHEIM

Run this encounter only for PCs who decide to speak to the elves of Alfheim. If they decided to leave directly for the Infinite Staircase skip to Encounter 5 starting from the sub-heading Direct Approach from the Battlefield.

The PCs travel to Alfheim journeying over the earthbergs of Ysgard. Though the PCs found winter on the Plains of Ida, along the way the lands of Alfheim experience a transformation to spring.

In Alfheim the PCs find the elves elusive and carefree. The PCs have two options to obtain information about the demi-plane wasteland named Tathyl, which in turn leads them to Ruessa. The first is to join the festivities where they meet a petitioner who can assist with the location of Tathyl. The second is to use Diplomacy with the Keeper of the Lore to obtain the information.

Aurixcaex and her contingent of battle dragons fly over soaring mountains and deep blue bays. Ysgard's terrain is both magnificent and horrifying. Immense islands float atop rivers of earth, ever flowing through never-ending landscapes. Deep within the rivers a reddish glow burns. On occasion the island-sized continents collide causing earthquakes and new mountain ranges.

Three days pass before you arrive in Alfheim. On the second day the winter white gave way to spring sun. You near a forest untouched and wild. The sunlight bathes the trees, streams, and hills with a radiance that strangely sings. Aurixcaex lands with a jarring jolt to stiff limbs. "You can find your way from here. Just follow the singing. May valor and glory find you, heroes. Farewell." The battle dragons rise once again in the direction of General Joarena's battlefield.

The PCs hear a blissful tune throughout the entire forest. Seeking its origin proves to be in vain. The elves live throughout the forest and with the passing of winter all have emerged from their caves with joyous abandonment.

FROLICKING WITH THE ELVES

Use this section for PCs who are open to celebrating with the elves. If the party does not want to participate skip this section and proceed to the Diplomacy section of this encounter.

This encounter is not intended to frustrate PCs but to present another side of the elves' chaotic nature. Every elf is frolicking being buoyed by the springtime air. The PCs can attempt to track or call out for attention but neither earns a reward. In the midday sunlight the elves have no time for boring conversation. The elves are friendly but care only for games and appreciation of their forest. Allow the PCs time to track, call out, chase, or pursue any other action for a short while.

The wildlife and natural features are plentiful in Alfheim. Skittering, crawling, walking, flying, growing, or singing, nothing is wasted in the midday sun. An occasional giggle or the glimpse of color at a distant tree line betrays the presence of elves.

Eventually the elves become curious enough about the PCs presence and approach. They speak to elven party members first. If none exist their order of preference is half-elf, halfling, centaur, gnome, human, dwarf then other humanoids. Their entire conversation is in elven. If the PCs do not speak elven they can make a DC 5 Sense Motive check to understand that the elves want them to sing and dance along.

When the sun begins to set the PCs are invited to share an evening meal on the conditions they were considerate, non-intimidating, and participated in festivities in some degree. If not, the elves depart leaving the PCs to fend for themselves. If the PCs pursue they

retreat into their winter caves and bar entrance. The next day the encounter is repeated again.

Once the PCs are invited to accompany the elves read or paraphrase the following.

The evening meal consists of roots, berries, grasses, and pine nuts. Water is plentiful, but absent is the typical elven wine. During the meal elves of many sub-races skip, leap, and dance to continuous music. After a time a female wood elf approaches you. She speaks to you in Common. "How is it those who are released from their mortal coil allow themselves to carry the weight of prior troubles? Here in Alfheim there is no need. Do not concern yourself with perceptions. Liberate your spirits and rid yourself of arms and armor. Come join our merriment."

☞ **Ares'ra:** female wood elf.

Ares'ra is a petitioner in Ysgard. She perished two centuries ago while on a hunt in a forest in her native plane of Nau'ary, a demi-plane of continuous forests and wildlife. She arrived at the same time a grey elf arrived named Ilarein. She spoke to him primarily at first considering they both just arrived and could help each other relate to this new realm. She asks the PCs to discuss their situation then offers to take them to Ilarein in the morning. For now she insists the PCs find merriment this evening.

☞ **Ilarein:** male grey elf.

Ilarein is a wizard specializing in planar travel. He is a mortal studying the plane of Ysgard for a few more years. After that time he will decide which plane to visit next. He will assist the PCs to travel to Tathyl in exchange for descriptions and information of any planes they visited. In addition, he asks they carry a letter to present to someone on Oerth who would welcome him when he decides to visit.

Early in the morning Ares'ra leads you to a grey elf wearing robes of dark blues with brilliant star designs and a pointed hat. He is sitting in the shade of a large tree pouring over a book. A continual flame lantern sits next to him. He stands on your approach placing the book in a leather shoulder pack. Ares'ra introduces you to Ilarein in Elven then switches back to Common. "Ilarein, these are new friends of mine who wish to discuss something every important. They are not petitioners of Ysgard but from..." she turns to you "where did you say you are from?" [pause for the PCs to reply] Ilarein's eyes light up. "Really? We have much to discuss you and I."

Ilarein is familiar with the Infinite Staircase with its steps leading to other planes. His book contains details for many planes, one of which is the demi-plane Tathyl. That

information was recently copied from research he conducted here in Alfheim using the libraries kept by the Keeper of the Lore.

Provide *Player Handout: The Infinite Staircase*. Ilarein provides the information the PCs need to continue. Proceed to Encounter 5 starting with the sub-heading Coming from Alfheim. The elves provide each PC a celestial pegasus for the journey to the rough-hewn extension of the Infinite Staircase. The trip takes two days.

DIPLOMACY

Use this section for PCs who prefer to get straight to business at hand. If the party is open to celebrating with the elves skip this section and go back to the Frolicking with the Elves section of this encounter.

Every elf is frolicking being buoyed by the springtime air. The PCs can attempt to track or call out for attention but neither earns a reward. In the midday sunlight the elves have no time for boring discussions. The elves are friendly but care only for games and appreciation of their forest. Allow the PCs time to track, call out, chase, or pursue any other action for a short while.

The wildlife and natural features are plentiful in Alfheim. Skittering, crawling, walking, flying, growing,, or singing nothing is wasted in the midday sun. An occasional giggle or the glimpse of color at a distant tree line betrays the presence of elves. In the tree high above you are four elves with bows drawn. They watch you with extreme caution.

The PCs can hail the elves. They begin as Indifferent. A DC 15 Diplomacy check moves them to Friendly. Success means one of the elves will then escort the party to speak with Lueatril. If the PCs fail the Diplomacy check, an elven guard blows a horn. All the elves return to their winter caves anticipating an attack. The elven leaders send out a war council delegate to speak with the PCs. The PCs must then succeed at a DC 25 Diplomacy check. Succeeding will grant the PCs an invitation to the evening meal. Failure means the PCs are asked to leave Alfheim. It will take quite some time, but they can eventually return to the Plains of Ida. Nesur will arrange travel to the Infinite Staircase. The journey takes an additional four (4) days. See Conclusion A for additional notes at the conclusion of the scenario.

Lueatril is the Keeper of the Lore for Alfheim and is presently serving as their leader. He listens to the PCs story during the evening meal. In the morning he makes his library available to them. He allows the PCs to copy any passages but does not allow any book to leave his library.

♣ **Lueatril:** male wood elf bard 7.

Finding the proper section and passages requires a DC 25 Search check and takes the entire day. If any PC has

Profession (bookkeeper), Profession (scribe), Craft (bookbinding), Craft (calligraphy) or a similar skill she can reduce the Search DC by 2 and shorten the duration by one hour for each skill (the bonuses stack).

Provide *Player Handout: The Infinite Staircase*. Their findings provide the information they need to continue. Proceed to Encounter 5 starting with the sub-heading Coming from Alfheim. The elves provide each PC a celestial pegasus for the journey to the rough-hewn extension of the Infinite Staircase. The trip takes two days.

5: WASTELAND OF TATHYL

A one-story stone building is the entryway to an extension of the Infinite Staircase. Inside the PCs find a rough-hewn chasm with door after door leading to other planes. Due to protections, the entire chasm radiates strong Abjuration magic.

While in the chasm, dimensional magic does not function. In which case the following spells do not work: *astral projection, blink, dimension door, Drawmij's instant summons, ethereal jaunt, etherealness, gate, Leomund's secret chest, planar ally, plane shift, refuge, rope trick, summon monster, summon nature's ally, teleport, word of recall*. Lesser and greater versions of the spells listed also do not function. As well, all spells that cross planar boundaries or involve teleportation do not function. The DM is the final mediator over which spells are affected.

This restriction affects items as well, including *bag of holding, bag of tricks, helm of teleportation, horn of Valhalla, portable hole, quiver of Ehlonna, ring gates*, or any other items that produce one of the effects above, such as scrolls, potions or wands. No such items work while inside the chasm and any items within extra dimensional spaces cannot be accessed.

Once the PCs exit the Infinite Staircase they march through the wasteland of Tathyl finding a large fortress. Along the way they encounter creatures under the sand.

DIRECT APPROACH FROM THE BATTLEFIELD

Read the text above to run the Infinite Staircase. Use this section if the PCs skipped the encounter with the elves and came here directly from Nesur's battlefield encampments. If the PCs did speak with the elves skip ahead to the sub-heading Coming from Alfheim.

Aurixcaex and her contingent of battle dragons fly over soaring mountains and deep blue bays. Ysgard's terrain is both magnificent and horrifying. Immense islands float atop rivers of earth, ever flowing through never-ending landscapes. Deep within the rivers a reddish glow burns. On occasion the island-sized continents collide causing earthquakes and new mountain ranges.

On the second day of the four-day journey the winter white gives way to spring sun. Aurixcaex lands with a jarring jolt to stiff limbs in front of a solitary stone building featuring a lone iron door. "You can find your way from here. May valor and

glory find you, heroes. Farewell." The battle dragons rise once again in the direction of General Joarena's battlefield.

Once the PCs open the iron door read or paraphrase the following.

The iron door swings open without a sound. A stone walkway leads to a rough-hewn staircase in the middle of an expansive chasm. The staircase ascends and descends into infinite distances. An endless number of other stone walkways cross over the chasm ending in iron doors of their own.

The PCs do not have any clues that lead them to the correct doorway. Fifteen feet of stairs separates each level of stone walkways. At each level are 29 doors. To note, the correct door leading to Tathyl is 400-feet above them, 19th door to the left from the staircase landing. Guessing this is impossible and opening each door in the Infinite Staircase is impractical. The staircase is 10-feet wide.

PCs that choose to guess endlessly have some random event occur. Use the following table as a guideline or replace an event with one of your own design. All events listed or replaced cause non-lethal damage and do not automatically cause a PC to become lost or unrecoverable. However, parties that walk through and close the door behind them are lost in another plane. Use normal LGCS rules to adjudicate PCs returning to Oerth, go to Conclusion B.

d%	Event
1-10	Tentacles grab at the PC who opened the door. The PC must succeed at a DC 10 Reflex save to avoid them. A failure requires a DC 15 Strength check to break free from the tentacles. The tentacles hang the PC precariously over the chasm until s/he breaks free. When the PC breaks free s/he drops 30-feet to a landing below taking 3d6 damage.
11-30	A wall of water rushes out threatening to wash every PC over the edge into the chasm. Any PC within 10-feet of the door must succeed at a DC 10 Reflex save to avoid being swept away. Failure means the PC falls down to the next lowest level causing 1d6 non-lethal damage.
31-40	Countless numbers of warriors rush to the door. They start at 50-feet away moving at 20-feet per round. If the door is not closed immediately call for initiative. The warriors move at the top of initiative order. If the door is still not closed the PCs fight round after round of 2 nd level fighters doing non-lethal damage. Use DMG pg 117. If the PCs are overwhelmed they wake up with the door closed and their gear intact.
41-60	The PC opens the door to the lair of an ancient red dragon. It turns to regard them

	for a moment then inhales deeply (<i>Monster Manual</i> , page 75). Prudent PCs close the door.
61-70	Mist spills out on the walkway. Treat as <i>obscuring mist</i> . The PCs cannot see more than 5-feet inside. There does not appear to be a floor. The area leads to nothing but more mist.
71-90	Beyond the doorway are storm clouds releasing electric bolts in seeming random directions. On bolt slams against the doorway causing massive damage (20d6). The area beyond is only more storm clouds. The doorway is 500-feet above the ground.
91-100	A non-descript temperate landscape with an abundance of wildlife. Centaurs, satyrs, pixies and many fey are dancing and singing. They do not know or care about the PCs troubles.

Any divination or divination school spells used to learn the correct door fail or go unanswered, except for any PC casting *divination*, *commune*, or similar spell and specifically asking the deity Celestian. Alternatively, any PC with a Testing score of 6+ who asks Corellon Larethian for guidance is lead to the correct level, but not the correct door.

Once the PCs have found the correct door skip to the sub-section On the Plane of Tathyl.

COMING FROM ALFHEIM

Read the text at the beginning of this encounter to run the Infinite Staircase. Use this section if the PCs visited Alfheim. If the PCs came here directly from Nesur's battlefield encampments go to the above sub-heading Direct Approach from the Battlefield.

The celestial pegasi descend toward a solitary one-story stone building with a lone iron door. After you dismount they take to the air in the direction of Alfheim.

Once the PCs open the iron door read or paraphrase the following.

The iron door swings open without a sound. A stone walkway leads to a rough-hewn staircase in the middle of an expansive chasm. The staircase ascends and descends into infinite distances. An endless number of other stone walkways cross over the chasm ending in iron doors of their own.

Fifteen feet of stairs separate each level of stone walkways. At each level are 29 doors. Using *Player Handout: The Infinite Staircase* the party has the required information to find the correct doorway. To note, the correct door leading to Tathyl is 400-feet above them, 19th door to the left from the staircase landing. Guessing this is impossible and opening each door in the Infinite Staircase is impractical. If PCs choose to guess, or failed to obtain *Player Handout: The Infinite Staircase*, use the

guidelines detailed in the sub-section Direct Approach from the Battlefield.

Proceed to the next sub-section On the Plane of Tathyl assuming the party finds the correct door.

ON THE PLANE OF TATHYL

While on the desert plane of Tathyl the PCs must take precautions against heat dangers. Treat as severe heat from DMG pg 303. The plane is continuous sand and dunes. The PCs see the marruspawn fortress in the distance.

The desert plane of Tathyl is inhospitable. The air is stifling hot. Constant winds blow walls of course sand against you. In the distance an immense fortress looms over large sand dunes. Beyond the fortress to the west the sun is beginning its descent while another is rising to the east.

The PCs reach the fortress when the second sun is at midday. At any point before that time the creature(s) attack. If the PCs fly or use other magic to bypass walking the attack comes when a PC first sets foot at the fortress site.

Creatures: All creatures are 5-feet beneath the surface using tremorsense to locate prey, except for the brine ooze and scarab swarm. The brine ooze uses its camouflaged ability to surprise PCs. The scarab swarm is just beneath the surface awaiting prey. At APL 2-8 PCs succeeding at a DC 14 (plus the creature's Hide skill) Spot check may act in the surprise round. PCs that can sense mindless, underground creatures automatically succeed to act in the surprise round. Underground creatures start combat 10-feet from a PC in the second rank of the marching order. Use the scarab swarm's Hide check (+8 cover modifier for hiding in sand) to determine who acts in the surprise round. Use the brine ooze's camouflage ability to run combat.

APL 2 (EL 2)

☛Ashworm: hp 31; Appendix 1.

APL 4 (EL 3)

☛Ashworm, Advanced: hp 63; Appendix 1.

APL 6 (EL 4)

☛Ashworm (2): hp 31 each; Appendix 1.

APL 8 (EL 5)

☛Scorpion Swarm: hp 63; Appendix 1.

APL 10 (EL 6)

☛Brine Ooze: hp 174; Appendix 1.

APL 12 (EL 7)

☛Death Scarab Swarm: hp 117; Appendix 1.

Tactics: The creature(s) attack the nearest PC and fight to the end.

Development: Once the PCs defeat the swarms proceed to encounter 6.

6: THE FORTRESS

The PCs explore a strangely empty fortress inadequately protected. Near the uppermost chamber is the jewel Nuare, with Ruessa still imprisoned inside. Upon releasing Ruessa from the jewel they learn the marruspawn have left Tathyl through a manifested portal. The portal leads into the old raider tunnels in the Anodan Hills. Before they leave Ruessa insists they must find a way to close the portal and permanently prevent it from opening again.

An immense fortress dominates the wasteland. The solid stone walls are decorated in alien designs. On the battlements and in alcoves are indefinable broken statues. What may have once been windows long ago are now covered with stonework. The colossal drawbridge is drawn barring any entrance.

Two other doors can provide access into the fortress. The doors, battlements, and arrow slits are unguarded. No persons are in the area and the only noise is the persistent winds.

☛**Locked Reinforced Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 28.

In lieu of individual room descriptions, entire areas are summarized. These areas do not contain any treasure unless otherwise noted. Once the PCs gain entry read the following.

The interior is dark. Sand instead of stone covers the floors of the corridors and rooms. In each room is a rune similar to those found in the raider tunnels in the Anodan Hills many months ago.

Area #1

The drawbridge and murder hole is unguarded. The area is empty.

Area #2

The central staircase is 10-feet wide. All other levels of the fortress are accessed by way of this main staircase. All other staircases are destroyed and unusable.

This room is occupied by asherati. Generations ago their forebears were taken captive. The marruspawn have kept the descendents in perpetual servitude. These asherati are raised to serve the marruspawn but are limited in their fighting abilities for obvious reasons. They respond to a DC 15 Diplomacy check, but only if the PCs guarantee their freedom and return to the Bright

Lands. A PC asherati can skip the Diplomacy check if he promises to return them.

Three asherati are presently hiding under the sand, they sandswim to the surface when the PCs approach to observe. If the PCs take aggressive actions they return to the sand and do not reappear.

Development: Sixty asherati are found throughout the fortress levels. The PCs can access these floors without difficulty to free them. Detailing levels 2-5 is outside the purposes of this scenario. If the PCs did not use Diplomacy in this encounter, skip over mentioning the asherati on any floors as to not slow down game play. Assume they all sandswim away from the PCs. The asherati speak Flan and Marru.

Area #3

These are guard barracks and weapons racks. All the racks are emptied of weapons. The room is immaculate and well maintained.

Area #4

A temple and religious effects are found in these rooms. A DC 45 Knowledge (religion) or Knowledge (history) check identifies the holy symbols and manuscripts as belonging to a race named Marru. They existed in an era long forgotten destroying their own race in a civil war named the Flesh Wars. The manuscripts detail many different planes. The religious scrolls teach how by understanding the planes they could ascend into the heavens.

Treasure:

👑All APLs: Loot: 100 gp; Coin: 100 gp; Magic: 0 gp

Area #5

This is an audience hall with adjoining offices. The rooms appear to see little use.

Area #6

The jewel named *Nuare* is kept here protected by a trap on the pedestal. The trap triggers when the PCs are within 5-feet of the pedestal. Read the following once the PCs gain entry.

In the center of the room a jewel is resting on a stone pedestal. Deep within its center is a faint light. It falters, grows brighter, and flickers in random patterns.

Detect Magic Results: *Nuare* (strong conjuration, strong necromancy).

Area #7

These rooms are private quarters. Each room contains similar religious effects as area 4. A secret door leads to where *Nuare* is kept hidden. The secret door can be found with a DC 20 Search check.

🔒**Locked Reinforced Secret Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 28.

Treasure:

👑All APLs: Loot: 150 gp; Coin: 150 gp; Magic: 0 gp

Area #8

These are empty rooms. Not enough exists in this area to determine its current use.

APL 2 (EL 2)

🔪**Fusillade of Darts (2):** mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

APL 4 (EL 3)

🔪**Burning Hands Trap:** magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 6 (EL 4)

🔪**Lightning Bolt Trap:** magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 5)

🔪**Phantasmal Killer Trap:** magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

APL 10 (EL 6)

🔪**Lightning Bolt Trap:** magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 12 (EL 7)

🔪**Acid Fog Trap:** magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31.

After the PCs bypass the traps they must release Ruessa by using the scrolls or gemstones given to them by Kyselmah. Ruessa appears 10-feet from the PCs. She is unconscious and unmoving. A DC 12 Heal check reveals she is unconscious, fatigued, and dazed. She recovers in 10 rounds unless the PCs remove these conditions sooner.

Read or paraphrase the following once she recovers:

The blessed elf of Corellon Larethian wakes revealing her clear emerald eyes. Locks of raven hair flow down to bare, pale-skinned shoulders. She stands purposely. With a determined cast she addresses you. "I thank you, friends, for releasing me from my prison." Ruessa's tone is hard, almost stoic. Gone is the once love-struck young girl you escorted from Cordrend. For the sake of her people, a composed champion now replaces the impulsive elf that once wrote poems and songs. She takes the jewel and places it around her neck once more.

"Two days ago the marruspawn left this fortress with a force strong enough to destroy the Entrell Estates." Her words are candid to the point of almost carrying a chill. "But we cannot leave this fortress until the portal is destroyed. Once destroyed the marruspawn can no longer cross into Oerth. I saw its location when their leader carried the jewel into the upper room. Come."

☞ **Ruessa:** female high elf bard 4/marshal 2; hp 16; (Perform: Song 13); Cha 16.

Ruessa recognizes PCs who participated in NYR6-09 The House of Entrell or NYR7-104 Entrell: The Light of the Elves and the Sword of Dawn yet does not engage in personal conversation or describe her experience while trapped in the jewel. Ruessa leads the PCs to the upper level (Area #10).

Area #9

These rooms contain maps of Oerth, the Flanaess and other planes. The maps are securely mounted on the walls. Ruessa reminds the PCs they do not have time to loot for treasure. Alternatively, the PCs can destroy the maps as a proactive measure.

