

SHE6-02

Brooding Boughs

A One-Round D&D LIVING GREYHAWK® Sheldomar Valley Metaregional Adventure

Version 1.1

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The elves of Celene didn't mention the latent menace of the forest in your mission briefing. The immense boles of the great trees surround you, with their massive limbs looming overhead. The air is still and oppressive, and the sunlight is dim and wavering down here under the canopy. As you wipe the sweat from your stinging eyes the shrieks and roars of the forest denizens suddenly cease. In the brooding silence, something waits... something with teeth. A one round Sheldomar Valley Metaregional woodlands adventure for APLs 10-14, and Part 3 of the *Secrets of the Suss* series. Racially diverse parties are recommended.

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

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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, 2007.

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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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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 the *Appendices*.

Along with this adventure you'll find a RPGA Table 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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.

More information about Lifestyle and Upkeep can be found in the “Lifestyle and Upkeep” section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley Metaregion. Characters native to the Sheldomar Valley Metaregion pay one Time Unit per round, all others pay two Time Units per round.

Special: Characters from any region who possess the *Medallion of Etraika* from the adventure SHE4-03 *Advanced Dweomercraft* pay one Time Unit per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. 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 who 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 Survival check (DC 20), 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.

Adventure Background

Legend tells of a magnificent Suel city deep in the Suss Forest, lost for centuries and warded from prying eyes by a brotherhood of reclusive rangers. For several years now, spies and freed prisoners have reported that Turrosh Mak's Pomarj forces are determinedly exploring the Suss in hopes of locating the city and plundering it.

A year or so ago, a lost academy of magic was unearthed in the Suss Forest. Some adventurers explored it thoroughly and found both puzzles and some powerful items. The academy was, alas, severely damaged by the very guardians who protected it, and it is now of little use except as an archeological site.

While exploring the academy, a few unlucky adventurers were imprisoned briefly with an insane ghoul, who babbled about his city of Etraika. When the ghoul was slain, PCs stripped him of an unusual medallion he wore around his neck. Forged of an unfamiliar alloy, the medallion has resisted the machinations of metallurgists who examined it in hopes of ferreting out its properties. Three weeks ago, the medallion began to display a previously unseen property. In the hands of a pureblood Suel human, it is pleasantly warm and emits a very low hum. In the hands of others it is caustic, causing 1 hp of acid damage per minute on exposed skin and discoloring the clothing, leather, or metal it lies in contact with for more than an hour.

Rampaging humanoids have plagued the borders of Celene for decades, first from the Lortmils and now from the Pomarj. Since the elves withdrew to the north banks of the Jewel River, an uneasy truce has reigned.

In the past month, elves have begun to vanish from their fields and steadings around the Twilight Woods (their term for the Suss north of the Jewel). Elven patrols sent to investigate have vanished as well. The ease with which their defenses are being breached has alarmed Lady Amerayne, the most local representative of the Fey Court. After consultation with Queen Yolande, she confers with the Knights of Luna and some of the Court mages and uses their powers and personnel to seek outsiders for aid against this mysterious plague on their people.

It so happens that a multinational expedition is currently moving northeast through the Old River valley in order to open a trade pass through to Thrutch and Courwood. PCs from this expedition and from the city of Greyhawk are contacted and asked to help solve this mystery. The Fey Court has assigned a junior member to accompany the Knight-squire of Luna to make certain that the Court hears the complete account of the investigation and findings.

Environment: The weather is sultry subtropical summer, 88 degrees and very humid, with rain clouds coming in from the east. The Suss Forest is dank and

dark, with wet leaves and deadfalls littering the ground. Before the rain, any fires set in combat will spread to double the radius of the initial blaze before burning out. After the rain only the radius of the initial blaze will burn. There is no moon (zero moonlight) on the first day of this adventure.

Adventure Summary

Introduction: PCs are contacted and mustered via three different Player Handouts (for brevity). One is for Sheldomar Valley PCs (mostly from the Old River pass expedition), one for holders of the Medallion of Etraika, and one for all others. The handouts take the PCs from their personal starting point all the way to Trisomme in Celene for the mission briefing.