🔒 **Locked Reinforced Doors:** 2 in. thick; hardness 10; hp 30; AC 5; Break DC 23; Open Lock 23.

Area #10

The first room coming from area #9 is lead lined. Some divination spells are blocked by lead. The secondary room contains a 5-foot-square crystal base. The final door leads into a large area. This area is a manifested portal into the raider tunnel structure in the Anodan Hills.

Ruessa leads you passed a lead lined room and into a room containing a 5'x5' crystal base. From within, the crystal is black as pitch. Another open door leads out into dark tunnels. Ruessa turns to you, "We must destroy this crystal."

Destroying the crystal base with weapon damage will not close the portal. Ruessa warns against this action. The magic from a combination of spells or energy, minimum of two (2), cast into the crystal base will begin the process.

Ruessa can cast *shatter* if the PCs need assistance. The last step is for Ruessa to break Nuare on the crystal.

PCs must cast any two: antimagic field, banishment, dismissal, dispel magic, hold portal, knock, magic circle against law, mending, planar binding (any), plane shift, shatter, slow or positive energy.

Allow the PCs a DC 10 Wisdom check to provide a clue that particular schools of magic or energy might alter the crystal's properties or cause it to fail.

Once the spells are cast read or paraphrase the following.

With the spells cast the crystal begins to emit a low hum. Cracks start to appear on its surface. Ruessa removes Nuare from around her neck. She closes her eyes in a quick prayer then smashes it against the base. Nuare shatters but not before causing a large seam to run down the length of the crystal. The magical force released from the jewel nearly causes you to fall as it passes you. Through the open doorway the terrain changes from dark tunnels to the lush elven city of the Entrell Estates. Elves, humans, and wolf-creatures lie motionless. Beyond them a battle rages at the gates. From some distance a howl pierces the night.

The magic within the jewel is tuned to the Entrell Estates. By shattering Nuare on the crystal it caused the manifested portal to shift to the entrance to the city as well as setting up its final demise. Marruspawn, elves and humans are in combat.

Proceed to Encounter 7 for the final battle with the marruspawn.

7: BATTLE FOR ENTRELL

The marruspawn, with the remaining Sign of the Jackal recruits, are battling the army of the Entrell Estates. The PCs spot the marruspawn leader, Mystic, and his personal guard at the rear of the battlefield. Ruessa pushes into the middle where combat is the fiercest. The PCs must make a choice whether to attack the leader or follow Ruessa. The decision effects the conclusion.

With either choice, if the PCs are successful, the marruspawn retreat through a portal to the demi-plane Tathyl, never to return. During the retreat the portal begins to close. When the last marruspawn steps back into the fortress the crystal shatters closing the portal for all time. Gelleflair and his war council are in combat fighting a deadly marruspawn aberration.

At one point during combat Ruessa is attacked by the marruspawn champion. Daedre jumps between them sacrificing his life to save his granddaughter's. Aelise comes to her defense driving back the attack.

Read or paraphrase the following when the PCs move through the doorway in the fortress to the gates of Entrell.

Under a waxing moon the fallen lie scattered. The elves of the Entrell Estates fight back against large wolf-creatures in coal-black full plate wielding great falchions. One of their kind, though small and slender strikes an elf from its flank. The elf is overcome with lethal efficiency. The creature's obsidian black fur shines of fresh blood. Another one, tall and gaunt, expertly weaves his claws in intricate patterns. An explosion of magical energy discharges into the inner ranks of elven defenders. The elves appear battle weary, making their last, desperate stand against a tide of marruspawn.

Ruessa marshals you to action, "Come, the crystal will soon shatter closing the portal. We must go to the defense of the city." Ruessa moves toward the heaviest fighting. In the other direction a group of elves become separated from the main force. Threatening them is the marruspawn leader and his guard.

Call initiative at this time. The PCs must decide to pursue one of two directions. The first is to fight the marruspawn's leadership. If the PCs defeat their leader, Mystic, the army is routed. In this option two members of Aelise's company fall during combat on the main battlefield, Ariavain and Gaellas.

If the PCs choose to follow Ruessa and enter combat with the elven army they turn the tide. However, Mystic escapes after defeating many elves, two of which are Captain Sharra Lylas and the theurge Kyselmah.

Regardless of which choice they pursue, the PCs fight similar opponents to save space in creating additional stat blocks. For APL 2-4 Mystic is engaged in combat by Gelleflair. Use DM Aid #7: *Battle for Entrell* as a guideline to place the creatures. The marruspawn do not close on the PCs in a tight knit group. For APL 8+ Mystic enters combat pre-buffed with mirror image."

APL 2 (EL 4)

✚Marrulurk: hp 24; Appendix 1.

✚Sign of the Jackal Warrior (2): male human warrior 1; hp 6; Appendix 1.

APL 4 (EL 6)

✚Marrulurk (2): hp 24 each; Appendix 1.

✚Sign of the Jackal Elite Warrior (2): male human warrior 1; hp 7 each; Appendix 1.

APL 6 (EL 8)

✚Mystic: male marrutact; hp 49; Appendix 1.

✚Marrusault: hp 54; Appendix 1.

✚Sign of the Jackal Fighter (2): male human fighter 3; hp 28 each; Appendix 1.

APL 8 (EL 10)

✚Mystic: male marrutact wizard 2; hp 66; Appendix 1.

✚Marrusault Fighter: male marrusault fighter 3; hp 94; Appendix 1.

✚Sign of the Jackal Fighter (2): male human fighter 3; hp 28 each; Appendix 1.

APL 10 (EL 12)

✚Mystic: male marrutact wizard 6; hp 86; Appendix 1.

✚Marrusault Fighter: male marrusault fighter 3; hp 94; Appendix 1.

✚Marrulurk: hp 24; Appendix 1.

✚Sign of the Jackal Fighter: male human fighter 4; hp 38; Appendix 1.

APL 12 (EL 14)

✚Mystic: male marrutact wizard 6; hp 86; Appendix 1.

✚Marrusault Fighter (2): male marrusault fighter 6; hp 129 each; Appendix 1.

✚Marrulurk: hp 24; Appendix 1.

✚Sign of the Jackal Fighter: male human fighter 4; hp 38; Appendix 1.

THE SACRIFICE OF DAEDRE

This event occurs at the bottom of the second round (see Development below). Daedre heard Ruessa's bardic song and fought his way to her side. The marruspawn sends their champion against The Light of the Elves and the Sword of Dawn. As the marruspawn closes on Ruessa, Daedre places himself between it and his granddaughter. The marruspawn delivers a killing blow. Effectively, by rule, Daedre fails the Fort save for massive damage on a critical hit. For this reason *close wounds*, *delay death* or other similar spells do not work to prevent his death.

You see Ruessa in fierce melee alongside her people. Reminiscent of the image in the silver basin she is urging them to fight with valor. Emanating from her is a silvery radiance similar to Nuare. The elves fight with renewed spirit crying out, "Ferik! Ferik!"

Approaching her is a marruspawn jacketed in coal-black armor. His great falchion raised, ready to cut her down. Coming to her aid, Captain Daedre positions himself between it and his granddaughter. The jackal-headed humanoid delivers a deadly blow. Captain Daedre falls to the ground, unmoving and silent. Aelise calls out rallying the Entrell Militia to drive back his captain's slayer. Ruessa stands near him, fighting back her attackers. Tears flow heavily yet she does not stop her song.

Tactics: The marrulurks flank at every opportunity. Mystic, or another marrutact with the same stats depending on the PCs choice as detailed above, uses spells to their most lethal effect. The marrusaults use Power Attack unless their opponent is heavily fortified or possess feats that counter it.

Development: PCs who follow Ruessa gain two benefits. The first is from her bardic music ability (*inspire courage* +1). The second is from her marshal minor aura ability Master of Opportunity (+1 *circumstance bonus* to AC against attacks of opportunity). Ruessa now carries the same properties of Nuare within her. Though Nuare was shattered her time within the jewel causes her to glow. PCs fighting the marruspawn leadership are too far away and the battleground too noisy to receive the benefits. If the PCs rescued the asherati they join the combat on the side of the elves picking up dropped weapons. At the bottom of the second round, read the section titled The Sacrifice of Daedre. At the beginning of the third round the portal begins to close. Mystic or another marrutact if he is already defeated calls for a retreat. The PCs do not speak marru. On a DC 10 Sense Motive the PC interprets the meaning. At the top of the fourth round marruspawn are in full retreat. The combatants fighting the PCs continue to fight regardless of the call for retreat. By the top of the fifth round most marruspawn have crossed back into Tathyl. During the retreat they cut down all Sign of the Jackal recruits. By the sixth round if the PCs opponents are not defeated they retreat to the portal. On the seventh round the portal closes. The asherati leave for the Bright Desert after the battle is over. Only half are remaining from their initial number.

Treasure:

👑**APL 2:** Loot: 448 gp; Coin: 0 gp; Magic: 25 gp – *potion of cure moderate wounds* (25 gp each)

👑**APL 4:** Loot: 448 gp; Coin: 0 gp; Magic: 25 gp – *potion of cure moderate wounds* (25 gp each)

👑**APL 6:** Loot: 562 gp; Coin: 0 gp; Magic: 50 gp – *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (25 gp each)

👑**APL 8:** Loot: 597 gp; Coin: 0 gp; Magic: 704 gp – +1 great falchion (204 gp each), anklet of translocation (117 gp each), cloak of resistance +2 (333 gp each), *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (25 gp each)

👑**APL 10:** Loot: 597 gp; Coin: 0 gp; Magic: 1,954 gp – +1 great falchion (204 gp each), anklet of translocation (117 gp each), cloak of resistance +2 (333 gp each), headband of intellect +2 (333 gp each), *potion of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (25 gp each), ring of protection +1 (167 gp each), vest of resistance +3 (750 gp each)

👑**APL 12:** Loot: 472 gp; Coin: 0 gp; Magic: 7,142 gp – +1 great falchion (2) (408 gp each), +2 full plate (2) (442 gp each), anklet of translocation (117 gp each), cloak of resistance +2 (2) (667 gp each), headband of intellect +2 (333 gp each), *potion of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (2) (50 gp each), ring of protection +1 (167 gp each), ring of protection +2 (2) (1,333 gp each), vest of resistance +3 (750 gp each)

Detect Magic Results: +1 great falchion (faint transmutation), +2 full plate (faint transmutation), anklet of translocation (moderate conjuration), cloak of resistance +2 (faint abjuration), headband of intellect +2 (moderate

transmutation), *potion of cure moderate wounds* (faint conjuration), *potion remove blindness* (faint conjuration), ring of protection +1 & +2 (faint abjuration), vest of resistance +3 (faint abjuration).

CONCLUSION A

Gelleflair holds a memorial for each life lost back from the beginning of the conflict. After the memorial the council has one last request of the PCs. The knowledge they obtained must be guarded. Aelise and the remaining elves in his company volunteer to protect Ruessa on the plane of Ysgard with the Alfheim elves. If they wish, the PCs are invited to escort her or may choose to live out their days on Ysgard as a Guardian of Fisanuhesti ile Tahlis. It is assumed the PCs reported everything they learned in Ysgard. If the PCs spent additional time in Ysgard, such as failing to receive aid from the elves and returned to Nesur, the NPCs from both options detailed in Encounter 7 have perished.

Two days later you sit in the Gardens of Radiance with the surviving citizens of the Entrell Estates. Gelleflair Entrell is lighting the last candle alongside Selevain. It has taken a while to light the hundreds of candles representing each life lost during their struggle with the marruspawn that began months ago. He hands the wick to her then turns to speak to the assembly.

“Today we mourn for our loved ones who laid their lives down so our people may endure. I stand here with humility as I remember them with you. I can say with all assurance we are able do so for two reasons. The first is in praise to Corellon Larethian who gave us Fisanuhesti ile Tahlis. The second is on behalf of our friends who have fought through adversity every day to return her to us.”

“Today we may be glad that we fought with courage at the gates. We fought to defend the inheritance we received from our ancestors and the same we shall pass down to the next generation. Bow your heads with me while Selevain leads us through the ceremony to celebrate our departed and their ascension to the Protector.”

After the memorial Gelleflair invites you to his home. If time permits PCs may role-play as desired during the memorial.

You are once again in Gelleflair's home. With him are Ruessa, Alelis, Selevain and Aelise. Gelleflair fixes his gaze on Ruessa before speaking. “Tomorrow morning Fisanuhesti ile Tahlis will depart to stay in Alfheim. She is taking with her the Solist ili Narath scrolls. In the event the marruspawn return we cannot risk our descendants to suffer the same trials as we did in reconstructing the knowledge to defeat them. We can protect that knowledge in Alfheim. Aelise has volunteered to see her there safely. He and his militia will stay with her to the

end of their days. In respect for your services I am extending you an invitation to lead the escort. If you accept you may live out your days in Alfheim as her guardian. What is your decision?"

The PCs must announce their decision before they receive their AR. This is an individual decision. They may choose to decline the offer, lead the escort and return, or stay with Ruessa in Alfheim (effectively retiring their character on the plane of Ysgard). Make the PCs aware there is a significant TU cost if they elect to escort her to Alfheim.

The next morning the elves are gathered in the amphitheatre. Most are crying as they say their goodbyes and well wishes to Ruessa, Aelise, and Pylyth. Many come to you to shake your hand thanking you for your service. Selevain asks you to gather around her one more time. Ruessa kisses each of you on the cheek. "Thank you" is all she says to you. Selevain bows her head in prayer before leaving the Entrell Estates one last time.

The journey back to Ysgard is not detailed here. If a PC does escort Ruessa and visits General Nesur they find Daedre in his company. As written in NYR6-09 *The House of Entrell* Daedre was fostered to an elven family 430 years ago to be instructed in the mastery of the longsword and longbow. For 238 years he served in the military or militias around the Adri Forest. He explains it was natural for his spirit to journey here. Perhaps a link existed with Nesur in that they both died protecting the blessed of Corellon Larethian. Ruessa and Daedre are joyously reunited.

CONCLUSION B

The PCs were lost in another plane for 10 weeks. When they return to the Entrell Estates they find most of the city is burned down. Captain Lylas, Aelise, Selevain, Daedre and Ruessa have perished. Gelleflair is recovering from a near fatal wound.

The remaining elves number a fraction of the original population. They explain what won out the night was Pylyth leading Entrell Militia back to the raider tunnels in the Anodan Hills. He, with Kyselmah, destroyed a crystal controlling the portal between Tathyl and Oerth. The marruspawn retreated somehow sensing the crystal was threatened.

The PCs do not receive any rewards, benefits or access, except for items found before they stepped through the doorway in the Infinite Staircase.

This concludes the story of *The Light of the Elves* and the *Sword of Dawn*.

EXPERIENCE POINT SUMMARY

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

Encounter 2: WELCOME TO YSGARD

Defeat the dragon creatures:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 3: NESUR JOARENA

Speak with Nesur Joarena:

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP
APL 10	30 XP
APL 12	30 XP

Encounter 4: THE ELVES OF ALFHEIM

Speak with the elves:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Encounter 5: WASTELAND OF TATHYL

Defeat the wasteland creatures:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Encounter 6: THE FORTRESS

Successfully bypass trap:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Free the asherati:

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP

APL 8	60 XP
APL 10	75 XP
APL 12	90 XP

Encounter 7: BATTLE FOR ENTRELL

Defeat the marruspawn:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Discretionary roleplaying award

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

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.

Encounter 2: Welcome to Ysgard

APL 2: Loot: 54 gp; Coin: 0 gp; Magic: 50 gp – *potion of cure moderate wounds* (2) (50 gp each)

APL 4: Loot: 158 gp; Coin: 0 gp; Magic: 75 gp – *potion of cure moderate wounds* (3) (75 gp each)

APL 6: Loot: 90 gp; Coin: 0 gp; Magic: 652 gp – *potion of cure moderate wounds* (3) (75 gp each), +1 *ranseur* (3) (577 gp each)

APL 8: Loot: 80 gp; Coin: 0 gp; Magic: 435 gp – *potion of cure moderate wounds* (2) (50 gp each), +1 *ranseur* (2) (385 gp each)

APL 10: Loot: 75 gp; Coin: 0 gp; Magic: 655 gp – *potion of cure moderate wounds* (3) (75 gp each), +1 *large greataxe* (195 gp each), +1 *ranseur* (2) (385 gp each)

APL 12: Loot: 18 gp; Coin: 0 gp; Magic: 880 gp – *potion of cure moderate wounds* (3) (75 gp each), +1 *large greataxe* (195 gp each), +1 *ranseur* (2) (385 gp each), +1 *breastplate* (2) (225 gp each)

Encounter 6: The Fortress

All APLs: Loot: 250 gp; Coin: 250 gp; Magic: 0 gp

Encounter 7: Battle for Entrell

Treasure:

APL 2: Loot: 448 gp; Coin: 0 gp; Magic: 25 gp – *potion of cure moderate wounds* (25 gp each)

APL 4: Loot: 448 gp; Coin: 0 gp; Magic: 25 gp – *potion of cure moderate wounds* (25 gp each)

APL 6: Loot: 562 gp; Coin: 0 gp; Magic: 50 gp – *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (25 gp each)

APL 8: Loot: 597 gp; Coin: 0 gp; Magic: 704 gp – +1 *great falchion* (204 gp each), *anklet of translocation* (117 gp each), *cloak of resistance* +2 (333 gp each), *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (25 gp each)

APL 10: Loot: 597 gp; Coin: 0 gp; Magic: 1,954 gp – +1 *great falchion* (204 gp each), *anklet of translocation* (117 gp each), *cloak of resistance* +2 (333 gp each), *headband of intellect* +2 (333 gp each), *potion of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (25 gp each), *ring of protection* +1 (167 gp each), *vest of resistance* +3 (750 gp each)

APL 12: Loot: 472 gp; Coin: 0 gp; Magic: 7,142 gp – +1 *great falchion* (2) (408 gp each), +2 *full plate* (2) (442 gp each), *anklet of translocation* (117 gp each), *cloak of resistance* +2 (2) (667 gp each), *headband of intellect* +2 (333 gp each), *potion of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (2) (50 gp each), *ring of protection* +1 (167 gp each), *ring of protection* +2 (2) (1,333 gp each), *vest of resistance* +3 (750 gp each)

Total Possible Treasure

APL 2: Loot: 752 gp; Coin: 250 gp; Magic: 75 gp; Total: 1,077 gp.

APL 4: Loot: 856 gp; Coin: 250 gp; Magic: 100 gp; Total: 1,206 gp.

APL 6: Loot: 902 gp; Coin: 250 gp; Magic: 702 gp; Total: 1,854 gp.

APL 8: Loot: 927 gp; Coin: 250 gp; Magic: 1,139 gp; Total: 2,316 gp.

APL 10: Loot: 922 gp; Coin: 250 gp; Magic: 2,609 gp; Total: 3,781 gp.

APL 12: Loot: 740 gp; Coin: 250 gp; Magic: 8,022 gp; Total: 9,012 gp.

Special

☞ **La'elimsha and Ael'renael:** You have journeyed with Ruessa to Ysgard. She insists on returning the sword La'elimsha to Nesur Joarena. However, instead of accepting the sword, Nesur gifts Ael'renael to you in honor of your service, thus reuniting the pair. The sword's runes identify their names *The Eastern Sun* and *Great Knight of the West*. Both swords are non-magical, masterwork longswords. Only one PC at the table may earn this favor. The elves of Alfheim or Entrell will enchant these as +1 longswords for 50% of the cost. The PC is responsible to pay the full cost of any further enhancements above the initial +1. Cross off this favor once used.

☞ **A Home Amongst the Elves:** The PC can choose to prepare a home in the lands of the Entrell Estates. The PC is responsible for building it, but the elves will assist with any necessary skills. The PC has qualified to take a home as detailed in the Nyrona Meta-Org Booklet 598. All prerequisites are considered fulfilled. The PC is responsible for paying for the initial and annual cost of the property. The property is considered Modest, costing 1,000 gp and cannot be upgraded.

☞ **Favor of the Entrell Estates:** You have performed a valuable service for the elves of the Entrell Estates and have earned the favor of Gelleflair Entrell. He makes available one item designated with a “***” (Regional access). Circle the item chosen and cross off the others. Mark off this favor when the item has been bought.

☞ **Escorted the Light of the Elves and the Sword of Dawn:** You have escorted Ruessa to Alfheim (10 TU cost, cannot be reduced). The Keeper of the Lore requests your

assistance in documenting your experiences for his library. To show his appreciation he makes his library connections available to you. You have gained access to one (1) of the following books. Circle the book you choose, cross off all others.

- *manual of bodily health* +1
- *manual of gainful exercise* +1
- *manual of quickness of action* +1
- *tome of clear thought* +1
- *tome of leadership and influence* +1
- *tome of understanding* +1

☛ **Guardian of the Light of the Elves and the Sword of Dawn:** You have elected to remain with Ruessa in Alfheim as her guardian. The character is effectively retired to live in Ysgard (and may no longer participate in the campaign). The player may create another first-level character with the Entrell Estates as his/her originating home. The player is given the supplemental AR as the new character's first adventure record.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- ***Ring of feather falling* (Regional; DMG)
- *Elvencraft bows* (Regional; RoW)

APL 4 (all of APL 2 plus the following):

- ***Ring of force shield* (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- ***Horseshoes of speed* (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- ***Horn of goodness/evil* (Regional; DMG)
- *Anklet of translocation* (Adventure; MIC; 1,400 gp)

APL 10 (all of APLs 2-8 plus the following):

- ***Candle of invocation* (chaotic good) (Regional; DMG)

APL 12 (all of APLs 2-10 plus the following):

- ***Gem of brightness* (Regional; DMG)

APPENDIX 1: APL 2

2: WELCOME TO YSGARD

WHITESPAWN HORDLING BARBARIAN CR 3

Female whitespaw hordeling barbarian 2
CE Small monstrous humanoid (cold, dragonblood)
Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Draconic

AC 16, touch 12, flat-footed 16; uncanny dodge
(+1 size, +1 Dex, +2 armor, +2 natural)

hp 46 (4 HD)

Immune cold

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

Weakness vulnerability to fire

Speed 50 ft. (10 squares), fly 30 ft. (clumsy)

Melee masterwork short sword +8 (1d4+2/19-20) and bite +5 (1d4+1) or

Melee masterwork short sword +6 (1d4+2/19-20) and masterwork short sword +6 (1d4+1/19-20) and bite +5 (1d4+1)

Ranged dart +6 (1d3+2)

Base Atk +4; **Grp** +0

Atk Options two-weapon fighting

Special Actions breath weapon, rage 1/day

Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 12, Con 18, Int 4, Wis 11, Cha 6

Feats Improved Initiative, Multiattack, Two-weapon fighting

Skills Balance +11, Climb +8, Hide +5, Jump +11

Possessions Combat Gear plus masterwork short sword (2), dart (4), leather armor

Breath Weapon (Su) 30-ft. cone, once per 1d4 rounds, damage 1d6 cold, Reflex DC 16 half.

Rage when raging, the whitespaw hordeling's stats change as follows:

AC 14, touch 10, flat-footed 14

hp 54

Fort +9, **Will** +5

Melee masterwork short sword +10 (1d4+4/19-20) and

bite +7 (1d4+2) or

Melee masterwork short sword +8 (1d4+4/19-20) and

masterwork short sword +8 (1d4+2/19-20) and

bite +7 (1d4+2)

Grp +2

Abilities Str 19, Con 22

Skills Climb +10, Jump +13

WHITESPAWN HORDELING CR 1

CE Small monstrous humanoid (cold, dragonblood)

Init +0; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Draconic

AC 13, touch 11, flat-footed 13

(+1 size, +2 natural)

hp 16 (2 HD)

Immune cold

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

Weakness vulnerability to fire

Speed 40 ft. (8 squares), fly 20 ft. (clumsy)

Melee short sword +3 (1d4/19-20) and

bite +1 (1d4) or

Melee short sword +1/+1 (1d4/19-20) and

bite +1 (1d4) or

Ranged dart +3 (1d3)

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

Special Actions breath weapon

Combat Gear *potion of cure moderate wounds*

Abilities Str 11, Dex 10, Con 14, Int 4, Wis 9, Cha 9

Feats Multiattack, Two-Weapon Fighting^B

Skills Balance +10, Climb +5, Hide +4, Jump +4

Possessions combat gear plus short sword (2), dart (4)

Breath Weapon (Su) 30-ft. cone, once per 1d4 rounds, damage 1d6 cold, Reflex DC 13 half.

Skills Whitespaw hordelings have a +5 racial bonus on Balance and Climb checks.

5: WASTELAND OF TATHYL

ASHWORM CR 2

N Large magical beast

Init +0; **Senses** tremorsense 60 ft.; Listen +6, Spot +3

AC 14, touch 9, flat-footed 14

(-1 size, +5 natural)

hp 31 (3 HD)

Fort +4, **Ref** +5, **Will** +4; evasive diver

Speed 30 ft. (6 squares), burrow 30 ft. climb 5 ft.

Melee Sting +7 (1d6+7 plus poison)

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

Base Atk +3; **Grp** +12

Atk Options poison (DC 14, 2d6 Str/2d6 Str)

Abilities Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6

Feats Alertness, Lightning reflexes

Skills Climb +16, Listen +6, Spot +3

Evasive Diver (Ex) In areas of sand (not packed earth or stone), the ashworm feels more secure because of its evasive diver ability. If the ashworm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the ashworm instead manages to instantly dive below the protective sand or earth and takes no damage.

An ashworm's rider might be swept from the ashworm's back unless it makes a DC 15 Reflex save when the ashworm dives below the sand. If the rider fails the save, it is swept from the ashworm's back. Particularly skilled riders, such as ashworm dragoons with the sand rider ability, go along for the dive and also take no damage from the effect that prompted the ashworm's Reflex save.

7: BATTLE FOR ENTRELL

MARRULURK CR 4

N Small monstrous humanoid

Init +7; **Senses** darkvision 60 ft., discriminating hearing, low-light vision; Listen +10, Spot +7

Languages Marru

AC 20, touch 14, flat-footed 17

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

HP 24 (3 HD)

Resist desiccation 10, fire 5

Fort +3, Ref +6, Will +6

Speed 20 ft. (4 squares)

Melee masterwork scimitar +6 (1d4+1/18-20 plus poison) or

Ranged masterwork longbow +8 (1d6/x3 plus poison) or

Ranged masterwork longbow +6/+6 (1d6/x3 plus poison) with Rapid Shot

Base Atk +3; Grp +0

Atk Options: Point Blank Shot, sneak attack +2d6

Special Actions death attack, nauseating breath,

Combat Gear 5 doses of scorpion venom, *potion cure moderate wounds*

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

Feats Improved Initiative, Point Blank Shot^B, Rapid Shot^B, Track

Skills Bluff +5, Hide +11, Listen +10, Move Silently +7, Spot +7

Possessions combat gear plus masterwork longbow, masterwork scimitar, masterwork studded leather armor, buckler

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet. When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Nauseating Breath (Su): Once per day, a marrulurk can breathe a 10-foot cone of nauseating gas as a free action. All creatures except other marrulurks within the area must succeed on a DC 13 Fortitude save or be nauseated 1 round. The save DC is Constitution-based.

Poison Use (Ex): A marrulurk is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon. A marrulurk typically carries 2d4 doses of Large monstrous scorpion venom (For DC 14; 1d4 Con/1d4 Con), applying it to its arrows and scimitars.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points. A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become

fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

Skills: Marrulurks Have a +4 racial bonus to Hide and Move Silently checks

SIGN OF THE JACKAL WARRIOR

CR 1/2

Male human warrior 1

NE Medium humanoid (human)

Init +0; Senses Listen +1, Spot +1

Languages Common, Marru

AC 18, touch 10, flat-footed 18

(+8 armor)

HP 6 (1 HD)

Fort +3, Ref +0, Will +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork falchion +4 (2d4+1/18-20) or

Ranged masterwork longbow +2 (1d8)

Base Atk +1; Grp +2

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Weapon Focus (falchion), Iron Will

Skills Climb -3, Listen +2, Speak Language 1, Spot +2

Possession: masterwork falchion, masterwork longbow, arrow (20), full plate armor

2: WELCOME TO YSGARD**WHITESPAWN HORDLING BARBARIAN** CR 3

Female whitespaw hordeling barbarian 2

CE Small monstrous humanoid (cold, dragonblood)

Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Draconic**AC** 16, touch 12, flat-footed 16; uncanny dodge

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

hp 46 (4 HD)**Immune** cold**Fort** +7, **Ref** +4, **Will** +3**Weakness** vulnerability to fire**Speed** 50 ft. (10 squares), fly 30 ft. (clumsy)**Melee** masterwork short sword +8 (1d4+2/19-20) and bite +5 (1d4+1) or**Melee** masterwork short sword +6 (1d4+2/19-20) and masterwork short sword +6 (1d4+1/19-20) and bite +5 (1d4+1)**Ranged** dart +6 (1d3+2)**Base Atk** +4; **Grp** +0**Atk Options** two-weapon fighting**Special Actions** breath weapon, rage 1/day**Combat Gear** *potion of cure moderate wounds***Abilities** Str 15, Dex 12, Con 18, Int 4, Wis 11, Cha 6**Feats** Improved Initiative, Multiattack, Two-weapon fighting**Skills** Balance +11, Climb +8, Hide +5, Jump +11**Possessions** Combat Gear plus masterwork short sword (2), dart (4), leather armor**Breath Weapon (Su)** 30-ft. cone, once per 1d4 rounds, damage 1d6 cold, Reflex DC 16 half.**Rage** when raging, the whitespaw hordeling's stats change as follows:

AC 14, touch 10, flat-footed 14

hp 54

Fort +9, Will +5

Melee masterwork short sword +10 (1d4+4/19-20) and

bite +7 (1d4+2) or

Melee masterwork short sword +8 (1d4+4/19-20) and

masterwork short sword +8 (1d4+2/19-20) and

bite +7 (1d4+2)

Grp +2

Abilities Str 19, Con 22

Skills Climb +10, Jump +13

5: WASTELAND OF TATHYL**ASHWORM, ADVANCED** CR 3

N Large magical beast

Init +0; **Senses** tremorsense 60 ft.; Listen +9, Spot +3**AC** 14, touch 9, flat-footed 14

(-1 size, +5 natural)

hp 63 (6 HD)**Fort** +5, **Ref** +7, **Will** +6; evasive diver**Speed** 30 ft. (6 squares), burrow 30 ft. climb 5 ft.**Melee** Sting +11 (1d6+9 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +16**Atk Options** poison (DC 18, 2d6 Str/2d6 Str)**Abilities** Str 22, Dex 10, Con 17, Int 1, Wis 13, Cha 6**Feats** Ability Focus (poison), Alertness, Lightning reflexes**Skills** Climb +17, Listen +9, Spot +3**Evasive Diver (Ex)** In areas of sand (not packed earth or stone), the ashworm feels more secure because of its evasive diver ability. If the ashworm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the ashworm instead manages to instantly dive below the protective sand or earth and takes no damage.

An ashworm's rider might be swept from the ashworm's back unless it makes a DC 15 Reflex save when the ashworm dives below the sand. If the rider fails the save, it is swept from the ashworm's back. Particularly skilled riders, such as ashworm dragoons with the sand rider ability, go along for the dive and also take no damage from the effect that prompted the ashworm's Reflex save.

7: BATTLE FOR ENTRELL**MARRULURK** CR 4

N Small monstrous humanoid

Init +7; **Senses** darkvision 60 ft., discriminating hearing, low-light vision; Listen +10, Spot +7**Languages** Marru**AC** 20, touch 14, flat-footed 17

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

HP 24 (3 HD)**Resist** desiccation 10, fire 5**Fort** +3, **Ref** +6, **Will** +6**Speed** 20 ft. (4 squares)**Melee** masterwork scimitar +6 (1d4+1/18-20 plus poison) or**Ranged** masterwork longbow +8 (1d6/x3 plus poison) or**Ranged** masterwork longbow +6/+6 (1d6/x3 plus poison) with Rapid Shot**Base Atk** +3; **Grp** +0**Atk Options:** Point Blank Shot, sneak attack +2d6**Special Actions** death attack, nauseating breath,**Combat Gear** 5 doses of scorpion venom, *potion cure moderate wounds***Abilities** Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 14**Feats** Improved Initiative, Point Blank Shot^B, Rapid Shot^B, Track

Skills Bluff +5, Hide +11, Listen +10, Move Silently +7, Spot +7

Possessions combat gear plus masterwork longbow, masterwork scimitar, masterwork studded leather armor, buckler

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet. When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Nauseating Breath (Su): Once per day, a marrulurk can breathe a 10-foot cone of nauseating gas as a free action. All creatures except other marrulurks within the area must succeed on a DC 13 Fortitude save or be nauseated 1 round. The save DC is Constitution-based.

Poison Use (Ex): A marrulurk is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon. A marrulurk typically carries 2d4 doses of Large monstrous scorpion venom (For DC 14; 1d4 Con/1d4 Con), applying it to its arrows and scimitars.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points. A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

Skills: Marrulurks have a +4 racial bonus to Hide and Move Silently checks

SIGN OF THE JACKAL ELITE WARRIOR CR 1

Male human warrior 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +3

Languages Common, Marru

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

HP 7 (1 HD)

Fort +4, **Ref** +1, **Will** +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork falchion +5 (2d4+3/18-20) or

Ranged masterwork longbow +3 (1d8)

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

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Weapon Focus (falchion), Iron Will

Skills Climb +0, Listen +2, Speak Language 1, Spot +3

Possession: masterwork falchion, masterwork longbow, arrow (20), full plate armor

2: WELCOME TO YSGARD**WHITESPAWN HUNTER BARBARIAN****CR 5**

Female whitespawn hunter barbarian 1

CE Medium monstrous humanoid (cold, dragonblood)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +7**Languages** Common, Draconic**AC** 18, touch 12, flat-footed 16 (+2 deflection vs. good) (+2 Dex, +5 Armor, +1 natural)**hp** 66 (7 HD)**Immune** cold, paralysis, *sleep***Resist** fire 10**Fort** +7, **Ref** +7, **Will** +7**Weakness** vulnerability to fire**Speed** 30 ft. in breastplate (4 squares); base movement 40 ft.**Melee** +1 *ranseur* +13/+8 (2d4+8/x3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *ranseur*)**Base Atk** +7; **Grp** +12**Special Actions** rage 1/day**Combat Gear** *potion of cure moderate wounds*, ~~*potion of protection from good*~~, ~~*potion of resist fire*~~**Abilities** Str 20, Dex 15, Con 16, Int 8, Wis 14, Cha 8**SQ** ice step**Feats** Alertness, Improved Initiative, Track**Skills** Listen +9, Spot +7, Survival +10**Possessions** combat gear plus +1 *ranseur*, handaxe, masterwork breastplate**Ice Step (Ex)** Whitespawn hunters ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Skills** Whitespawn hunters have a +4 racial bonus on Survival checks.**Rage** when raging, the whitespawn hordeling's stats change as follows:

AC 16, touch 10, flat-footed 14 (+2 deflection vs. good)

hp 80

Fort +9, Will +9

Melee +1 *ranseur* +15/+10 (2d4+11)

Grp +14

Abilities Str 24, Con 20

5: WASTELAND OF TATHYL**ASHWORM****CR 2**

N Large magical beast

Init +0; **Senses** tremorsense 60 ft.; Listen +6, Spot +3**AC** 14, touch 9, flat-footed 14 (-1 size, +5 natural)**hp** 31 (3 HD)**Fort** +4, **Ref** +5, **Will** +4; evasive diver**Speed** 30 ft. (6 squares), burrow 30 ft. climb 5 ft.**Melee** Sting +7 (1d6+7 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +12**Atk Options** poison (DC 14, 2d6 Str/2d6 Str)**Abilities** Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6**Feats** Alertness, Lightning reflexes**Skills** Climb +16, Listen +6, Spot +3**Evasive Diver (Ex)** In areas of sand (not packed earth or stone), the ashworm feels more secure because of its evasive diver ability. If the ashworm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the ashworm instead manages to instantly dive below the protective sand or earth and takes no damage.

An ashworm's rider might be swept from the ashworm's back unless it makes a DC 15 Reflex save when the ashworm dives below the sand. If the rider fails the save, it is swept from the ashworm's back. Particularly skilled riders, such as ashworm dragoons with the sand rider ability, go along for the dive and also take no damage from the effect that prompted the ashworm's Reflex save.

7: BATTLE FOR ENTRELL**MYSTIC****CR 5**

Male marrutact

N Medium monstrous humanoid

Init +5; **Senses** low-light vision; Listen +13, Spot +9**Languages** Marru**AC** 19, touch 11, flat-footed 18; Dodge (+1 Dex, +4 armor, +4 natural)**HP**: 49 (7 HD); 12 temporary hp**Resist** desiccation 10, fire 5; **SR** 16**Fort** +3, **Ref** +6, **Will** +9**Speed** 30 ft. (6 squares)**Melee** masterwork quarterstaff +8/+3 (1d6) or**Ranged** energy missile/ray +10 (varies by spell)**Base Atk** +7; **Grp** +7**Atk Options** Combat Expertise**Special Actions**: howl of healing**Combat Gear** *potion of cure moderate wounds***Wizard Spells Prepared (CL 5th)**:3rd—*mass curse of impending blades*, *fireball* (DC 17)2nd—*false life**, *phantasmal assailants* (DC 16), *scorching ray*1st—*color spray* (DC 15), *mage armor**, *magic missile*, *shield*0—*acid splash*, *flare*, *ghost sound* (DC 14), *ray of frost* (2)

*Already cast

Abilities Str 11, Dex 13, Con 13, Int 18, Wis 18, Cha 16**Feats** Combat Expertise, Dodge, Improved Initiative**Skills** Concentration +11, Knowledge (arcana) +14, Knowledge (religion) +9, Listen +13, Spellcraft +16, Spot +9**Possessions** combat gear plus masterwork quarterstaff**Spellbook** spells prepared plus

0—All open cantrips

1st—*cause fear*, *charm person*, *feather fall*, *identify*, *jump*2nd—*blur*, *darkvision*, *fog cloud*, *protection from arrows*

3rd—slow, unluck

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet.

When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30-feet heal 3d8+5 points of damage. Those within 10-feet heal an extra 1d8+1 points of damage.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points.

A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

MARRUSAULT

CR 5

N Large monstrous humanoid

Init +1; **Senses** Listen +7, Spot +3

Languages Marru

AC 23, touch 10, flat-footed 22

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

HP 54 (6 HD)

Resist desiccation 10, fire 5

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

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork great falchion +12/+7 melee (1d12+7/18-20) and bite +5 (1d8+2)

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

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

Atk Options Cleave, Power Attack

Special Actions howl of defiance, pounce

Combat Gear *potion of remove blindness/deafness*

Abilities Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 14

SQ ferocity

Feats Cleave, Exotic Weapon Proficiency (great falchion)^B, Great Fortitude, Power Attack, Weapon Focus (great falchion)^B

Skills Listen +7, Search +1, Spot +3

Possessions combat gear plus masterwork great falchion, full plate

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet.

When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Ferocity (Ex): A marrusault is such a tenacious combatant it continues to fight without penalty even while disable or dying.

Howl of Defiance (Su): Once per day, a marrusault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30-feet must succeed on a DC 15 Will save or become fatigued. Those within 10-feet who fail their saves become exhausted. This save DC is Charisma-based.

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points.

A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

SIGN OF THE JACKAL FIGHTER

CR 3

Male human fighter 3

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +4

Languages Common, Marru

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 armor)

HP 28 (3 HD)

Fort +5, **Ref** +2, **Will** +4

Speed 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee masterwork falchion +7 (2d4+3/18-20)

Ranged masterwork longbow +5 (1d8)

Base Atk +3; **Grp** +5

Atk Options Power Attack

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Blind-Fight, Iron Will, Power Attack, Weapon Focus (falchion)

Skills Climb +2, Listen +3, Speak Language 1, Spot +4

Possession: masterwork falchion, masterwork longbow, full plate

2: WELCOME TO YSGARD**WHITESPAWN HUNTER BARBARIAN****CR 5**

Female whitespawn hunter barbarian 1

CE Medium monstrous humanoid (cold, dragonblood)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +7**Languages** Common, Draconic**AC** 18, touch 12, flat-footed 16 (+2 deflection vs. good) (+2 Dex, +5 Armor, +1 natural)**hp** 66 (7 HD)**Immune** cold, paralysis, *sleep***Resist** fire 10**Fort** +7, **Ref** +7, **Will** +7**Weakness** vulnerability to fire**Speed** 30 ft. in breastplate (4 squares); base movement 40 ft.**Melee** +1 *ranseur* +13/+8 (2d4+8/x3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *ranseur*)**Base Atk** +7; **Grp** +12**Special Actions** rage 1/day**Combat Gear** *potion of cure moderate wounds*, ~~*potion of protection from good*~~, ~~*potion of resist fire*~~**Abilities** Str 20, Dex 15, Con 16, Int 8, Wis 14, Cha 8**SQ** ice step**Feats** Alertness, Improved Initiative, Track**Skills** Listen +9, Spot +7, Survival +10**Possessions** combat gear plus +1 *ranseur*, handaxe, masterwork breastplate**Ice Step (Ex)** Whitespawn hunters ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Skills** Whitespawn hunters have a +4 racial bonus on Survival checks.**Rage** when raging, the whitespawn hordeling's stats change as follows:

AC 16, touch 10, flat-footed 14 (+2 deflection vs. good)

hp 80

Fort +9, Will +9

Melee +1 *ranseur* +15/+10 (2d4+11)

Grp +14

Abilities Str 24, Con 20

5: WASTELAND OF TATHYL**SCORPION SWARM****CR 5**

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Listen +0, Spot +4**AC** 18, touch 18, flat-footed 14 (+4 size, +4 Dex)**hp** 63 (9 HD)**Immune** swarm immunities, weapon damage**Fort** +7, **Ref** +7, **Will** +3**Weakness** swarm vulnerabilities**Speed** 20 ft. (4 squares), climb 20 ft.**Melee** swarm (2d6 plus rend plus poison)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +6; **Grp** -**Atk Options** distraction, poison (DC 15, 1d4 Dex/1d4 Dex), rend (4d6)**Abilities** Str 1, Dex 19, Con 12, Int —, Wis 10, Cha 2**SQ** swarm traits, vermin traits**Feats** Weapon Finesse^B**Skills** Climb +12, Spot +4**Distraction (Ex)** Any living creature that begins its turn with a scorpion swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.**Rend (Ex)** If a scorpion swarm successfully distracts a foe it surrounds, it takes advantage of the distraction and tears the victim's flesh. This attack automatically deals an extra 4d6 points of damage.**Skills** A scorpion swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A scorpion swarm can always choose to take 10 on a Climb check, even if rushed or threatened.**7: BATTLE FOR ENTRELL****MYSTIC****CR 7**

Male marrutact wizard 2

N Medium monstrous humanoid

Init +6; **Senses** low-light vision; Listen +15, Spot +11**Languages** Marru**AC** 20, touch 12, flat-footed 18; Dodge (+2 Dex, +4 armor, +4 natural)**HP**: 66 (9 HD); 12 temporary hp**Resist** desiccation 10, fire 5; **SR** 16**Fort** +4, **Ref** +7, **Will** +13**Speed** 30 ft. (6 squares)**Melee** masterwork quarterstaff +9/+4 (1d6) or**Ranged** energy missile/ray +10 (varies by spell)**Base Atk** +8; **Grp** +8**Atk Options** Combat Expertise**Special Actions**: howl of healing**Combat Gear** *anklet of translocation*, *potion of cure moderate wounds***Wizard Spells Prepared (CL 7th)**:4th—*heightened glitterdust* (DC 21), *phantasmal killer* (DC 21)3rd—*mass curse of impending blades*, *dispel magic*, *fireball* (DC 20)2nd—*false life**, *mirror image*, *phantasmal assailants* (DC 19), *scorching ray*1st—*color spray* (DC 18), *mage armor**, *magic missile* (2), *shield*0—*acid splash*, *flare*, *ghost sound* (DC 17), *ray of frost* (2)

*Already cast

Abilities Str 10, Dex 15, Con 14, Int 24, Wis 20, Cha 16**Feats** Combat Expertise, Dodge, Heighten Spell, Improved Initiative, Scribe Scroll^B

Skills Concentration +14, Hide +12, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (religion) +14, Knowledge (the planes) +11, Listen +15, Spellcraft +21, Spot +11

Possessions combat gear plus masterwork quarterstaff
Spellbook spells prepared plus

0—All open cantrips

1st—*cause fear, charm person, expeditious retreat, feather fall, grease, identify, jump*

2nd—*blur, darkvision, fog cloud, protection from arrows, resist energy, web*

3rd—*displacement, haste, slow, unluck*

4th—*assay spell resistance, Evard's black tentacles, fear, Otiluke's resilient sphere*

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet. When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30-feet heal 3d8+5 points of damage. Those within 10-feet heal an extra 1d8+1 points of damage.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points.