Encounter 1: PCs meet with Amerayne, an elven handmaiden from Queen Yolande's court. She offers some details of the mission and its goal of determining the cause of elven disappearances in the area. If they wish, PCs can interview a survivor of one of the "abductions".

Encounter 2: PCs travel through the outlying portions of the Suss Forest to the now empty village of Hilorin. They are introduced to the environment of the forest and are likely to battle a disguised orcish patrol.

Encounter 3: PCs arrive at Hilorin and explore the empty village. They encounter owlbear scavengers, and then the PCs can begin tracking the abducted elves.

Encounter 4: PCs track the elves through the forest to the Jewel River. There is a trap on the trail to provide warning (though the orcs and elves are long gone now) and discourage pursuit. The PCs make it to the banks of the Jewel.

Encounter 5: The PCs must cross the Jewel (unopposed) and continue the pursuit. The tracking gets more difficult as the orcs begin concealing their trail.

Encounter 6: PCs encounter or are ambushed by a tribe of fierce aranea, most in humanoid form. The aranea initially use non-lethal combat, in an attempt to capture and interrogate the PCs. Captured PCs are questioned intently and are subject to being slain and cooked if they answer poorly. Successfully negotiating with the aranea can forge a helpful alliance for future events.

Encounter 7: If captured, the PCs negotiate with the aranea to win their freedom or to make an alliance for this and future adventures. Making an alliance has benefits immediately useful.

Encounter 8: The PCs continue tracking the abducted elves. The elves are actually far away, but the PCs run into an outbound orc slaver party. The PCs have an opportunity to see a *rod of mastery: elf* in use, and an opportunity to free a pair of Pomarj slaves. The guides demand a return to Trisomme after this encounter.

Conclusion: The PCs return to Trisomme for debriefing. Amerayne demonstrates differing levels of gratitude depending on their actions. If the PCs have the *rod of mastery: elf* she makes every effort to retrieve it from the PCs.

Notes: All three groups of opponents currently loose in this part of the forest (Encounters 2, 6, and 8) are actively searching for enemies to attack, using magic in most cases. The PCs can avoid encounters through unusual travel means, but then they learn little of value. Use your judgment as to whether the combat encounters occur and where they occur.

Maps: It is recommended to draw out the Appendix 4: Encounter Map and use it for all three combat encounters. PCs and NPCs can begin the encounters any place you deem suitable on the map per the provided sketches.

Travel time/Movement: Movement times and rates are summarized for DM use in DM Aid 1.

Introduction

The PCs are drawn to the fair land of Celene based on various factors. The DM should assess the appropriate beginning and then give out Player Handouts (PH) #1-3 as needed to begin play.

PH-1 PCs that have the Medallion of Etraika from SHE4-04 *Advanced Dweomercraft* are “located” and contacted by a *teleporting* elven mage and *teleported* to Courwood. Due to the rapidity of locating and transporting these PCs, out of region PCs who individually possess this item pay only one TU for this event.

PH-2 Sheldomar Valley PCs are hired as explorers and guards for an expedition seeking to expand the tenuous overland route from the headwaters of the Old River through the Lortmils to Thrutch and Courwood. These allies note that a route here would mean easier resupply to some of their territories and deployed forces.

PH-3 PCs that do not fit the requisites above are contacted in the City of Greyhawk and asked to search for a missing mage/scholar.

In all cases the PCs are contacted by a Knight or Knight-squire of Luna, acting at the behest of their Queen. The PCs are asked to accompany the Knight to Trisomme, an elven town in southern Celene. The Knights thus encountered seem troubled by the need for outsiders. With a successful DC 30 Diplomacy check or DC 20 Sense Motive check, a keen diplomat may sense that they have been humbled and saddened of late. [This is due to elf losses and the perceived failure of the Knights of Luna to protect this area.]

note: With most of the introduction done via player handouts, the author feels it appropriate to allow a player

to swap out his/her PC at this point if one that is more appropriate for the adventure is desired.