A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

MARRUSAULT FIGHTER

CR 8

Male marrusault fighter 3

N Large monstrous humanoid

Init +2; **Senses** Listen +8, Spot +4

Languages Marru

AC 24, touch 11, flat-footed 22

(-1 size, +2 Dex, +8 armor, +5 natural)

HP 94 (9 HD)

Resist desiccation 10, fire 5

Fort +13, **Ref** +10, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *great falchion* +17/+12 melee (1d12+11/15-20) and
bite +10 (1d8+3)

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

Base Atk +9; **Grp** +20

Atk Options Blind-Fight, Cleave, Power Attack

Special Actions howl of defiance, pounce

Combat Gear *potion of remove blindness/deafness*

Abilities Str 25, Dex 15, Con 18, Int 6, Wis 12, Cha 12

SQ ferocity

Feats Blind-Fight, Cleave, Exotic Weapon Proficiency (great falchion)^B, Great Fortitude, Improved Critical (great falchion), Iron Will, Power Attack, Weapon Focus (great falchion)^B

Skills Intimidate +4, Listen +8, Search +1, Spot +4

Possessions combat gear plus +1 *great falchion*, full plate, *cloak of resistance* +2

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet.

When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Ferocity (Ex): A marrusault is such a tenacious combatant it continues to fight without penalty even while disable or dying.

Howl of Defiance (Su): Once per day, a marrusault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30-feet must succeed on a DC 15 Will save or become fatigued. Those within 10-feet who fail their saves become exhausted. This save DC is Charisma-based.

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points.

A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

SIGN OF THE JACKAL FIGHTER

CR 3

Male human fighter 3

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +4

Languages Common, Marru

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

HP 28 (3 HD)

Fort +5, **Ref** +2, **Will** +4

Speed 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee masterwork falchion +7 (2d4+3/18-20)

Ranged masterwork longbow +5 (1d8)

Base Atk +3; **Grp** +5

Atk Options Power Attack

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Blind-Fight, Iron Will, Power Attack, Weapon Focus (falchion)

Skills Climb +2, Listen +3, Speak Language 1, Spot +4

Possession: masterwork falchion, masterwork longbow, full plate

2: WELCOME TO YSGARD**FROST GIANT CLERIC****CR 10**

Male frost giant cleric 1

CE Large giant (cold)

Init +0; **Senses** low-light vision; Listen +5, Spot +15**Languages** Common, Draconic, Giant**AC** 24, touch 11, flat-footed 24

(-1 size, +9 natural, +4 chain shirt, +2 deflection)

hp 195 (15 HD)**Immune** cold**Fort** +18, **Ref** +4, **Will** +11**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** +1 greataxe +23/+18 (3d6+17) or**Melee** 2 slams +20/+20 (1d4+11)**Range** rock +10 (2d6+11)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +24**Atk Options** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, smite 1/day (+4 attack, +1 damage)**Special Actions** rebuke undead 2/day (-1, 2d6+0, 1st), rock catching, rock throwing (range increment 120 ft.)**Combat Gear** *potion of cure moderate wounds***Cleric Spells Prepared** (CL 1st):1st—divine favor †, *magic stone*, *magic weapon*^D †, *shield of faith* †0—*inflict minor wounds*, *resistance* †, *virtue***D:** Domain spell. Deity: Thyrum. Domains: Destruction, War.

† Already cast

Abilities Str 30, Dex 10, Con 24, Int 10, Wis 21, Cha 8**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (greataxe)**Skills** Climb +12, Craft (weaponsmithing) +6, Intimidate +5, Jump +16, Knowledge (religion) +7, Speak Language 2, Spot +15**Possessions** combat gear plus rock (20), chain shirt, +1 greataxe**WHITESPAWN HUNTER BARBARIAN****CR 7**

Female whitespawn hunter barbarian 3

CE Medium monstrous humanoid (cold, dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +7**Languages** Common, Draconic**AC** 19, touch 13, flat-footed 19 (+2 deflection vs. good); uncanny dodge

(+3 Dex, +5 Armor, +1 natural)

hp 90 (9 HD)**Immune** cold, paralysis, *sleep***Resist** fire 10**Fort** +8, **Ref** +9, **Will** +8**Weakness** vulnerability to fire**Speed** 30 ft. in breastplate (4 squares); base movement 40 ft.**Melee** +1 ranseur +15/+10 (2d4+8/x3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)**Base Atk** +9; **Grp** +14**Atk Options** Power Attack**Special Actions** rage 1/day**Combat Gear** *potion of cure moderate wounds*, *potion of protection from good*, *potion of resist fire***Abilities** Str 20, Dex 16, Con 16, Int 8, Wis 14, Cha 8**SQ** ice step, trap sense +1**Feats** Alertness, Improved Initiative, Power Attack, Track**Skills** Listen +12, Spot +7, Survival +13**Possessions** combat gear plus +1 ranseur, handaxe, masterwork breastplate**Ice Step (Ex)** Whitespawn hunters ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Skills** Whitespawn hunters have a +4 racial bonus on Survival checks.**Rage** when raging, the whitespawn hordeling's stats change as follows:

AC 17, touch 11, flat-footed 17 (+2 deflection vs. good)

hp 108

Fort +10, Will +10

Melee +1 ranseur +17/+12 (2d4+11)

Grp +16

Abilities Str 24, Con 20

WHITESPAWN ICESKIDDER**CR 6**

CE Large magical beast (cold, dragonblood)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +12**AC** 17, touch 9, flat-footed 17

(-1 size, +8 natural)

hp 103 (9 HD); **DR** 10/magic**Immune** cold**Fort** +10, **Ref** +6, **Will** +5**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** bite +17 (2d6+12)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +21**Atk Options** Improved Overrun, magic strike, Power Attack**Special Actions** breath weapon**Abilities** Str 27, Dex 10, Con 18, Int 2, Wis 14, Cha 7**SQ** ice step, Tiamat's blessing (cold)**Feats** Ability Focus (breath weapon), Improved Overrun, Power Attack, Weapon Focus (bite)**Skills** Jump +12, Listen +4, Spot +12**Breath Weapon (Su)** 30-foot cone, once every 1d4 rounds, damage 6d6 cold, Reflex DC 20 half. Creatures that fail the save are frozen in place. Treat them as though struck by a tanglefoot bag (*PH 128*), taking a -2 penalty on attack rolls and a -4 penalty on Dexterity and unable to move unless they succeed on a DC 15 Reflex save. The effect ends after 2d4

rounds. The save is DC against the freezing effect increases by 1 for each additional HD.

In addition, surfaces within the area of the breath weapon become covered with ice sheets (*DMG 91*).

Ice Step (Ex) Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Tiamat's Blessing (Cold) (Su) All spawn of Tiamat within 5-feet or riding on a whitespawn iceskiddier gain immunity to cold.

5: WASTELAND OF TATHYL

BRINE OOOZE

CR 6

N Huge ooze

Init -5; **Senses** Blindsight 60 ft.; Listen -5, Spot -5

AC 3, touch 3, flat-footed 3

(-2 size, -5 Dex)

hp 174 (12 HD);

Immunities desiccation, piercing, slashing

Fort +11, **Ref** -1, **Will** -1

Speed 10 ft. (2 squares), swim 20 ft.

Melee slam +10 (1d8+4 plus desiccation)

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

Base Atk +9; **Grp** +20

Atk Options constrict (1d8+4), desiccating impact, improved grab

Abilities Str 17, Dex 1, Con 24, Int —, Wis 1, Cha 1

SQ camouflage, ooze traits, split

Feats —

Skills Hide -13 (-1 in water), Swim +11

Camouflage (Ex) A brine ooze can spread itself out in a shallow depression that resembles a pool of water anywhere from 15 to 30 feet across. It is difficult to determine the true nature of the creature, requiring a DC 20 Spot check. A creature that touches the "pool" is automatically affected by the ooze's dehydrating impact.

Constrict (Ex) A brine ooze deals automatic slam and desiccation damage with a successful grapple check.

Desiccating Impact (Ex) Each time a brine ooze hits a living creature with its slam attack, the opponent must make a DC 23 Fortitude save or take 4d6 points of desiccation damage as moisture is evaporated from its body. This impact is especially devastating to plants and elementals with the water subtype, which take 4d8 points of damage on a failed save instead. A successful save reduces the desiccation damage by half, although the creature still takes normal damage from the slam. The save DC is Constitution based.

Immunity to Desiccation (Ex) A brine ooze has immunity to any spell or effect that deals magical desiccation damage, as well as to any damage that results from failed Constitution checks to resist the effects of dehydration. A brine ooze cannot become dehydrated.

Improved Grab (Ex) To use this ability, a brine ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex) Slashing and piercing weapons deal no damage to a brine ooze. Instead, the creature splits into two identical oozes, each with half the original's current hit points (round down). A brine ooze with 10 hit points or fewer cannot be further split and dies if it is reduced to 0 hit points.

Skills A brine ooze gains 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 in a straight line.

A brine ooze has a +12 bonus on Hide checks when immersed in water.

7: BATTLE FOR ENTRELL

MYSTIC

CR 11

Male marrutact wizard 6

N Medium monstrous humanoid

Init +7; **Senses** low-light vision; Listen +17, Spot +13

Languages Marru

AC 22, touch 14, flat-footed 19; Dodge

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

HP: 86 (13 HD); 16 temporary hp

Resist desiccation 10, fire 5; **SR** 16

Fort +9, **Ref** +13, **Will** +18

Speed 30 ft. (6 squares)

Melee masterwork quarterstaff +11/+6 (1d6) or

Ranged energy missile/ray +13 (varies by spell)

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

Atk Options Combat Expertise

Special Actions: howl of healing

Combat Gear *anklet of translocation*, *potion of cure moderate wounds*

Wizard Spells Prepared (CL 11th):

6th—*chain lightning* (DC 24), *flesh to stone* (DC 24)

5th—*greater blink*, *cloudkill* (DC 23), *chained phantasmal assailants* (DC 21)

4th—*Evard's black tentacles* (grapple +19, 1d6+4 bludgeoning), *heightened glitterdust* (DC 22), *Otiluke's resilient sphere* (DC 22), *phantasmal killer* (DC 23)

3rd—*mass curse of impending blades*, *dispel magic*, *fireball* (DC 21), *haste*, *slow* (DC 21)

2nd—*false life**, *mirror image*, *phantasmal assailants* (DC 21), *resist energy*, *scorching ray* (2)

1st—*color spray* (DC 20), *expeditious retreat*, *mage armor**, *magic missile* (2), *shield*

0—*acid splash*, *flare*, *ghost sound* (DC 18), *ray of frost* (2)

*Already cast

Abilities Str 10, Dex 16, Con 14, Int 26, Wis 20, Cha 16

Feats Chain Spell^B, Combat Expertise, Dodge, Heighten Spell, Improved Initiative, Scribe Scroll^B, Spell Focus (illusion)

Skills Concentration +18, Hide +13, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (religion) +19, Knowledge (the planes) +24, Listen +17, Spellcraft +26, Spot +13

Possessions combat gear plus masterwork quarterstaff, *headband of intellect* +2, *ring of protection* +1, *vest of resistance* +3

Spellbook spells prepared plus

0—All open cantrips

1st—*cause fear*, *charm person*, *feather fall*, *grease*, *identify*, *jump*

2nd—*blur*, *darkvision*, *fog cloud*, *protection from arrows*, *web*

3rd—*displacement*, *unluck*

4th—*assay spell resistance*, *fear*

5th—*wall of force*

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet. When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30-feet heal 3d8+5 points of damage. Those within 10-feet heal an extra 1d8+1 points of damage.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points.

A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

MARRUSAULT FIGHTER

Male marrusault fighter 3

N Large monstrous humanoid

CR 8

Init +2; **Senses** Listen +8, Spot +4

Languages Marru

AC 24, touch 11, flat-footed 22

(-1 size, +2 Dex, +8 armor, +5 natural)

HP 94 (9 HD)

Resist desiccation 10, fire 5

Fort +13, **Ref** +10, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *great falchion* +17/+12 melee (1d12+11/15-20) and bite +10 (1d8+3)

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

Base Atk +9; **Grp** +20

Atk Options Blind-Fight, Cleave, Power Attack

Special Actions howl of defiance, pounce

Combat Gear *potion of remove blindness/deafness*

Abilities Str 25, Dex 15, Con 18, Int 6, Wis 12, Cha 12

SQ ferocity

Feats Blind-Fight, Cleave, Exotic Weapon Proficiency (great falchion)^B, Great Fortitude, Improved Critical (great falchion), Iron Will, Power Attack, Weapon Focus (great falchion)^B

Skills Intimidate +4, Listen +8, Search +1, Spot +4

Possessions combat gear plus +1 *great falchion*, full plate, *cloak of resistance* +2

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet.

When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Ferocity (Ex): A marrusault is such a tenacious combatant it continues to fight without penalty even while disable or dying.

Howl of Defiance (Su): Once per day, a marrusault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30-feet must succeed on a DC 15 Will save or become fatigued. Those within 10-feet who fail their saves become exhausted. This save DC is Charisma-based.

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus

gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points. A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

MARRULURK

CR 4

N Small monstrous humanoid

Init +7; **Senses** darkvision 60 ft., discriminating hearing, low-light vision; **Listen** +10, **Spot** +7

Languages Marru

AC 20, touch 14, flat-footed 17

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

HP 24 (3 HD)

Resist desiccation 10, fire 5

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

Speed 20 ft. (4 squares)

Melee masterwork scimitar +6 (1d4+1/18-20 plus poison) or

Ranged masterwork longbow +8 (1d6/x3 plus poison) or

Ranged masterwork longbow +6/+6 (1d6/x3 plus poison) with Rapid Shot

Base Atk +3; **Grp** +0

Atk Options: Point Blank Shot, sneak attack +2d6

Special Actions death attack, nauseating breath,

Combat Gear 5 doses of scorpion venom, *potion cure moderate wounds*

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

Feats Improved Initiative, Point Blank Shot^B, Rapid Shot^B, Track

Skills Bluff +5, Hide +11, Listen +10, Move Silently +7, Spot +7

Possessions combat gear plus masterwork longbow, masterwork scimitar, masterwork studded leather armor, buckler

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet. When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any

round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Nauseating Breath (Su): Once per day, a marrulurk can breathe a 10-foot cone of nauseating gas as a free action. All creatures except other marrulurks within the area must succeed on a DC 13 Fortitude save or be nauseated 1 round. The save DC is Constitution-based.

Poison Use (Ex): A marrulurk is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon. A marrulurk typically carries 2d4 doses of Large monstrous scorpion venom (For DC 14; 1d4 Con/1d4 Con), applying it to its arrows and scimitars.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points. A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

Skills: Marrulurks Have a +4 racial bonus to Hide and Move Silently checks

SIGN OF THE JACKAL FIGHTER

CR 4

Male human fighter 4

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, **Spot** +5

Languages Common, Marru

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

HP 38 (4 HD)

Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee masterwork falchion +9 (2d4+6/18-20)

Ranged masterwork longbow +6 (1d8)

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

Atk Options Power Attack

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Blind-Fight, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +4, Listen +3, Speak Language 1, Spot +5

Possession: masterwork falchion, masterwork longbow, full plate

2: WELCOME TO YSGARD**FROST GIANT CLERIC****CR 10**

Male frost giant cleric 1

CE Large giant (cold)

Init +0; **Senses** low-light vision; Listen +5, Spot +15**Languages** Common, Draconic, Giant**AC** 24, touch 11, flat-footed 24

(-1 size, +9 natural, +4 chain shirt, +2 deflection)

hp 195 (15 HD)**Immune** cold**Fort** +18, **Ref** +4, **Will** +11**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** +1 greataxe +23/+18 (3d6+17) or**Melee** 2 slams +20/+20 (1d4+11)**Range** rock +10 (2d6+11)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +24**Atk Options** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, smite 1/day (+4 attack, +1 damage)**Special Actions** rebuke undead 2/day (-1, 2d6+0, 1st), rock catching, rock throwing (range increment 120 ft.)**Combat Gear** *potion of cure moderate wounds***Cleric Spells Prepared** (CL 1st):1st—divine favor †, *magic stone*, *magic weapon*^D †, *shield of faith* †0—*inflict minor wounds*, *resistance* †, *virtue***D:** Domain spell. Deity: Thyrum. Domains: Destruction, War.

† Already cast

Abilities Str 30, Dex 10, Con 24, Int 10, Wis 21, Cha 8**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (greataxe)**Skills** Climb +12, Craft (weaponsmithing) +6, Intimidate +5, Jump +16, Knowledge (religion) +7, Speak Language 2, Spot +15**Possessions** combat gear plus rock (20), chain shirt, +1 greataxe**WHITESPAWN HUNTER BARBARIAN****CR 10**

Female whitespaw hunter barbarian 6

CE Medium monstrous humanoid (cold, dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +19, Spot +7**Languages** Common, Draconic**AC** 20, touch 13, flat-footed 20 (+2 deflection vs. good); improved uncanny dodge, uncanny dodge (+3 Dex, +6 Armor, +1 natural)**hp** 126 (12 HD)**Immune** cold, paralysis, *sleep***Resist** fire 10**Fort** +10, **Ref** +10, **Will** +9 **Weakness** vulnerability to fire**Speed** 30 ft. in breastplate (4 squares); base movement 40 ft.**Melee** +1 ranseur +19/+14 (2d4+8/x3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)**Base Atk** +12; **Grp** +17**Atk Options** Power Attack**Special Actions** rage 2/day**Combat Gear** *potion of cure moderate wounds*, *potion of protection from good*, *potion of resist fire***Abilities** Str 21, Dex 16, Con 16, Int 8, Wis 14, Cha 8**SQ** ice step, trap sense +2**Feats** Alertness, Improved Initiative, Power Attack, Track, Weapon Focus (ranseur)**Skills** Listen +19, Spot +7, Survival +15**Possessions** combat gear plus +1 ranseur, handaxe, +1 breastplate**Ice Step (Ex)** Whitespaw hunters ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Skills** Whitespaw hunters have a +4 racial bonus on Survival checks.**Rage** when raging, the whitespaw hordeling's stats change as follows:

AC 18, touch 11, flat-footed 18 (+2 deflection vs. good)

hp 150

Fort +12, Will +11

Melee +1 ranseur +21/+16 (2d4+11)

Grp +19

Abilities Str 24, Con 20

WHITESPAWN ICESKIDDER, ADVANCED**CR 8**

CE Huge magical beast (cold, dragonblood)

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +15**AC** 18, touch 7, flat-footed 18

(-2 size, -1 Dex, +11 natural)

hp 162 (12 HD); **DR** 10/magic**Immune** cold**Fort** +14, **Ref** +7, **Will** +6**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** bite +24 (4d6+19)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +33**Atk Options** Improved Overrun, magic strike, Power Attack**Special Actions** breath weapon**Abilities** Str 36, Dex 8, Con 22, Int 2, Wis 14, Cha 7**SQ** ice step, Tiamat's blessing (cold)**Feats** Ability Focus (breath weapon), Improved Natural Attack (bite), Improved Overrun, Power Attack, Weapon Focus (bite)**Skills** Jump +17, Listen +4, Spot +15**Breath Weapon (Su)** 30-foot cone, once every 1d4 rounds, damage 6d6 cold, Reflex DC 20 half. Creatures that fail the save are frozen in place. Treat them as though struck by a tanglefoot bag (*PH 128*), taking a -2 penalty on attack rolls and a -4 penalty on Dexterity and unable to move unless they succeed on a DC 15 Reflex save. The effect ends after 2d4

rounds. The save is DC against the freezing effect increases by 1 for each additional HD.

In addition, surfaces within the area of the breath weapon become covered with ice sheets (*DMG* 91).

Ice Step (Ex) Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Tiamat's Blessing (Cold) (Su) All spawn of Tiamat within 5-feet or riding on a whitespawn iceskiddier gain immunity to cold.

5: WASTELAND OF TATHYL

SCARAB SWARM, DEATH

CR 7

N Diminutive undead (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

AC 20, touch 20, flat-footed 14

(+4 size, +6 Dex)

hp 117 (12 HD); **DR** 10/magic

Immune swarm immunities, weapon damage

Resist fire 10

Fort +4, **Ref** +10, **Will** +9

Weakness swarm vulnerabilities

Speed 30 ft. (6 squares), climb 30 ft.

Melee swarm (3d6)

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** —

Atk Options distract

Special Actions consume

Abilities Str 1, Dex 23, Con —, Int 6, Wis 13, Cha 15

SQ hive mind, swarm traits,

Feats Alertness, Iron Will, Toughness (3)

Skills Climb +11, Hide +18, Listen +10, Spot +10

Consume (Ex) A death scarab swarm can attempt to instantly consume prey by entering a creature directly through the skin or by crawling into its mouth and other orifices to eat the target both inside and out. If a scarab swarm successfully distracts a foe it surrounds, it takes advantage of the distraction, and the swarm enters the distracted prey's body. Once scarabs have entered a creature, the victim automatically takes 6d6 points of damage in each subsequent round. If the swarm slays the prey, it is considered completely consumed, leaving nothing behind but equipment.

A *remove disease* or *heal* spell cast on a victim being consumed expels the invading scarabs (in that round, anyway; the swarm can attempt to consume again on the following round if all other conditions are met).

Distraction (Ex) Any living creature that begins its turn with a death scarab swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Charisma based.

Hive Mind (Ex) Any death scarab swarm with at least 1 hit point per HD (or 12 hit points, for a standard death

scarab swarm) forms a hive mind, giving it an Intelligence of 6. When a death scarab swarm is reduced below this hit point threshold, it becomes mindless.

Skills A death scarab swarm has a +8 racial bonus on Climb checks and can always take 10 on a Climb check, even if rushed or threatened.

7: BATTLE FOR ENTRELL

MYSTIC

CR 11

Male marrutact wizard 6

N Medium monstrous humanoid

Init +7; **Senses** low-light vision; Listen +17, Spot +13

Languages Marru

AC 22, touch 14, flat-footed 19; Dodge

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

HP: 86 (13 HD); 16 temporary hp

Resist desiccation 10, fire 5; **SR** 16

Fort +9, **Ref** +13, **Will** +18

Speed 30 ft. (6 squares)

Melee masterwork quarterstaff +11/+6 (1d6) or

Ranged energy missile/ray +13 (varies by spell)

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

Atk Options Combat Expertise

Special Actions: howl of healing

Combat Gear *anklet of translocation*, *potion of cure moderate wounds*

Wizard Spells Prepared (CL 11th):

6th—*chain lightning* (DC 24), *flesh to stone* (DC 24)

5th—*greater blink*, *cloudkill* (DC 23), *chained phantasmal assailants* (DC 21)

4th—*Evard's black tentacles* (grapple +19, 1d6+4 bludgeoning), *heightened glitterdust* (DC 22), *Otiluke's resilient sphere* (DC 22), *phantasmal killer* (DC 23)

3rd—*mass curse of impending blades*, *dispel magic*, *fireball* (DC 21), *haste*, *slow* (DC 21)

2nd—*false life**, *mirror image*, *phantasmal assailants* (DC 21), *resist energy*, *scorching ray* (2)

1st—*color spray* (DC 20), *expeditious retreat*, *mage armor**, *magic missile* (2), *shield*

0—*acid splash*, *flare*, *ghost sound* (DC 18), *ray of frost* (2)

*Already cast

Abilities Str 10, Dex 16, Con 14, Int 26, Wis 20, Cha 16

Feats Chain Spell^B, Combat Expertise, Dodge, Heighten Spell, Improved Initiative, Scribe Scroll^B, Spell Focus (illusion)

Skills Concentration +18, Hide +13, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (religion) +19, Knowledge (the planes) +24, Listen +17, Spellcraft +26, Spot +13

Possessions combat gear plus masterwork quarterstaff, *headband of intellect* +2, *ring of protection* +1, *vest of resistance* +3

Spellbook spells prepared plus

0—All open cantrips

1st—*cause fear*, *charm person*, *feather fall*, *grease*, *identify*, *jump*

2nd—*blur*, *darkvision*, *fog cloud*, *protection from arrows*, *web*

3rd—*displacement, unluck*
4th—*assay spell resistance, fear*
5th—*wall of force*

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet. When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30-feet heal 3d8+5 points of damage. Those within 10-feet heal an extra 1d8+1 points of damage.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points. A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

MARRUSAULT FIGHTER

CR 11

Male marrusault fighter 6
N Large monstrous humanoid
Init +2; Senses Listen +8, Spot +4
Languages Marru

AC 28, touch 13, flat-footed 26
(-1 size, +2 Dex, +10 armor, +2 deflection, +5 natural)
HP 129 (12 HD)
Resist desiccation 10, fire 5
Fort +15, **Ref** +11, **Will** +12

Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee +1 *great falchion* +23/+18/+13 melee
(1d12+17/15-20) and
bite +15 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +24

Atk Options Blind-Fight, Cleave, Power Attack, Power Critical

Special Actions howl of defiance, pounce

Combat Gear *potion of remove blindness/deafness*

Abilities Str 26, Dex 15, Con 18, Int 6, Wis 12, Cha 12
SQ ferocity

Feats Blind-Fight, Cleave, Exotic Weapon Proficiency (great falchion)^B, Great Fortitude, Improved Critical (great falchion), Iron Will, Melee Weapon Mastery (slashing), Power Attack, Power Critical (great falchion), Weapon Focus (great falchion)^B, Weapon Specialization (great falchion)

Skills Intimidate +7, Listen +8, Search +1, Spot +4

Possessions combat gear plus +1 *great falchion*, +2 *full plate*, *cloak of resistance* +2, *ring of protection* +2

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet.

When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Ferocity (Ex): A marrusault is such a tenacious combatant it continues to fight without penalty even while disable or dying.

Howl of Defiance (Su): Once per day, a marrusault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30-feet must succeed on a DC 15 Will save or become fatigued. Those within 10-feet who fail their saves become exhausted. This save DC is Charisma-based.

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intact. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points. A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A

marruspawn also requires only half as much water in a day as is normally required for a creature its size.

MARRULURK

CR 4

N Small monstrous humanoid

Init +7; **Senses** darkvision 60 ft., discriminating hearing, low-light vision; Listen +10, Spot +7

Languages Marru

AC 20, touch 14, flat-footed 17

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

HP 24 (3 HD)

Resist desiccation 10, fire 5

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

Speed 20 ft. (4 squares)

Melee masterwork scimitar +6 (1d4+1/18-20 plus poison) or

Ranged masterwork longbow +8 (1d6/x3 plus poison) or

Ranged masterwork longbow +6/+6 (1d6/x3 plus poison) with Rapid Shot

Base Atk +3; **Grp** +0

Atk Options: Point Blank Shot, sneak attack +2d6

Special Actions death attack, nauseating breath,

Combat Gear 5 doses of scorpion venom, *potion cure moderate wounds*

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

Feats Improved Initiative, Point Blank Shot^B, Rapid Shot^B, Track

Skills Bluff +5, Hide +11, Listen +10, Move Silently +7, Spot +7

Possessions combat gear plus masterwork longbow, masterwork scimitar, masterwork studded leather armor, buckler

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet. When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Nauseating Breath (Su): Once per day, a marrulurk can breathe a 10-foot cone of nauseating gas as a free action. All creatures except other marrulurks within the area must succeed on a DC 13 Fortitude save or be nauseated 1 round. The save DC is Constitution-based.

Poison Use (Ex): A marrulurk is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon. A marrulurk

typically carries 2d4 doses of Large monstrous scorpion venom (For DC 14; 1d4 Con/1d4 Con), applying it to its arrows and scimitars.

Resistance to Desiccation (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points. A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

Skills: Marrulurks Have a +4 racial bonus to Hide and Move Silently checks

SIGN OF THE JACKAL FIGHTER

CR 4

Male human fighter 4

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +5

Languages Common, Marru

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

HP 38 (4 HD)

Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. in Full Plate (4 squares), base movement 30 ft.

Melee masterwork falchion +9 (2d4+6/18-20)

Ranged masterwork longbow +6 (1d8)

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

Atk Options Power Attack

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Blind-Fight, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +4, Listen +3, Speak Language 1, Spot +5

Possession: masterwork falchion, masterwork longbow, full plate

APPENDIX 2: NEW RULES

NEW ARMOR MATERIALS

Leafweave

(*Races of the Wild*, page 168)

As the name suggests, leafweave armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.

The arcane spell failure chance for leafweave armor is reduced by 5% compared to ordinary armor of the same sort, due to its increased flexibility. The armor's maximum Dexterity bonus is increased by +1, and its armor check penalty (if any) is lessened by 2. Leafweave versions of padded, leather, studded leather, and hide armor exist; leafweave studded leather typically incorporates darkwood studs to make it druid-friendly.

Creating leafweave armor requires a single successful DC 25 Craft (alchemy) check in addition to the normal Craft (armorsmithing) checks.

Leafweave armor costs 740 gp more than ordinary armor of the same sort. It has hardness 2 and 5 hit points per inch of thickness.

NEW FEATS

Chain Spell [Metamagic]

(*Complete Arcane*, page 76)

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

Prerequisites: Any metamagic feat.

Benefit: Any spell that specifically targets a single target and has a range greater than touch can be chained so as to affect the primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against the arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

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

Melee Weapon Mastery

(*Player Handbook II*, page 81)

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Power Critical

(*Complete Warrior*, page 103)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

NEW GEAR

Honey Leather

(*Races of the Wild*, page 169)

Honey leather is a light canvas used as protection against rain and dampness. It gets its name from its golden color and its texture, which resembles soft, cured leather. Elves, raptorans, and halflings use honey leather for tents and to protect camping gear. It snags and tears easily, so honey leather isn't much good outside camp. It is, however, waterproof thanks to the alchemical treatment that gives it its color and texture.

A character equipped with a honey leather tarpaulin big enough to drape over his body gains a +1 circumstance bonus on Survival checks made to resist the effects of severe weather. If the character is stationary, the bonus increases to a +2. A tarpaulin ranges in size from 3 feet square (for Small or Medium characters) to 6 feet square (for Medium or Large characters).

A tent made of honey leather provides a +4 bonus on Survival checks for anyone inside. The cost of all such tents include poles and stakes. A small pup tent (roomy enough for one Small character to lie down with his gear) is 2 feet wide by 4 feet long. A medium pup tent (roomy enough for one Medium character and gear) is 3 feet by 7 feet. Pup tents are as tall as they are wide. A square tent 10

feet wide is big enough for a party of four Small or Medium characters. A square tent 20 feet wide is big enough for a party of eight Small or Medium characters. Square tents are half as tall as they are wide.

Item	Cost	Weight
Honey leather		
Small tarpaulin	15 gp	¼ lb.
Big tarpaulin	40 gp	1 lb.
Small pup tent	30 gp	2 lb.
Medium pup tent	60 gp	5 lb.
10-foot square tent	120 gp	20 lb.
20-foot square tent	240 gp	40 lb.

NEW MAGIC ITEMS

Anklet of Translocation

(*Magic Item Compendium*, page 71)

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: —

Description: An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10-feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 xp, 2 days.

NEW MONSTERS

Ashworm

(*Sandstorm*, page 140)

This large, eyeless worm is as big as a horse. It is covered in a thin chitinous layer of pale purple plates. A nasty stinger quivers at the end of its tail.

ASHWORM

CR 2

Always N Large magical beast

Init +0; **Senses** tremorsense 60 ft.; Listen +6, Spot +3

Languages —

AC 14, touch 9, flat-footed 14

(-1 size, +5 natural)

hp 31 (3 HD)

Fort +4, **Ref** +5, **Will** +4; evasive diver

Speed 30 ft. (6 squares), burrow 30 ft. climb 5 ft.

Melee Sting +7 (1d6+7 plus poison)

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

Base Atk +3; **Grp** +12

Atk Options poison (DC 14, 2d6 Str/2d6 Str)

Abilities Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6

Feats Alertness, Lightning reflexes

Skills Climb +16, Listen +6, Spot +3

Advancement 4-6 HD (Large); 7-9 HD (Huge)

Evasive Diver (Ex) In areas of sand (not packed earth or stone), the ashworm feels more secure because of its evasive diver ability. If the ashworm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the ashworm instead manages to instantly dive below the protective sand or earth and takes no damage.

An ashworm's rider might be swept from the ashworm's back unless it makes a DC 15 Reflex save when the ashworm dives below the sand. If the rider fails the save, it is swept from the ashworm's back. Particularly skilled riders, such as ashworm dragoons with the sand rider ability, go along for the dive and also take no damage from the effect that prompted the ashworm's Reflex save.

Strategies and Tactics

Ashworms hunt prey from beneath the sand, then rise to confront their targets. In battle, an ashworm forms into a coil, stinging anything in reach.

Sample Encounter

Ashworms are sometimes caught and trained as mounts, though a trainer clips off the dangerous stinger. Ashworms can be induced to travel on the sand's surface (or even packed earth or stone) exclusively by a skilled rider. However, the rider must succeed on a DC 15 Ride check once every 24 hours if in a sandy environment or be swept off the back of the ashworm as it dives below surface for 1d4 rounds before returning to the surface. Expert riders who put up with this behavior are somewhat mollified by the ashworm's ability to secrete a substance that allows it to stick to vertical surfaces; a rider securely strapped to an ashworm's back can climb up walls or other impediments with his mount, albeit slowly. An ashworm is hard to control in combat (see Mounted Combat, page 157 of the *Player's Handbook*), unless it belongs to an ashworm dragoon (see page 66 of *Sandstorm*).

Carrying Capacity: A light load for an ashworm is up to 500 pounds; a medium load, up to 900 pounds; and a heavy load, up to 1,400 pounds. An ashworm can drag 6,900 pounds.

Solitary (EL 2): A single ashworm.

Cluster (EL 4-6): A small group of hunters.

Herd (EL 7-12): A full herd.

Ecology

Traveling in vast herds both above and below the desert sands, the sound of a herd's approach is akin to thunder. As a result, ashworms are sometimes called thunderherders.

Environment: Warm deserts or plains.

Typical Physical Characteristics: Wild ashworms are distant cousins to the purple worm, but not nearly as large or aggressive (nor able to gulp down prey in a single mouthful).

Alignment: Ashworms have no concept of morality and are always neutral.

Typical Treasure

None.

Brine Ooze

(Sandstorm, page 178)

A pool shimmers before you in the desert heat. Suddenly, glistening pseudopods extend from the pool as it begins to glide across the side.

BRINE OOZE

CR 6

N Huge ooze

Init -5; **Senses** Blindsight 60 ft.; Listen -5, Spot -5

Languages —

AC 3, touch 3, flat-footed 3

(-2 size, -5 Dex)

hp 174 (12 HD)

Immunities desiccation, piercing, slashing

Fort +11, **Ref** -1, **Will** -1

Speed 10 ft. (2 squares), swim 20 ft.

Melee slam +10 (1d8+4 plus desiccation)

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

Base Atk +9; **Grp** +20

Atk Options constrict (1d8+4), desiccating impact, improved grab

Abilities Str 17, Dex 1, Con 24, Int —, Wis 1, Cha 1

SQ camouflage, ooze traits, split

Feats —

Skills Hide -13 (-1 in water), Swim +11

Advancement 13-24 HD (Huge); 25-36 HD (Gargantuan)

Camouflage (Ex) A brine ooze can spread itself out in a shallow depression that resembles a pool of water anywhere from 15 to 30 feet across. It is difficult to determine the true nature of the creature, requiring a DC 20 Spot check. A creature that touches the “pool” is automatically affected by the ooze’s dehydrating impact.

Constrict (Ex) A brine ooze deals automatic slam and desiccation damage with a successful grapple check.

Desiccating Impact (Ex) Each time a brine ooze hits a living creature with its slam attack, the opponent must make a DC 23 Fortitude save or take 4d6 points of desiccation damage as moisture is evaporated from its body. This impact is especially devastating to plants and elementals with the water subtype, which take 4d8 points of damage on a failed save instead. A successful save reduces the desiccation damage by half, although the creature still takes normal damage from the slam. The save DC is Constitution based.

Immunity to Desiccation (Ex) A brine ooze has immunity to any spell or effect that deals magical desiccation damage, as well as to any damage that results from failed Constitution checks to resist the effects of dehydration. A brine ooze cannot become dehydrated.

Improved Grab (Ex) To use this ability, a brine ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex) Slashing and piercing weapons deal no damage to a brine ooze. Instead, the creature splits into two identical oozes, each with half the original’s current hit points (round down). A brine ooze with 10

hit points or fewer cannot be further split and dies if it is reduced to 0 hit points.

Skills A brine ooze gains 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 in a straight line.

A brine ooze has a +12 bonus on Hide checks when immersed in water.

Strategies and Tactics

A brine ooze hunts much as a crocodile does, relying on camouflage to let prey get close, then grabbing with its pseudopods.

Sample Encounter

Brine oozes lurk in salt lakes or form poollike shapes in the desert, waiting for prey to come along.

Solitary (EL 6): A single ooze.

Ecology

Environment: Warm deserts.

Typical Physical Characteristics: A typical brine ooze is 15 feet across and 2 feet thick. It weighs about 12,000 pounds. However, it can spread out until it is only an inch or two thick and up to 30 feet across.

Alignment: Brine oozes have no concept of morality and are always neutral.

Typical Treasure

None.

Marruspawn

(Sandstorm, page 168-173)

A people known as the marru once lived and warred in the world, but their civilization has long since passed into the waste, devastated and destroyed by internecine wars of terrible magnitude. As a result of these so-called Flesh Wars, the marru turned to a little-understood art called spawncraft, and in so doing created living weapons to wage their battles. These spawncrafted creatures have come to be known collectively as the spawn of marru, but are more commonly referred to as marruspawn. The marru were advanced in other areas as well, but all their arts couldn’t save them from destroying themselves. However, marruspawn linger on in forgotten and blasted wastelands across many worlds.

The marru understood the stratified nature of the multiverse, and in their wish to ascend closer to heaven, they built their strongholds on the tops of pyramids, so that religious observances and rituals could be conducted as close as possible to the divine realm of the sky. While later cultures saw and copied the marru structures in their own building styles, it was the marru who first perfected the form. Primeval pyramidal structures that date back to the Flesh Wars still contain bloodthirsty marruspawn.

Full-grown marruspawn stand 7-feet tall and resemble ebony-hued jackal-headed humanoids – mostly. Different types of marruspawn were crafted for different purposes in the ancient war, and thus their outward forms might vary. All types of marruspawn can interbreed through the progeny of such unions is never a hybrid of two forms – it is always one of the original forms created by the marru.

Marruspawn come in three distinct types: the marrusaults, the marrulurk, and the marrutact. Marrusaults are brutish warriors; marrulurks are sly assassins; and the powerful but rare marrutacts command their brethren in the event of a skirmish and provide magical support. In the long periods between conflicts, the marrutacts also lead their sibling marruspawn. Many other types of marruspawn were crafted, but most of those rarely breed true; their bloodlines have been lost along with that of the progenitor race.

For years without number, lingering marruspawn were content in their small, isolated communities at the center of the lonely tracts of endless waste, worshipping their progenitor race and engaging in the demanding tasks required to eke out an existence in a blasted land. In more recent centuries, the marruspawn have endured an increasing number of incursions by adventurers and desert settlers into their own territories. One marrutact, called Wisdom, finally moved beyond the rituals that had kept his race mollified and in perpetual decline in the last desert sands. In a bold move, Wisdom broke with the rituals of centuries – he claimed to have received a message from the ancient progenitor race; Expand forth from the waste and wipe clean from the earth all that are not spawned of marru.

Marruspawn are scattered into hidden communities called crèches. Thus, many marruspawn have yet to hear of Wisdom's proclamation. About half the time, those that do hear the message believe the proclamation to be false, and these have declared Wisdom a false prophet. In some ancient places, the wars of the marru have resumed as a result. In other places, marruspawn newly converted to Wisdom's ideals spread outward, committed to genocide. According to Wisdom, only when all other sentient creatures are eradicated will the progenitors return.

Marruspawn speak Marru, the ancient language of their progenitors. Those that break their racial conditioning and become renegades might learn Common, if they make it far enough from the crèches before being hunted down by other marruspawn.

Combat

Though different types of marruspawn have unique individual abilities, the race as a whole enjoys several common traits.

Discriminating Hearing (Ex) A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30-feet.

When the marruspawn detects a noise, the exact location of the source is not revealed – only its presence somewhere within range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5-feet of the source, it can pinpoint the sound's location. Undead, constructs, and other creatures that have not metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detectable by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Desiccation (Ex) Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to desiccation damage 10. Whenever a marruspawn is subject to magical desiccation damage, that damage is reduced by 10 before being applied to the marruspawn's hit points.

A marruspawn also takes no non-lethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it might still become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature its size.

Resistance to Fire (Ex) Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5.

Low-Light Vision (Ex) A marruspawn can see twice as far as a human in conditions of poor illumination.

A small, slender humanoid skulks in darkness. It wears studded leather armor and grins like a jackal. Its obsidian black fur highlights the malign sparkle of its eyes, like the glint of fresh blood under the stark desert sun.

MARRULURK

CR 4

Usually N Small monstrous humanoid

Init +7; **Senses** darkvision 60 ft., discriminating hearing, low-light vision; **Listen** +10, **Spot** +7

Languages Marru

AC 20, touch 14, flat-footed 17

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

HP 24 (3 HD)

Resist desiccation 10, fire 5

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

Speed 20 ft. (4 squares)

Melee scimitar +5 (1d4+1/18-20 plus poison) or

Ranged longbow +7 (1d6/x3 plus poison) or

Ranged longbow +5/+5 (1d6/x3 plus poison) with Rapid Shot

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

Base Atk +3; **Grp** +0

Atk Options: Point Blank Shot, sneak attack +2d6

Special Actions death attack, nauseating breath,

Combat Gear 2d4 doses of scorpion venom

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

Feats Improved Initiative, Point Blank Shot^B, Rapid Shot^B, Track

Skills Bluff +5, Hide +10, Listen +10, Move Silently +6, Spot +7

Possessions longbow, scimitar, studded leather armor, buckler

Advancement by character class

Nauseating Breath (Su): Once per day, a marrulurk can breathe a 10-foot cone of nauseating gas as a free action. All creatures except other marrulurks within the area must succeed on a DC 13 Fortitude save or be nauseated 1 round. The save DC is Constitution-based.