Encounter 1: THE BRIEFING

You crest a small rise, where you behold gossamer spires rising from the forest floor. These seem to be crystal, but are colored in rich earth hues of brown and green, gleaming in the noonday sun. Elves move about the structures, some maintaining their work, but most come to their doors and windows to watch your group pass by.

Any non-residents of Celene are regarded with open disdain, regardless of race. With a successful DC 15 Listen check, you hear elves talking (in Elven) to their neighbors in the following vein: “Just look at them, barbarians to a man.” “Are they all so ugly?” “If that’s what roams the outlands, I’ll never leave Celene.” If PCs respond with words, glares, gestures, etc. the elves withdraw quickly indoors, pointedly closing doors and shutters.

Player characters who received Player Handout #1 enter here. If player characters possess the Medallion of Etraika and received Player Handout #2, read the following paragraph. If no PCs possess the medallion or received Player Handout #2, skip the following paragraph.

With a sudden popping sound, some figures appear before you. Another Knight of Luna and an elven mage, the obvious source of the sudden transportation, are accompanied by (give descriptions of the teleported PCs). *They are greeted by your guides and asked to join your group.*

Knight-squire Narwain leads you to a spire with a pair of spearmen flanking the entrance. “My charge was to deliver you to this spot,” he says, with a curt bow. “I am unaware of what happens from this point.”

As if on cue, the leftmost guard posts his spear into the earth and proceeds up the stairs. He glances over his shoulder and says in Elven, “Follow please, outlanders. You as well, good Knights.” (He repeats the summons in Common if necessary.) *You move up around a seemingly endless spiral stair, passing several sunrooms of warmth and beauty on the way up. At the top is a large circular room that encompasses the whole top of the spire. Warm light suffuses the chairs and table set here. A tall, formidable elven woman meets your gaze as you enter and waves you to seats set in an arc about her place.*

The handmaiden, Amerayne, worked with some adventurers in the adventure, COR5-12 *Return to the Slave Pits of the Undercity*. Modify the following if any PCs have played that adventure:

"Today our halls welcome you, strangers, though long years have passed since the last outlanders were feted here. The estrangement between my people and the outside world is unfortunate in my eyes, but it is the will of the Queen and is enforced here at all times."

"My name is Amerayne, handmaiden to Queen Yolande, and I greet you today with thanks, for we elves have an opponent that seems proof against our blades. In recent weeks, first individuals, then groups, and now an entire village of my people have vanished. The search parties and patrols dispatched to find them do not return either. Some dark force gathers that has an appetite for elves, and I fear it will not be sated."

She pauses in hopes that the PCs will speak up and ask questions or offer assistance. If they do not, she asks them directly for aid.

"Know this well, outlanders. It is not that my people have never suffered loss to those who oppose us, though we bitterly rue each elf lost. Rather, it is the sudden and implacable loss that disturbs us. How can so many vanish? What manner of foe can defeat a prepared Knight of Luna, with his retinue, and suffer no losses in turn?" She focuses her penetrating gaze on you and looks deep into your eyes. "I ask that you help me unravel this mystery, that we may end this scourge."

Amerayne is a close confidant to Queen Yolande and shares her isolationist viewpoint. In addition, she is uncomfortable and reserved around non-elves, so she will not offer information except to directly answer questions. If questioned, she has the following information, although she has no idea what may be relevant:

- Nine individuals have disappeared over the last 3 weeks (trappers, woodcutters, etc.). Scattered humanoid tracks were found.
- Two search parties of three elves each and one patrol of five elves have not returned. As they were moving stealthily, no tracks or sign of them has been found.
- Five days ago, a Knight of Luna named Talmarin and his entourage found the village of Hilorrin empty. While tracking nearby, his group of seven was lost, save a druid named Elia. Amerayne has no more details, but Elia can be interviewed if PCs desire. She directs Caedrus to escort the PCs to the temple of Ehlenestra (Ehlonna) where Elia is recovering.
- If PCs are unsympathetic to the plea for help from Celene, she notes that any threat to Celene is a direct threat to all of the Ulek states, and that Celene is currently holding the humanoids

back from re-occupying the Lortmil Mountains, which would bode ill for many nations.