Poison Use (Ex): A marrulurk is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon. A marrulurk typically carries 2d4 doses of Large monstrous scorpion venom (For DC 14; 1d4 Con/1d4 Con), applying it to its arrows and scimitars.

Skills: Marrulurks Have a +4 racial bonus to Hide and Move Silently checks

Sample Encounters

Solitary (EL 4): A single marrulurk.

Death Squad (EL 7-9): 3-5 marrulurks.

Party (EL 8-9): 1 marrulurk, 2 marrusaults, 1 marrutact.

Troop (EL 11-13): 2-3 marrulurks, 6-11 marrusaults, 1-2 marrutacts.

Ecology

Environment: Warm deserts.

Alignment: Usually neutral.

Typical Treasure

Standard coins; double goods; standard items.

A small, slender humanoid skulks in darkness. It wears studded leather armor and grins like a jackal. Its obsidian black fur highlights the malign sparkle of its eyes, like the glint of fresh blood under the stark desert sun.

MARRUSAULT

CR 5

Usually N Large monstrous humanoid

Init +1; **Senses** Listen +7, Spot +3

Languages Marru

AC 23, touch 10, flat-footed 22

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

HP 54 (6 HD)

Resist desiccation 10, fire 5

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

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee great falchion +11/+6 melee (1d12+7/18-20) and bite +5 (1d8+2)

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

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

Atk Options Cleave, Power Attack

Special Actions howl of defiance, pounce

Abilities Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 14

SQ ferocity

Feats Cleave, Exotic Weapon Proficiency (great falchion)^B, Great Fortitude, Power Attack, Weapon Focus (great falchion)^B

Skills Listen +7, Search +1, Spot +3

Possessions great falchion, full plate

Advancement by character class

Ferocity (Ex): A marrusault is such a tenacious combatant it continues to fight without penalty even while disable or dying.

Howl of Defiance (Su): Once per day, a marrusault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30-feet must succeed on a DC 15 Will save or become fatigued. Those within 10-feet who fail their saves become exhausted. This save DC is Charisma-based.

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack.

Sample Encounters

Solitary (EL 4): A single marrusault.

Party (EL 8-9): 1 marrulurk, 2 marrusaults, 1 marrutact.

Troop (EL 11-13): 2-3 marrulurks, 6-11 marrusaults, 1-2 marrutacts.

Ecology

Environment: Warm deserts.

Alignment: Usually neutral.

Typical Treasure

Standard.

MARRUTACT

CR 5

Usually N Medium monstrous humanoid

Init +5; **Senses** low-light vision; Listen +13, Spot +9

Languages Marru

AC 19, touch 11, flat-footed 18; Dodge

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

HP: 49 (7 HD)

Resist desiccation 10, fire 5; **SR** 16

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

Speed 30 ft. (6 squares)

Melee masterwork quarterstaff +8/+3 (1d6) or

Ranged energy missile/ray +10 (varies by spell)

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

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

Atk Options Combat Expertise

Special Actions: howl of healing

Wizard Spells Prepared (CL 5th):

3rd—*dispel magic*, *fireball* (DC 17)

2nd—*detect thoughts* (DC 16), *see invisibility*, *mirror image*

1st—*mage armor**, *magic missile* (2), *true strike*

0—*daze* (DC 14), *disrupt undead*, *mage hand*, *resistance*

*Already cast

Abilities Str 11, Dex 13, Con 13, Int 18, Wis 18, Cha 16

Feats Combat Expertise, Dodge, Improved Initiative

Skills Concentration +11, Hide +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (geography) +14, Listen +8, Spellcraft +16, Survival +4 (+6 to keep from getting lost or avoid hazards)

Possessions masterwork quarterstaff

Advancement by character class

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30-feet heal 3d8+5 points of damage. Those within 10-feet heal an extra 1d8+1 points of damage.

Sample Encounters

Solitary (EL 4): A single marrutact.

Troop (EL 11-13): 2-3 marrulurks, 6-11 marrusaults, 1-2 marrutacts.

Ecology

Environment: Warm deserts.

Alignment: Usually neutral.

Typical Treasure

Standard.

Scarab Swarm, Death

(Sandstorm, page 184)

A black carpet of furiously vibrating carapaces surges forward. Every square inch of the ground is covered with hundreds of scrabbling scarabs.

SCARAB SWARM, DEATH **CR 7**
 N Diminutive undead (swarm)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10
Languages —

AC 20, touch 20, flat-footed 14
 (+4 size, +6 Dex)
hp 117 (12 HD); **DR** 10/magic
Immune swarm immunities, weapon damage
Resist fire 10
Fort +4, **Ref** +10, **Will** +9
Weakness swarm vulnerabilities

Speed 30 ft. (6 squares), climb 30 ft.
Melee swarm (3d6)
Space 10 ft.; **Reach** 0 ft.
Base Atk +9; **Grp** —
Atk Options distract
Special Actions consume

Abilities Str 1, Dex 23, Con —, Int 6, Wis 13, Cha 15
SQ hive mind, swarm traits,
Feats Alertness, Iron Will, Toughness (3)
Skills Climb +11, Hide +18, Listen +10, Spot +10
Advancement —

Consume (Ex) A death scarab swarm can attempt to instantly consume prey by entering a creature directly through the skin or by crawling into its mouth and other orifices to eat the target both inside and out. If a scarab swarm successfully distracts a foe it surrounds, it takes advantage of the distraction, and the swarm enters the distracted prey's body. Once scarabs have entered a creature, the victim automatically takes 6d6 points of damage in each subsequent round. If the swarm slays the prey, it is considered completely consumed, leaving nothing behind but equipment.

A *remove disease* or *heal* spell cast on a victim being consumed expels the invading scarabs (in that round, anyway; the swarm can attempt to consume again on the following round if all other conditions are met).

Distraction (Ex) Any living creature that begins its turn with a death scarab swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Charisma based.

Hive Mind (Ex) Any death scarab swarm with at least 1 hit point per HD (or 12 hit points, for a standard death scarab swarm) forms a hive mind, giving it an Intelligence of 6. When a death scarab swarm is reduced below this hit point threshold, it becomes mindless.

Skills A death scarab swarm has a +8 racial bonus on Climb checks and can always take 10 on a Climb check, even if rushed or threatened.

Strategies and Tactics

A death scarab swarm surrounds and swarms any living prey it encounters. A swarm deals 3d6 points of damage to any creature

whose space it occupies at the end of its move. It can completely consume prey in moments under the right conditions.

Sample Encounters

Death scarabs are vicious, undead beetles that reside in some desert tombs. Death scarabs exhibit no fear, and when swarming, these creatures seem unstoppable.

While living beetle swarms are terrible to contend with, the tenacity of death scarab swarms is something living swarms cannot duplicate.

Solitary (EL 7): A single swarm.

Dread (EL 9-11): 2-4 swarms.

Horror (EL 12-13): 5-8 swarms.

Ecology

Environment: Warm deserts.

Typical Physical Characteristics: Death scarabs swarms are visually distinct from living beetles in that they are black all over, and an individual is slightly larger than its living counterpart. A single death scarab resembles a round, night-black beetle 1-1/2 inches long.

Alignment: Death scarab swarms have no concept of morality and are always neutral.

Typical Treasure

None.

Scorpion Swarm

(Sandstorm, page 185)

A jumping, sticky mass of desert scorpions rolls forward, hundreds of tiny stingers held high, each glistening with poison.

SCORPION SWARM **CR 5**

Always N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Listen +0, Spot +4

Languages —

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

hp 63 (9 HD)

Immune swarm immunities, weapon damage

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

Weakness swarm vulnerabilities

Speed 20 ft. (4 squares), climb 20 ft.

Melee swarm (2d6 plus rend plus poison)

Space 10 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** -

Atk Options distraction, poison (DC 15, 1d4 Dex/1d4 Dex), rend (4d6)

Abilities Str 1, Dex 19, Con 12, Int —, Wis 10, Cha 2

SQ swarm traits, vermin traits

Feats Weapon Finesse^B

Skills Climb +12, Spot +4

Advancement none

Distraction (Ex) Any living creature that begins its turn with a scorpion swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Rend (Ex) If a scorpion swarm successfully distracts a foe it surrounds, it takes advantage of the distraction and tears the victim's flesh. This attack automatically deals an extra 4d6 points of damage.

Skills A scorpion swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A scorpion swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

Strategies and Tactics

A scorpion swarm seeks to surround and attack any living creature it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Sample Encounter

Solitary (EL 5): A single swarm.

Gathering (EL 7-9): A collection of swarms.

Living Mat (EL 11-12): A virtual sea of scorpions.

Ecology

Environment: Warm deserts.

Typical Physical Characteristics: A scorpion swarm is a heavy mass of desert scorpions eager to feast on any large prey it can bring down.

Alignment: Scorpion swarms have no concept of morality and are always neutral.

Typical Treasure

None.

Whitespaw Hordeling

(Monster Manual IV, page 156)

A creature the size of a gnome comes howling at you, slashing the air with two short swords made of bone. It has a fang-filled mouth in a head like that of a white dragon, and thick ivory scales cover its body.

WHITESPAWN HORDELING

CR 1

Usually CE Small monstrous humanoid (cold, dragonblood)

Init +0; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Draconic

AC 13, touch 11, flat-footed 13

(+1 size, +2 natural)

hp 13 (2 HD)

Immune cold

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

Weakness vulnerability to fire

Speed 40 ft. (8 squares), fly 20 ft. (clumsy)

Melee short sword +3 (1d4/19-20) and

bite +1 (1d4) or

Melee short sword +1/+1 (1d4/19-20) and

bite +1 (1d4) or

Ranged dart +3 (1d3)

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

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

Special Actions breath weapon

Abilities Str 11, Dex 10, Con 14, Int 4, Wis 9, Cha 9

Feats Multiattack, Two-Weapon Fighting^B

Skills Balance +10, Climb +5, Hide +4, Jump +4

Advancement by character class; **Favored Class** barbarian; see text

Possessions short sword (2), dart (4)

Breath Weapon (Su) 30-ft. cone, once per 1d4 rounds, damage 1d6 cold, Reflex DC 13 half.

Skills Whitespaw hordelings have a +5 racial bonus on Balance and Climb checks.

Whitespaw hordelings live for violence. They rove in huge hordes, fighting anything they encounter.

Strategies and Tactics

Whitespaw hordelings employ little strategy. All the members of a group charge and mob foes. Some attack with swords and bites, while others who can't yet get into melee hurl darts and use breath weapons against enemies. If their melee attacks cannot pierce a target's armor, they turn to their cold breath; if neither tactic works, they flee.

Sample Encounters

Whitespaw hordelings are almost never encounters alone. Most groups include at least six members.

Pair (EL 2): A pair of whitespaw hordelings are probably the only survivors of a recent battle.

EL 2: Two blood-spattered hordelings seek more of their kind after a deadly fight with orcs. They carry two severed orc limbs as food.

Pack (EL 5): Whitespaw hordelings group into packs of about six that form war parties. A single pack has most likely split from the larger group to attack a separate target.

EL 5: Six whitespaw hordelings scout ahead of the rest of a war party. They attack anything except chromatic dragons or other spawn.

War Party (EL 7-9): A war party comprises two to four packs. War parties range apart from the main horde, either at the behest of a powerful and intelligent leader or when most of the hordelings are involved in some other activity, such as egg-laying.

EL 8: Twelve whitespaw hordelings attack a town, charging into the outlying houses in the dead of a winter night. They were sent to test the town's defenses by a blackspaw raider, who watches from nearby.

Horde (EL 10-18): Larger than war parties, hordes contain up to 150 members, all of whom are combatants. One hordeling barbarian exerts some control over the group, but it is not much of a leader.

EL 11: Thirty-two whitespaw hordelings descend from the mountains, led by a 5th-level hordeling barbarian. Fleeing frost giants that attacked their tribe, they destroy everything in their path.

Ecology

Whitespaw hordelings subsist as nomadic hunters, the whole horde moving as one group. When prey is sighted, the horde splits into packs and war parties. They approach the quarry from several sides, they charge in to kill as many creatures as they can. Because hordelings aren't adept at stealth, such attacks rarely catch all of a herd. Thus, they fill the role of natural predators. The healthiest and most alert prey survives to propagate.

A horde never remains long in one place. The hordelings leave lands they've hunted out or those whose inhabitants drive them away. Only mating season slows them down.

After the eggs are laid, the hordelings hunt down large or numerous prey. They place the eggs within the carcasses and await hatching. The reason for doing so is unclear, since the bodies provide little warmth to the eggs, and the hordelings are

unaffected by cold. Whitespawn hordelings say they want the young to “hear the call of blood,” and this practice ensures an immediate source of nourishment for the hatchlings. The eggs hatch in about a week, and the young mature swiftly. Hordelings rarely live long past their prime.

Environment: Whitespawn hordelings roam cold lands, rampaging from one area to the next. Any sort of cold terrain, from mountains to deserts, might contain them.

Typical Physical Characteristics: Whitespawn hordelings average 3-1/2 feet in height and 40 pounds in weight. Females have slightly narrow shoulders that males and weigh a bit less.

Alignment: Whitespawn hordelings are usually chaotic evil. Their society is savage and dedicated to the maleficent Tiamat. Rarely, a neutral evil hordeling appears; such individuals are usually clerics. Lawful or good hordelings are unheard-of.

Whitespawn Hordeling Lore

Characters with ranks in Knowledge (nature) can learn more about whitespawn hordelings. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Those who recognize the creature's ancestry can also use Knowledge (religion) to learn more.

Knowledge (nature)

11	This creature is a whitespawn hordeling, a monstrous humanoid related to white dragons. This result reveals all monstrous humanoid traits.
16	Whitespawn hordelings are immune to cold and vulnerable to fire. They can breathe cones of cold.
21	Whitespawn hordelings are most commonly found in cold lands. They travel in great hordes and attack en masse.
26	Whitespawn hordelings are nomadic but wander with little direction. They abandon lands they've over hunted or that other creatures drive them from.

Knowledge (religion)

11	Whitespawn hordelings are some of Tiamat's spawn.
16	Whitespawn hordelings worship Tiamat and serve her armies as expendable troops.

Society

Whitespawn hordelings are barely more intelligent than animals, ruled by emotion and instinct more than by rational thought. Some nevertheless can craft crude tools and weapons of bone or horn. Their few cultural traditions revolve around mating and egg laying.

The most threatening member of the horde becomes the leader. Such “leadership” consists mainly of intimidation and lasts only as long as the other hordelings fear and respect that individual. The leader might be a barbarian, or occasional a cleric, but often it's simply another hordeling that's meaner than the rest.

Whitespawn hordelings grudgingly accept the rule of other creatures, usually more intelligent and powerful spawn of Tiamat. However, they willingly serve white dragons, which the hordelings worship as embodiments of Tiamat.

Whitespawn hordelings speak a crude dialect of Draconic.

Typical Treasure

Whitespawn hordelings typically have no treasure other than their weapons. Even leaders don't carry more than what they

need to fight. Always on the move and trading with no one, hordelings don't understand the concept of possessions, which would only weigh them down.

Whitespawn Hunter

(*Monster Manual IV*, page 158)

A white-scaled humanoid slinks along the ice, sizing you p with reptilian eyes. Its face is reminiscent of a white dragon's with a short crest and a beaklike nose. It carries a cruel-looking polearm.

WHITESPAWN HUNTER

CR 4

Always CE Medium monstrous humanoid (cold, dragonblood)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Listen** +6, **Spot** +6

Languages Common, Draconic

AC 17, **touch** 11, **flat-footed** 16

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

hp 39 (6 HD)

Immune cold, paralysis, *sleep*

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

Weakness vulnerability to fire

Speed 20 ft. in breastplate (4 squares); base movement 30 ft.

Melee ranseur +8/+3 (2d4+3/x3) or

Melee handaxe +8/+3 (1d6+2/x3) or

Ranged shortbow +7 (1d6/x3)

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

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

Special Actions rage 1/day

Combat Gear *potion of cure moderate wounds*, *potion of pass without trace*, *potion of protection from good*, *potion of resist fire*

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 13, Cha 10

SQ ice step

Feats Alertness, Improved Initiative, Track

Skills Listen +6, Spot +6, Survival +8

Advancement by character class; **Favored Class** barbarian; see text

Possessions combat gear plus ranseur, handaxe, shortbow, arrow (20), cold iron arrow (10), masterwork breastplate

Ice Step (Ex) Whitespawn hunters ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

Skills Whitespawn hunters have a +4 racial bonus on Survival checks.

Whitespawn Hunters are brutish, crafty stalkers of the frozen realms. They revere Tiamat as the ultimate predator.

Strategies and Tactics

Whitespawn Hunters track their prey for miles, staying out of sight for as long as possible before launching an attack. They try to trap their foes in terrain that limits escape, such as ice floes or chasms. Once confident of the kill, after parrying opponents with their shortbow, they close and attack in wild abandon. In melee, they take advantage of their weapon's reach.

Hunting groups prefer to keep one or more individuals out of sight to watch the engagement, entering when reinforcements are required or when victory seems certain.

Whitespawn berserkers (Whitespawn Hunters with barbarian levels) represent the ideal of the race. They are both crafty and merciless.

Sample Encounters

Whitespawn hunters prefer to travel in small groups, the better to bring down prey. However, they are fractious and competitive by nature and often fight among themselves, especially when dividing the spoils. Leaders often ride whitespawn iceskidders.

Individual (EL 4): A whitespawn hunter encountered alone is usually a scout for the tribe.

EL 4: After a run-in with a band of orcs, a tribe of whitespawn hunters sends out individuals to track down their enemies.

Pair (EL 6): Most whitespawn hunters travel in pairs. When they encounter prey, one moves in to attack, and the other hangs back to make a surprise attack at the optimal moment.

EL 6: Two young whitespawn hunters are sent out to bring down the largest game possible so they can be accepted as adults in the tribe. They cooperate with each other to an extent, but only one can win the right of adulthood—the loser is to be killed or exiled.

Hunting Group (EL 10): A hunting group generally consists of two whitespawn hunters, a whitespawn berserker with a whitespawn iceskiddy mount, and an additional iceskiddy. The group uses coordinated tactics to track and ambush intruders into their territory. They attack anything they deem edible (that is, most creatures).

Ecology

Whitespawn hunters prowl the frozen realms far from civilization. They live a nomadic lifestyle, following herds of large, dangerous game such as dire elk, polar bears and even remorhazes. They build and camp in easily transportable huts, which are hauled by slaves or whitespawn hordelings.

Whitespawn hunters are rapacious meat-eaters and can quickly deplete an area's stocks of game. When times are lean, they subsist on carrion, the flesh of slaves, and the bodies of fallen tribe members. They even devour the bones, leaving virtually nothing behind to indicate their presence other than bits of gore and tufts of fur.

Tribes of whitespawn hunters instinctively know when to move to find richer game or to avoid the worst winter storms. Their paths often intersect with those of other tribes, resulting in open warfare. The winning tribe seizes slaves and mates from the loser.

Environment: Whitespawn hunters inhabit the most desolate wastes, preferably cold plains and frozen waterways. Occasionally a pack finds its way into a mountainous region where game is more plentiful.

Typical Physical Characteristics: Whitespawn hunters average 5-feet in height and 125 pounds in weight. They have white-scaled skin and wiry builds, and they move with surprising grace. Females are slightly smaller and slimmer, with less pronounced facial features than males.

Alignment: Whitespawn hunters are always chaotic evil. They are single-minded when both hunting and committing terrible acts of depravity, especially against their slaves.

Whitespawn Hunter Lore

Characters with ranks in Knowledge (nature) can learn more about whitespawn hunters. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Those who recognize the creature's ancestry can also use Knowledge (religion) to learn more.

Knowledge (nature)

14	This creature is a whitespawn hunter, a monstrous humanoid related to white dragons. This result reveals all monstrous humanoid traits.
19	Whitespawn hunters are immune to cold, paralysis, and sleep, and they are vulnerable to fire.
24	These vicious carnivores favor stealth and ambush but quickly succumb to mindless chaos when combat begins.

Knowledge (religion)

14	Whitespawn hunters are some of Tiamat's spawn.
19	Whitespawn hunters honor Tiamat and wear small ivory icons carved in her image.
24	Whitespawn hunters respect white dragons but are not beholden to them—some tribes hunt them, while others live under their thrall.

Society

Life among whitespawn hunters is brutal and short, with most activity dedicated to the hunt. Status within a tribe depends strictly on strength and the willingness to defend one's position. Males are typically in charge, though in some tribes powerful females dominate. When a tribe grows too large to feed, the leader splits off, taking as many potential mates and sturdy combatants with him as he can. Massive bloodshed often results from such schisms.

After mating, female whitespawn hunters hide their eggs inside icebergs and other isolated locations where temperatures rarely rise above freezing, abandoning them to their fate. The eggs hatch after six months, and the young must survive on their own—often by devouring their weaker siblings. The survivors are deemed strong enough to join the tribe when it returns to the area, and they are taught additional skills to become better hunters. Coming of age is a brutal ritual: A pair of adolescents must undergo a hunt to bring down a large and dangerous creature. They hunt together, but only one can bring down the prey and earn adult status. The other is either killed by the rest of the tribe or flees into the wilderness in hopes of creating his own tribe—few such individuals survive.

Although rather unintelligent, whitespawn hunters value slave labor. They sometimes capture sentient beings to use as porters, entertainment, and food. Slaves rarely last more than a few months, succumbing to their masters' casual brutality and the landscape's bitter cold. Dead slaves are unceremoniously stripped and eaten by the tribe. Whitespawn hunters sometimes dominate whitespawn hordelings. The hunters despise their weak and inferior cousins and delight in bossing them around. However, they are just as apt to kill and eat hordelings as they are to command them.

Whitespawn hunters are uninterested in diplomacy; they either slaughter or enslave anyone unable to stop them, or they avoid more powerful creatures. Tribes occasionally trade with other evil beings, notably orcs, but only when desperate. During these liaisons, they are happy to divulge the location of other whitespawn hunters tribes to their trading partners, hoping to send potential attackers against their competition.

Unlike most spawn, whitespawn hunters do not especially venerate Tiamat. However, they do fear and respect her, and tribes leave offerings from every kill to appease her. The most elaborate alters to Tiamat boast the skull of a white dragon, with small items of treasure occasionally laid beneath the meat as additional offerings. Most hunters wear small icons of ivory crudely carved in their deity's image.

Likewise, whitespawn hunters do not revere white dragons; they respect the creatures' power and majesty but also see them as competition for food. When times are tough, whitespawn hunters have no compunction about killing white dragons. Indeed, they consider such action a testament to Tiamat's desire to see the strongest triumph. At other times, a white dragon might rule an entire tribe of hunters-as long as it is powerful enough to maintain command. The moment it shows any weakness, the tribe's strongest hunters (especially berserkers) challenge the rule.

Whitespawn berserkers often become the leaders of tribes. Some leave the business of ruling to others and focus on the sheer thrill of the hunt. A truly powerful berserker assumes the title of "wastestalker".

Typical Treasure

Whitespawn hunters have standard treasure for NPCs of their Challenge Rating.

Whitespawn Iceskiddler

(Monster Manual IV, page 158)

A long, lizardlike creature slides toward you across the ice, its toothy maw gaping open and short legs pumping in unison to propel its white-scaled body forward. Easily as big as a horse, it doesn't slow its rapid skid even when nearly touching your weapon.

WHITESPAWN ICESKIDDER	CR 6
Always CE Large magical beast (cold, dragonblood)	
Init +0; Senses darkvision 60 ft., low-light vision; Listen +4, Spot +12	
Languages —	
AC 17, touch 9, flat-footed 17 (-1 size, +8 natural)	
hp 85 (9 HD); DR 10/magic	
Immune cold	
Fort +10, Ref +6, Will +5	
Weakness vulnerability to fire	
Speed 40 ft. (8 squares)	
Melee bite +17 (2d6+12)	
Space 10 ft.; Reach 5 ft.	
Base Atk +9; Grp +21	
Atk Options Improved Overrun, magic strike, Power Attack	
Special Actions breath weapon	
Abilities Str 27, Dex 10, Con 18, Int 2, Wis 14, Cha 7	
SQ ice step, Tiamat's blessing (cold)	
Feats Ability Focus (breath weapon), Improved Overrun, Power Attack, Weapon Focus (bite)	
Skills Jump +12, Listen +4, Spot +12	
Breath Weapon (Su) 30-foot cone, once every 1d4 rounds, damage 6d6 cold, Reflex DC 20 half. Creatures that fail the save are frozen in place. Treat them as though struck by a tanglefoot bag (PH 128), taking a -2 penalty on attack rolls and a -4 penalty on Dexterity and unable to move unless they succeed on a DC 15 Reflex save. The effect ends after 2d4	

rounds. The save is DC against the freezing effect increases by 1 for each additional HD.

In addition, surfaces within the area of the breath weapon become covered with ice sheets (DMG 91).

Ice Step (Ex) Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

Tiamat's Blessing (Cold) (Su) All spawn of Tiamat within 5-feet or riding on a whitespawn iceskiddler gain immunity to cold.

Whitespawn iceskidders serve Tiamat's armies as mounts in cold environments. When left to themselves, they prowl the tundra in search of prey.

Strategies and Tactics

Whitespawn iceskidders are typically solitary, but mated pairs hunt together. An iceskiddler attacks the weakest-looking creature in a group, hoping for a quick kill. It begins combat by loosing its freezing breath to damage prey and hold it in place. If a stronger-looking creature gets in the way, the iceskiddler attempts to overrun that foe (+16 on the Strength check). Once in melee, the iceskiddler bits furiously until its target falls. It then slows down any remaining enemies with its breath weapon and makes its escapes with the meal.

Sample Encounters

Whitespawn iceskidders are most likely to be encountered alone or in pairs. Other creatures (usually spawn of Tiamat) sometimes tame iceskidders for use as mounts or guard beasts.

Pair (EL 8): A trail of shallowly buried treasure leads through the snow to an ice cave in the side of a glacier, where a mated pair of whitespawn iceskidders feed on their latest kill. Runoff from the glacier roars through the cave in a rushing stream, covering the sounds of intruders (Listen check DCs increase by 5).

Whitespawn War Party (EL 6-9): Groups of whitespawn hordelings or hunters sometimes patrol on iceskiddler mounts.

EL 7: A war party of six whitespawn hordelings attacks, led by a 3rd-level hordeling barbarian and accompanied by a whitespawn iceskiddler. The barbarian and another hordeling ride into battle on the iceskiddler's back, though they don't really control its actions. When the iceskiddler overruns a foe, the hordelings jump off to attack the prone creature.

Family (EL 9-10): Adult iceskidders in a family group teach their young to hunt.

EL 9: Three whitespawn iceskidders are on the prowl for a meal: a mother and father with their adolescent child. The young iceskiddler is eager for food and attacks the nearest creature immediately, forcing its parents to catch their child in breath weapons as they follow typical iceskiddler tactics. The parents won't abandon the child, so the fight until it regains complete mobility.

Ecology

Whitespawn iceskidders live much like bears, except that they aestivate rather hibernate, sleeping through the warm season. They spend most of their lives as solitary hunters but gather once a year to mate. Unlike bears, male iceskidders remain with their mates, hunting with the mother until the young reach adolescence. Just before sending off the young iceskiddler, the parents lead them on a reaching hunt.

Despite their bestial natures, whitespawn iceskidders are still spawn of Tiamat, and this heritage comes to the fore in their dealings with other creatures. They relish terrorizing prey,, and even after carrying off a victim from a group, a iceskiddier often returns to attack again. Having enough food already, the iceskiddier usually doesn't eat victims of the second attack-it kills for the sheer pleasure.

Only chromatic dragons and spawn of Tiamat have a chance of taming the beasts. White dragons use iceskidders as "watchdogs," allowing them to live within their lairs. Whitespawn hordelings often brave iceskiddier lairs to steal their eggs and raise hatchlings as mounts. They two creatures are so often seen together that sages speculate they were born of the same white dragon parent.

Environment: Whitespawn iceskidders live primarily in cold marshes and plains, but any place with frozen water makes a fine home. They dwell in ice caves or dig dens in mounds of packed snow, where they eat, mate, lay eggs, and rear young.

Typical Physical Characteristics: An adult Whitespawn iceskiddier measures roughly 11-feet from the end of the nose to the tip of the tail. Its long, serpentine body weighs about 2,000 pounds.

Males and females look much alike. Only Whitespawn iceskidders can tell the difference without close examination. Older individuals have broader scales and longer head ridges than younger members of the race. Few iceskidders live longer than about ten years.

Alignment: Cruel and animalistic, whitespawn iceskidders are always chaotic evil.

Whitespawn Iceskiddier Lore

Characters with ranks in Knowledge (nature) can learn more about whitespawn iceskidders. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Those who recognize he creature's ancestry can also use Knowledge (religion) to learn more.

Knowledge (nature)

16	This creature is a whitespawn iceskiddier, a predatory magical beast related to white dragons. This result reveals all magical beast traits.
21	Whitespawn iceskidders are immune to cold and vulnerable to fire. They breathe a cone of cold that freezes prey in a skin of ice.
26	Although of only animal intelligence, whitespawn iceskidders are innately evil creatures. They sometimes return after a successful attack simply to terrorize prey.

Knowledge (religion)

16	Whitespawn iceskidders are some of Tiamat's spawn.
21	Whitespawn iceskidders can sometimes be found in the company of worshippers of Tiamat, serving as mounts and guardians.

Typical Treasure

Whitespawn iceskidders carry no treasure, but sometimes they eat valuable items worn or carried by their prey. Typically, only gems and precious metals survive in an iceskiddier's gullet, irritating its stomach so that it vomits them up. A 5% chance exists that an iceskiddier encountered outside its lair has consumed some art objects, gems, or coins. An iceskiddier lair contains standard treasure for the Encounter level (coins, gems,

and metal items only), buried amid waste in out-of-the-way spots within the cave.

NEW SPELLS

Blink, Greater

(*Spell Compendium*, page 32)

Transmutation

Level: Bard 5, Celerity 8, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell functions like *blink* (PH 206), except that you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While blinking you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5-feet traveled in this manner.

Curse of Impending Blades, Mass

(*Spell Compendium*, page 57)

Necromancy

Level: Bard 3, ranger 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: Enemies in a 20-ft.-radius burst

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

The targets of this spell have a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subjects take a -2 penalty to AC.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Arcane Material Component: A nail through a piece of leather.

Phantasmal Assailants

(*Spell Compendium*, page 154)

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text
Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy* the spell can be turned back upon you with the same effect.

NEW WEAPONS

Arrow, Swiftwing

(*Races of the Wild*, page 164)

These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching (the feathers added to the shaft) for extra stability and accuracy on long shots. A swiftwing arrow incurs only

half the usual penalty for attacking at range (-1 per range increment rather than the usual -2).

NEW WEAPON MODIFICATIONS

Bow, Elvencraft

(*Races of the Wild*, page 166)

An elvencraft bow is thicker and heavier than a normal bow. An elvencraft shortbow functions as a club when wielded as a melee weapon. An elvencraft longbow functions as a quarterstaff when wielded as a melee weapon. The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon.

Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

An elvencraft bow costs 300 gp more than a normal bow.

TABLE: NEW WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type
Ranged Weapons							
Arrow, swiftwing (20)	20 gp	1d4	1d6	x3	110 ft.	3 lb.	Piercing
1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.							

DM AID #1: ELVEN TRANSLATION

The following are the elven words used throughout the scenario and its Common translation.

Ael'renael: Great Knight of the West

Aesil'es: Whisper from the Lost Mountain

Ama'aith: Beautiful Home

Cal'nifera: Guardian of Faith

Feranesti: Elf Champion

Ferani'ethar: Champion and Friend

FERIK, FERIK NILI ESTI!: Mighty Victory, Mighty Victory of the Elves!

Firana: Dark Crafters

Firanalyth: Children of the Dark Crafters

Fisanuhesti: The Light of the Elves

Hei-Corellon shar-shelevu: Corellon, may your grace grant us...

La'elimsha: The Eastern Sun

Lam'avelnis: The Eastern Sword of Dawn

Lam'emar: Honor from the East

Lymah: Wolf Mage

Soliennuhar: The History of Wisdom and Hope

Solist ili Feranesti: The History of an Elf Champion

Solist ili Firnetia: Ancient Scrolls of Dark Magic

Solist ili Narath: The Scrolls of History of High Arcane

Tahl'nis: The Sword of Dawn

Thronna se Soliennuhar: Knowledge from the Histories of the Monastery

Thronna se Tialian: Knowledge from the Magical Scholars Guild

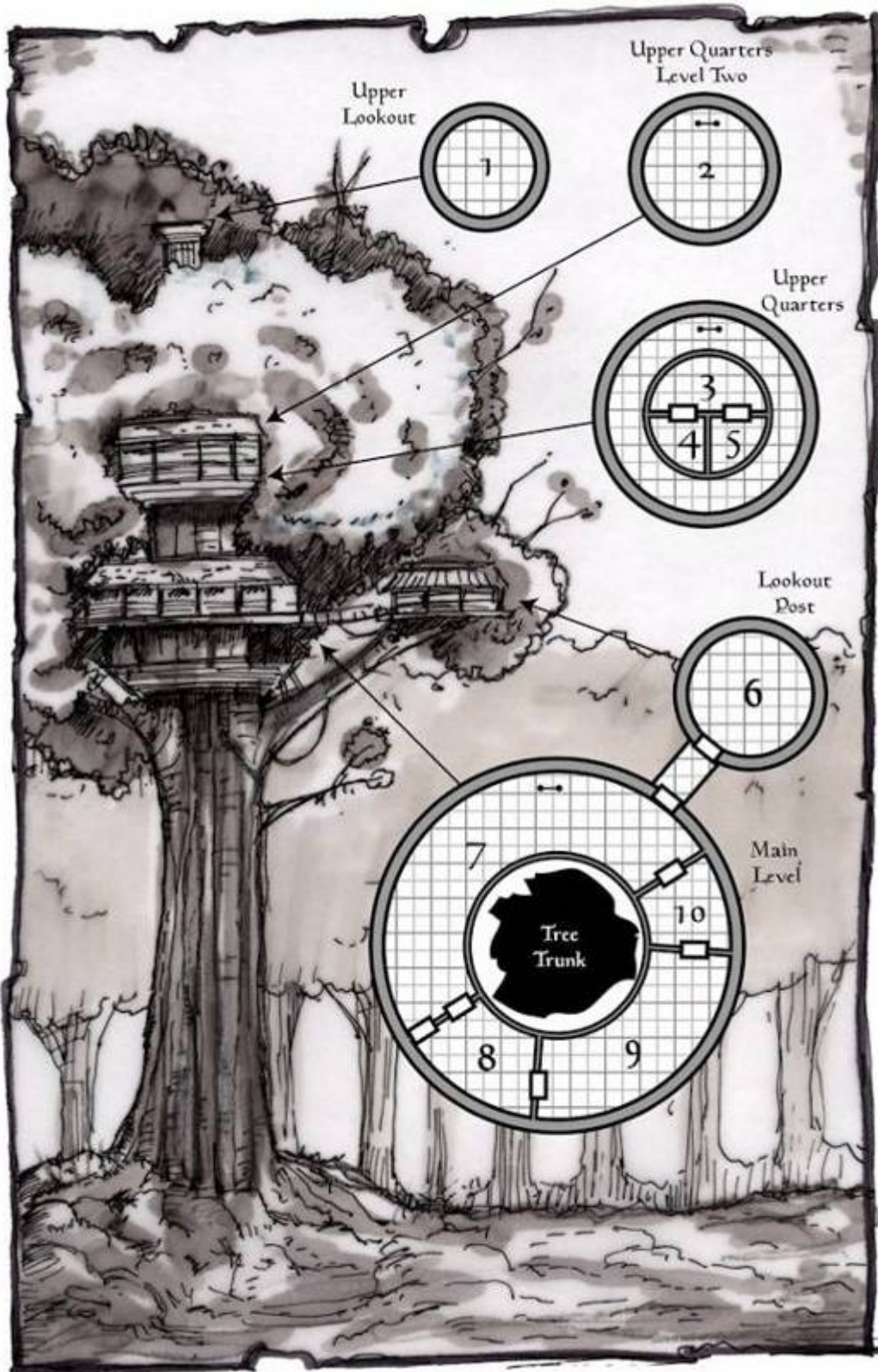
Thronna: Knowledge

Tialian: The Master of Magic

Uverni: May Peace Find You

DM AID #2: THE ENTRELL ESTATES

The home of Gelleflair Entrell



DM AID #3: YSGARD

HEROIC DOMAINS OF YSGARD

It is a place of heroes and glories. It is where wars rage and valor is proved. It is the battleground of eternity.

Ysgard is a plane on an epic scale, with soaring mountains, deep fjords, and dark caverns that hide the secret forges of the dwarves. A biting wind always blows at a hero's back. From the freezing water channels to the sacred groves of Alfheim's elves, Ysgard's terrain is grand and terrible. It is a place of sharp seasons; Winter is a time of darkness and killing cold, and a summer day is scorching and clear.

Most spectacular of all, the landscape floats atop immense rivers of earth flowing forever through an endless skyscape. The broadest earthen rivers are the size of continents, while smaller sections, called earthbergs, are island-sized. Fire rages under each river, but only a reddish glow penetrates to the continent's top. Of more concern is the occasional collision between rivers, which produces terrible quakes and sometimes spawns new mountain ranges.

Ysgard is the home of slain heroes who wage eternal battle on fields of glory. When these petitioners fall, they rise again the next morning to continue eternal warfare. Two deities make their homes on Ysgard; Kord, scion of Strength; and Olidammara, patron of thieves.

The plane boasts two layers, Muspelheim and Nidavellir, beneath the main expanse of Ysgard.

YSGARD TRAITS

- Normal gravity
- Normal time
- Infinite size: Ysgard goes on forever, but it's well known realms have boundaries within the plane as a whole.
- Divinely morphic: Specific powerful beings (such as the deities Kord and Olidammara) can alter Ysgard with a thought. Ordinary creatures find Ysgard as easy to alter as the Material Plane is – they can be affected by spells and physical effort normally. But deities can change vast areas, creating great realms for themselves
- No Elemental traits: No one element dominates on Ysgard; all are in balance as on the Material Plane. However, parts of the second layer, Muspelheim, are treated as if they possessed the fire-dominant trait.
- Minor Positive-Dominant: Ysgard possesses a riotous explosion of life in all its forms. All individuals on a positive-dominant plane gain fast healing 2 and may even regrow lost limbs in time. Additionally, those slain in the never-ending conflicts on Ysgard's fields of battle rise each morning as if *true resurrection* were cast on them, fully healed and ready to fight anew. Even petitioners, who as outsiders cannot be raised, awaken fully healed. Only those who suffer mortal wounds on Ysgard's battlefields get the *true resurrection* effect; dead characters brought to Ysgard don't spontaneously revive.
- Mildly Chaos-Aligned: Lawful creatures on Ysgard suffer a -2 penalty on all Charisma-based checks
- Normal magic

YSGARD LINKS

Permanent portals exist between various planes and Ysgard. One of the most notable is a particular rough-hewn extension of the Infinite Staircase, which connects to countless planes. Multiple landings offer a chance to ascend or descend the Infinite Staircase from each of Ysgard's three layers.

YSGARD INHABITANTS

Petitioners – the slain heroes of countless ages – predominate on Ysgard. However, humanoids of all kinds live throughout the top layer of Ysgard (also called Ysgard). The fiery middle layer, called Muspelheim, is home mostly to fire giants, while the cavernous lower layer, called Nidavellir, is home to dwarves. The plane is also home to scattered ghaele eladrin and firre eladrin celestials and a few devas.

Ysgard Petitioners

The petitioners of Ysgard are mostly former soldiers whose aggressive and valiant spirits draw them to the plane where competition never dies. They have the following special petitioner qualities:

Additional Immunities: Fire, acid

Resistances: Electricity 20, sonic 20

Other Special Qualities: None. Like anyone else on the plane, petitioners benefit from the minor positive-dominant trait on Ysgard.

MOVEMENT AND COMBAT

Getting around on Ysgard is much like travel on the Material Plane. However, movement between the floating earthbergs on the top layer of Ysgard can be quite tricky. Those who fall between the flaming cracks plummet into the

second layer, Muspelheim, where the earthbergs also predominate. In Muspelheim, each mass of earth is continually aflame, presenting an inhospitable environment for travel. The lowest layer, Nidavellir, grants easy access through rifts and tunnels, although the tunnels sometimes close up, an event dangerous to travelers and natives alike.

Ysgard Combat

Battles on Ysgard function much like they do on the Material Plane. Because all combatants have fast healing 2, battles tend to take longer, and every day fallen foes can rise to join the battle anew.

FEATURES OF YSGARD

Except for the planar traits noted above, Ysgard behaves like the Material Plane, and adventurers should find few differences in how their spells and abilities work. Vision on Ysgard is exactly like on the Material Plane.

Ysgard is a vast place, filled with life. Each layer of Ysgard is outlined below.

(DM Note: only the top layer of Ysgard pertains to this scenario. Other locations are omitted.)

Ysgard

The top layer of Ysgard, also called Ysgard, is far and away the most well know and well traveled of the three layers. Most of the inhabitants live in camps and rugged settlements with rough and wild conditions. The layer is dotted with dozens of huge halls, smoking battlefields, and hilly terrain leading down to cold seas. Few settlements exist along the edges of any of the earthbergs, except those interested in trade with communities on other earthbergs.

Kord's Realm: The deity of the strong and courageous, Kord the Brawler lives in the Hall of the Valiant on this plane. His grand hall is built on stout beams of wood hewn from a single massive ash tree. Within, Kord presides over a never-ending banquet where honored guests come and go, but the revelry never ends. The feast tables surround a great open space where valiant heroes wrestle for sport. Sometime, Kord himself sets aside his intelligent dragon-slaying greatsword, *Kelmar*, and his dragon-hide accoutrements, and enters the square to the great delight of all assemble.

Plain of Ida: This great field is located near the Hall of the Valiant and the great free city of Himinborg, the largest population center in the layer. The Plain of Ida hosts daily festivals where warriors can flaunt their mettle. Here, bravery and skill in battle is valued over all else.