- *Sendings* to those lost have generated no responses (they are mind-controlled and unable to answer). A *scrying* was done, which showed the elf marching along through dark woods with other elves nearby. If PCs *scry* they see a couple of sunburned elves in loincloths digging a trench in an unremarkable landscape. PCs who attempt to *teleport* there find that it does not work, for reasons that will be revealed later in this series.
- Amerayne reported the losses to the Fey Court, and Queen Yolande communicated directly with her, reluctantly approving the use of outlanders to aid in solving the mystery.
- As reward, Amerayne offers the talents and wares of elven artisans, plus 1,000 gold coins in exchange for rescuing the missing citizens and for gathering information. She wants to know who is attacking the elves, how they are being so successful, and why they are striking now.
- Amerayne offers to direct the pair of escorts that brought the PCs to Trisomme to accompany them on the mission if the PCs desire them. They are Knight-squire of Luna Narwain Filiadir, younger sibling of Laith Filiadir of SHE4-03: *Breaking Point* and the envoy of Queen Yolande, Caedrus Uel. Caedrus has some limited woodcraft and both know the way to Hilorrin well.
- Amerayne supplies Appendix 2: Overview Map to any PC asking for a map.

note: The elves that have been taken have already moved to the slaver's base. They are currently thralls incapable of responding to *sendings* and the like. They have been stripped of their possessions, which have been widely distributed amongst the orcs. *Commune* spells can reveal the fact that some of the missing elves are alive and have been enslaved by orcs, but not the method used.

ALL APLs

☞ **Amerayne (Handmaiden Of Celene): Female Gray Elf Ari3; hp 16; see Appendix 1.**

☞ **Narwain Filiadir (Knight-Squire Of Luna): Male Gray Elf Ftr1/Wiz5; hp 31; see Appendix 1.**

☞ **Caedrus Uel (Envoy Of Celene): Male Gray Elf Ari7; hp 38; see Appendix 1.**

Development: If PCs want to interview Elia, proceed to Encounter 1A. If they are ready to depart, proceed to Encounter 2.

Encounter 1A: INTERVIEWING ELIA

The temple to Ehlenestra is simple and elegant, wrapped around the bole of a massive elm. You are greeted by an attendant and led to a chair-swing on the porch, where Elia reclines. Elia is a youthful but sickly female elf, attired in clothes of mottled greens and browns. "Good day, outlanders. Amerayne has directed me to relate what occurred on our patrol."

"Our group visited Hilorrin five days past to resupply. We found the place deserted, save a handful of fresh corpses, bearing wounds from quarrel and blade. Since the trail was fresh, Knight Talmarin rode forth on the trail to avenge the lost. I scouted ahead in owl form to better follow and listen for sign. The next is muddled in my mind. I heard signs of a confrontation and flew back toward Talmarin. I remember feeling suddenly very lightheaded and falling through branches into softness. Then I seem to have lost consciousness..." She hesitates, and then continues, "The next I knew, I woke in great pain, bitten and struggling in a great spider's foul webbing. I became a bear then, swatting the spider and dropping free of the strands from bulk alone. I staggered here before collapsing, but never saw any more of Talmarin or our patrol."

"The ordeal has shaken me, and I fear for my chosen. If you will excuse me, I wish to take rest now."

Elia looks very wan and slumps as she gets up to go. She reluctantly answers questions put to her in a tired voice, but she truly knows only one fact: they had located a trail of many elven tracks and a few orc tracks (according to Talmarin's reading of them). Her "chosen" is Knight-squire Anni Grenlin who rode with Talmarin.

PCs who cast *restoration* on Elia can restore her vigor, but she will decline to accompany others to the site of the village. She is to make a personal report to the Fey Court in Enstad.