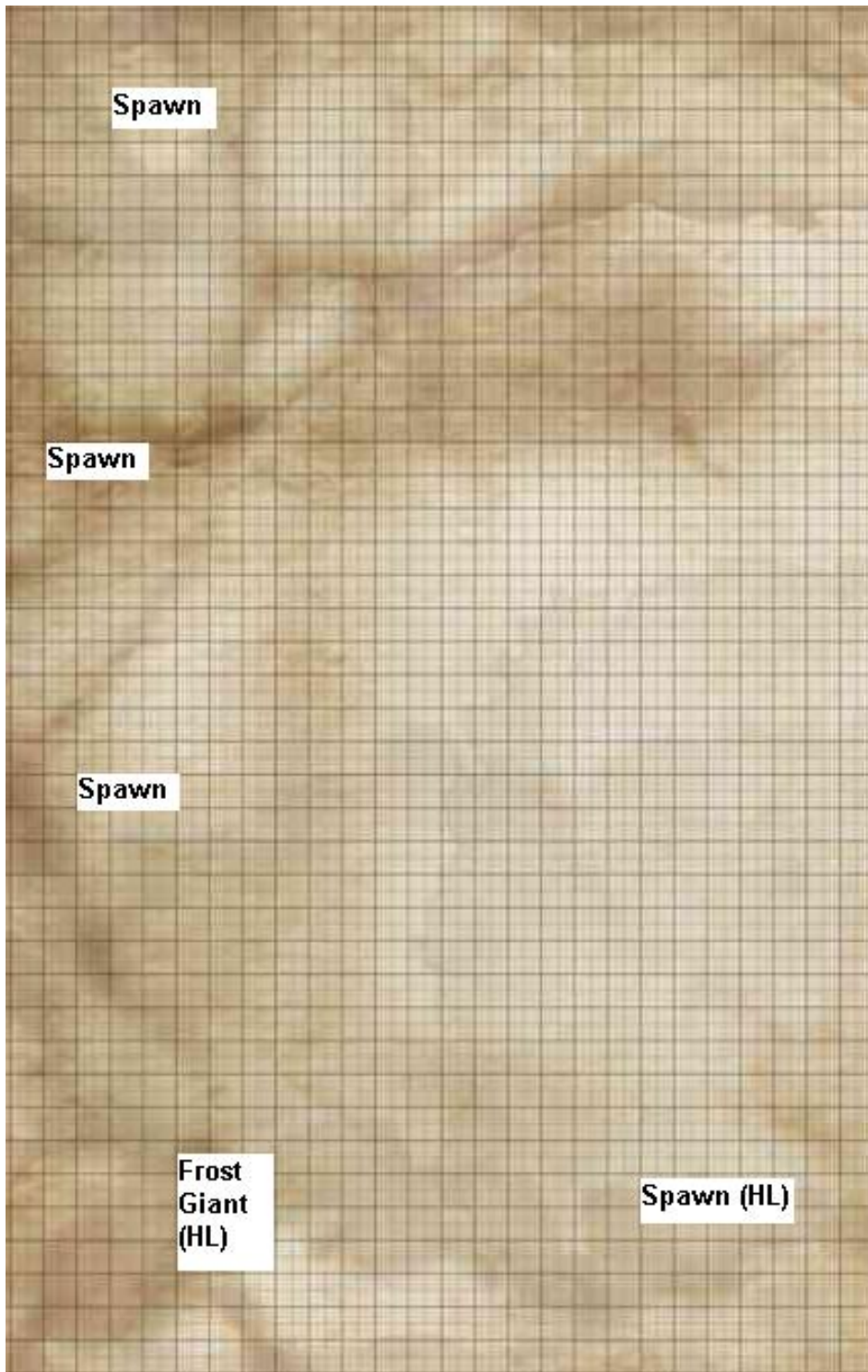
Alfheim: Elven petitioners populate this brilliant sunlit region, as does a contingent of mortal elves. Alfheim is suffused with light and joy, and visitors cannot help but be buoyed by the happiness in the air. The lands are wild and beautiful, untouched by civilization. Wildlife is plentiful, and natural features such as streams, forests, and sunny hills are likewise bountiful.

The elven natives are friendly, but they care little for anything but games and meditative appreciation of the natural surroundings. While many elves live in harmony with nature among the trees and fields of the surface, some elves abide in glittering caves below the surface of Alfheim.

Alfheim has seasons. Summers are long and kind, and its winters are dark and unforgiving. During winter, the elves retreat into the glittering caves, the entrances with are sealed off and buried during the season of snows.

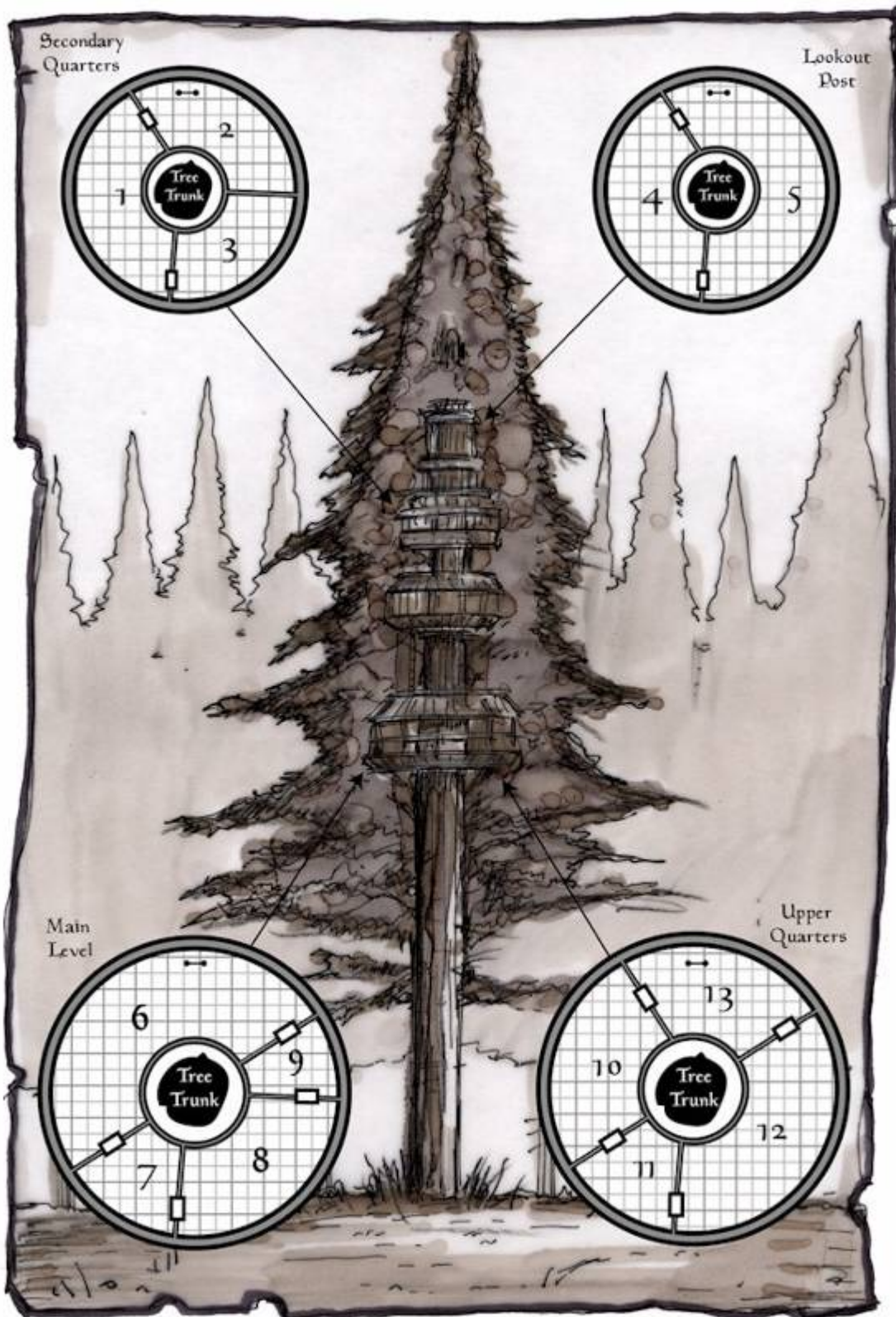
DM AID #4: WELCOME TO YSGARD

Setup for combat with dragon and spawn creatures. At higher levels (HL) the PCs encounter additional creatures.



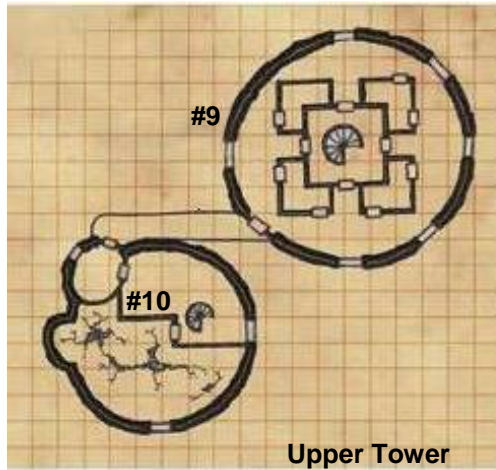
DM AID #5: ALFHEIM

The Alfheim Keeper of the Lore Library



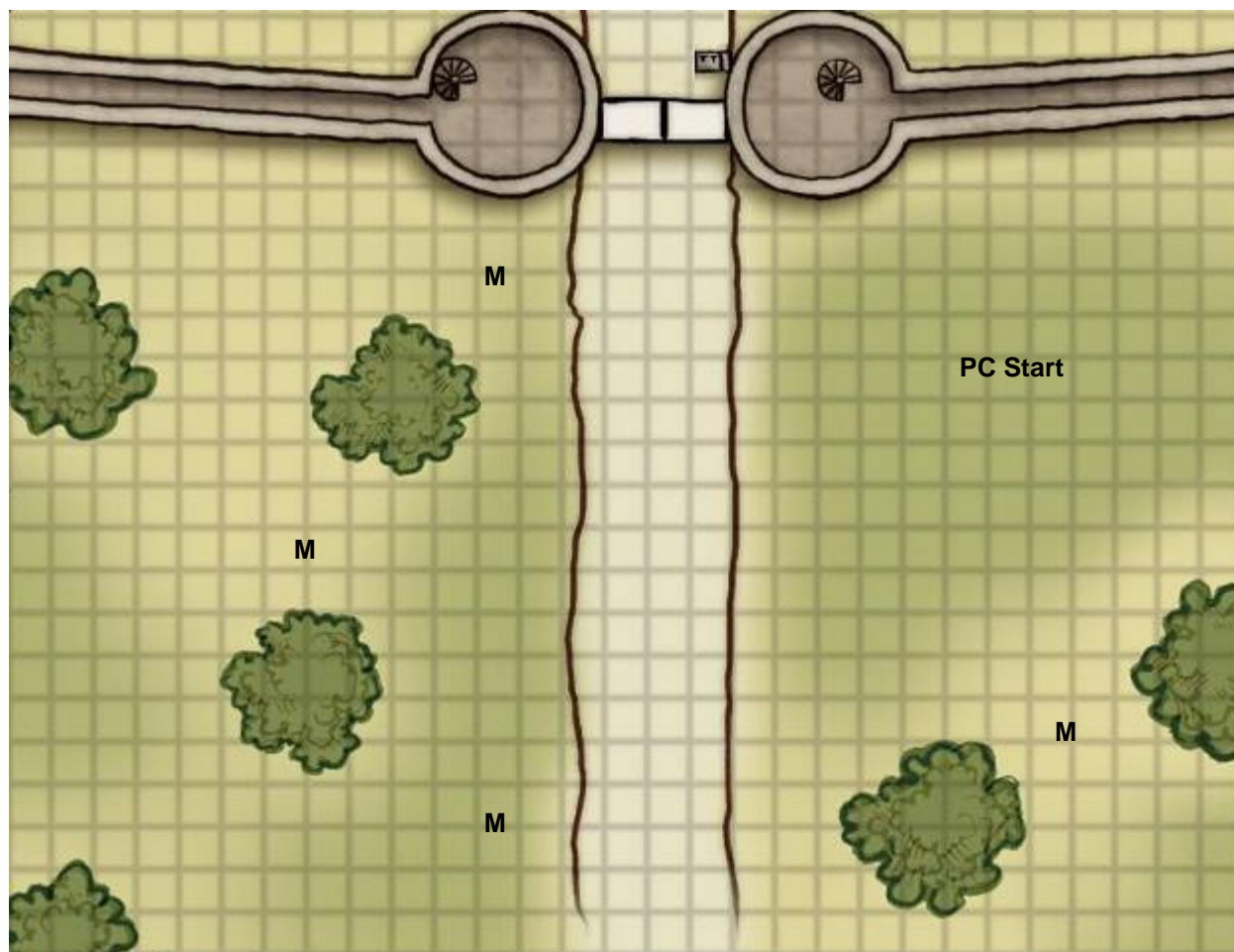
DM AID #6: TATHYL FORTRESS

The marruspawn fortress in the demi-plane of Tathyl. Levels 2-5 are omitted.



DM AID #7: BATTLE FOR ENTRELL

Combat setup for final battle with marruspawn (M)



PLAYER HANDOUT: THE STORY THUS FAR

In NYR6-M01 *A Lament in Entrell* (*Sofeman zel Entrell*)

- The villages in the Anodan Hills were frequently looted and razed.
- Adventurers were asked by the Entrell Militia to help patrol a section of the hills.
- The adventurers saved a village from destruction and tracked the raiders to some tunnels.
- In the tunnels they eliminated the jackal-folk smugglers but did not find any other raiders.
- They returned with information about runes found in the tunnels and a tattoo found on the raiders.

In NYR6-09 *The House of Entrell* (*Na'airaque nili Entrell*)

- Eliqueavain Alelis, referencing the *Solist ili Narath*, spoke of three entries; Sign of the Jackal, The Light of the Elves, and The Sword of Dawn.
- Lord Gelleflair and the four Houses of the Entrell Estates sent envoys to seek consultation about the entries. The adventurers conducted research in the libraries of Rel Mord and Breakrock Monastery. All the envoys returned except one.
- The adventurers learned House Lam'avelnis, with the help of a Suel named Nesur Joarena battled against the *Firana* (Dark Crafters) and drove them back to their plane.
- In a tomb in the Gamboge Forest the adventurers saw the image of a female elf wearing a jewel and commanding an army. Lord Gelleflair described this jewel as *Nuare*, a prized possession now lost.
- During the adventurer's investigation of the entry 'The Sword of Dawn' they found a sword named *La'elimsha* (The Eastern Sun). The owner was a captain named Daedre Lam'emar residing in Cordrend.
- The adventurers escorted Daedre's granddaughter, Ruessa, with them to Entrell to present the sword to Gelleflair.

In NYR7-M02 *Entrell: The Sign of the Jackal* (*Drerah nili Annynumil*)

- The adventurers were asked to travel to Aldanad to escort Diac to the Entrell Estates.
- Diac was a Sign of the Jackal recruit who had a change of heart. Escaping from his superior, Director Heth, he inadvertently met a Grey Watch member. Diac was hidden at a safe house however Sign of the Jackal members attacked it before the adventurers arrived. Diac escaped from the house.
- The adventurers caught up with Diac then headed to Silverwat to recover the lost envoy.
- Director Heth held information revealing the location of other Sign of the Jackal 'dens' in cities throughout Nyronnd. Also found was details of a feature in the old raider's tunnel structure the Anodan Hills.

In NYR7-104 *Entrell: The Light of the Elves and the Sword of Dawn* (*Fisanuhesti ile Tahltnis*)

- Adventurers formed strike forces to rout out the Sign of the Jackal dens in Oldred and Beetu.
- The adventurers found information describing forces readying to strike against the Entrell Estates.
- The elves proposed abandoning Entrell until Nyronnd's army. Ruessa delivered a petition to defend the Entrell Estates. During her speech the now found jewel named *Nuare* flared with a brilliant radiance.
- The elves, directed by the adventurers, bestowed the jewel and the sword named *La'elimsha*, onto Ruessa calling out the Light of the Elves and the Sword of Dawn is again restored to its rightful owner.
- The elves decided the correct choice was to defend the Entrell Estates on their own.
- During the battle Ruessa used her bardic ability causing her to disappear into the jewel. The jewel then appeared around the marruspawn leader's neck who immediately teleported himself away.
- After the battle Edred Everildis, an apprentice of Ghiselinn, informed the Houses assembled the true nature of the Light of the Elves and the Sword of Dawn was not a jewel or a weapon but the title of a leader blessed by Corellon Larethian.

In NYR7-07 *In Faith for Entrell* (*Calinnes se Entrell*)

- The adventurers were asked to travel to the Underdark following clues discovered in recovered texts.
- These texts described a meeting between the marruspawn and the illithids.
- Before setting out they participated in the Testing to prove their faith and service to the elves.
- At the illithid complex the PCs found a journal and a planar fork tuned to Ysgard.

PLAYER HANDOUT: INVITATIONS

Members of the Entrell Militia receive orders from Captain Lylas to report for duty. This is written in Elven.

Strength of the Body,

Our Commander sends orders to report for duty immediately. You are to report to me when you have arrived. Do not delay. You are to take command of an assignment to recover *Fisanuhesti ile Tahl*nis.

Safety and speed sends you back to us.

Captain Sharra Lylas

This invitation is provided to members belonging to the Sagacious Society. The note is sealed with the official signet of the Entrell Estates and includes a map to travel to the Entrell Estates.

Comrade of Learning,

Lord Gelleflair sends his best to you and your colleagues. We are sending individuals to the plane of Ysgard and would welcome your knowledge and resources for this journey.

It is my sincere hope to speak with you in person.

Cordially,
Amalisvann

Invitation for PCs who participated in any of the previous Entrell scenarios.

It is my hope this letter finds you well. We are prepared to send adventurers to the plane of Ysgard to recover *Fisanuhesti ile Tahl*nis. You have assisted us in the past and would welcome your assistance once again.

Eliqueavain Alelis

PLAYER HANDOUT: CONTINUED RESEARCH

For PCs with the favor *Hired a Scholar or Monk* from NYR6-09 *The House of Entrell*.

Good tidings,

I have continued research into the subjects the Light of the Elves, the Sword of Dawn, and Dark Crafters. I have discovered some interesting items about Dark Crafters.

'Dark crafters' is the description given by elves to describe marruspawn. They live on a demi-plane named Tathyl. The demi-plane cycles back to the material plane, Oerth, every 1,000 years. The creation of the Vast Gate by the elves changed that cycle. The marruspawn blamed the elves for destroying a ritual conducted for many millennia. They battled the elves and lost. Recent findings show the cycle is restored and the marruspawn seek vengeance.

For marruspawn I have discovered the following:

A people known as the marru once lived and warred in the world, but their civilization has long since passed into the waste, devastated and destroyed by internecine wars of terrible magnitude. As a result of these so-called Flesh Wars, the marru turned to a little-understood art called spawncraft, and in so doing created living weapons to wage their battles. These spawncrafted creatures have come to be known collectively as the spawn of marru, but are more commonly referred to as marruspawn.

The marru understood the stratified nature of the multiverse, and in their wish to ascend closer to the heavens, they built their strongholds on the tops of great fortresses, so that religious observances and rituals could be conducted as close as possible to the divine realm of the sky. The marru were advanced in other areas as well, but all their arts couldn't save them from destroying themselves. However, marruspawn linger on in forgotten and blasted wastelands across many worlds.

For years without number, lingering marruspawn were content in their small, isolated communities at the center of the lonely tracts of endless waste, worshipping their progenitor race and engaging in the demanding tasks required to eke out an existence in a blasted land. One marrutact, called Wisdom, finally moved beyond the rituals that had kept his race mollified and in perpetual decline in the last desert sands. In a bold move, Wisdom broke with the rituals of centuries – he claimed to have received a message from the ancient progenitor race; Expand forth from the waste and wipe clean from the earth all that are not spawned of marru.

Marruspawn are scattered into hidden communities called crèches. In some ancient places, the wars of the marru have resumed because of Wisdom's teachings. In other places, marruspawn newly converted to Wisdom's ideals spread outward, committed to genocide. According to Wisdom, only when all other sentient creatures are eradicated will the progenitors return.

For 'Light of the Elves and Sword of Dawn' we found this entry as translated from a portion of the recently recovered Solist ili Narath.

"On what is now known as the Day of Mourning a wail rose to greet the light of the morning sun. Under the brilliance of the dew covered gardens lay a tragedy. During the night the *Firana* brought death to House Lam'avelnis. It was on this morning the Light of the Elves was extinguished and the Sword of Dawn was lost."

I have referenced other journals and scrolls and have come to the conclusion this person was assassinated. It is perhaps at this moment the jewel was tainted which caused the situation you now face.

I pray this information is valuable to you. You are always welcome if you desire to conduct any further research.

Yours truly,

PLAYER HANDOUT: THE INFINITE STAIRCASE

Description to find Tathyl in the Infinite Staircase.

A one-story stone building exists on the plane of Ysgard. Inside is an extension to the Infinite Staircase. The infinite Staircase contains doors leading to an infinite number of planes. The door leading to the demi-plane Tathyl is 400-feet above the doorway, 19th from the left of the staircase landing.

PLAYER HANDOUT: ELVEN TRANSLATION

The following are the elven words used throughout the scenario and its Common translation.

Ael'renael: Strength from the West

Aesil'es: Whisper from the Lost Mountain

Ama'aith: Beautiful Home

Cal'nifera: Guardian of Faith

Feranesti: Elf Champion

Ferani'ethar: Champion and Friend

FERIK, FERIK NILI ESTI!: Mighty Victory, Mighty Victory of the Elves!

Firana: Dark Crafters

Firanalyth: Children of the Dark Crafters

Fisanuhesti: The Light of the Elves

Hei-Corellon shar-shelevu: Corellon, may your grace grant us...

La'elimsha: The Eastern Sun

Lam'avelnis: The Eastern Sword of Dawn

Lam'emar: Honor from the East

Lymah: Wolf Mage

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Tahlnis: The Sword of Dawn

Thronna se Soliennuhar: Knowledge from the Histories of the Monastery

Thronna se Tialian: Knowledge from the Magical Scholars Guild

Thronna: Knowledge

Tialian: The Master of Magic

Uverni: May Peace Find You