Encounter 2: A WALK IN THE WOODS

This encounter varies depending on the PCs' alertness, stealth and mode of travel. Modify the text below as necessary. Refer to the Movement chart in the DM's Aid section for travel times and distances.

After refilling food pouches, wineskins, and water bags, the guides lead the way toward the abandoned elven village of Hilorrin, the most recent site of mass disappearance. Caedrus is clearly leading while Knight-squire Narwain watches protectively over him.

Caedrus speaks, pointedly directing his comments to elves in the group if there are any present, "Hilorrin lies in the forest some twenty miles southwest. It is part of what we term the Twilight Wood, which is that part of the Suss to the west of the Jewel River. East of the river is the Dark Wood, the sunless and brooding Suss forest where even my kin love not the trees."

Note whether the party attempts to move quietly and unobtrusively. If they chatter and march in heavy armor, their chance of being surprised rises, as this gives the party's opponents Listen checks at base DC 0, modified by distance (+2 per 10 ft.).

Even in the Twilight Wood the forest canopy is dense, admitting little light. Sparse but thorny undergrowth clutches at your clothing as you walk, and deadfalls litter the forest floor. Clearings and open areas are few and far between.

This is "difficult terrain" for creatures. Ground-based movement is at ½ speed along a trail, or ¼ speed through the underbrush. Creatures cannot run or charge, nor can they take a 5 foot adjustment/step (per PHB pp. 148 & 163). See Appendix 4: Encounter Map and DMG p. 87 for more specific forest terrain rules.

Craning your necks upwards reveals a thriving ecosystem in the canopy, with large spiders and other climbers hunting the birds and beasts clambering around the boughs near the sunlight.

As you travel, you see several creatures:

Spot DC 10: monkeys cavorting in the trees.

DC 15: a troop of apes watching you closely from a distance.

DC 20: dire hawk passing overhead, glimpsed through a break in the canopy.

DC 25: large black panther slipping away to the right side of your path.

The guides recommend moving by day and resting by night, as the canopy restricts lowlight vision to 60 ft. or less. Narwain is inexperienced here and withdrawn. Caedrus disdains non-elves and regrets their participation in the mission.

PC actions may alter the assumed course of the following events.

The Pomarj forces searching the Suss Forest and raiding the elven villages have taken unexplained losses of late. Over the years of searching the southern Suss, they have become adept at dealing with the threats posed by varied unintelligent creatures of the Forest. They can only surmise that this is something different, perhaps hidden elvish forces harrying their troops and leaving no witnesses.

In response, two highly skilled Pomarj orc druids were sent into the Twilight Woods to determine the cause of their recent losses. For reasons of stealth, they are traveling (with companions) as a pod of Dire Apes, which are fairly common in the Suss. They are using scrolls of *commune with nature* (caster level 10th) to locate the humanoids that they feel are responsible for their casualties. As the aranea (who are the ones preying on the orcs) are not humanoid, the druids met with little success until the PC party happened into the *commune* spell radius (10 miles).

The druids now believe that they have located the foes for which they have been searching. Their orders were not to engage, but the druids are eager for a little payback for their slain friends and family. They cast and maintain a *chain of eyes* spell that they transfer to *summoned dire hawks* to observe and track the PCs as they approach. The druids use a *Quaal's feather token: bird* to send a detailed (number and type of PC) "intruder warning" back to their camp, which alerts Elbron (the NPC in Encounter 8). An *omen of peril* spell (recalled if needed via *pearl of power*) informs the druids that the party is relatively very powerful, and thus they will not hesitate to expend any and all resources in this attack. The druids attack in darkness if at all possible and attempt to catch some PCs sleeping. PCs can prevent this mode of assault by sleeping in a *rope trick* or various *Leomund's* spell effect areas, in which case they are attacked when they emerge from the spell area.

The patrol moves in darkness and rests in daylight. PCs using *wind walk* or flying above the forest canopy may happen to bypass this encounter. If they somehow successfully spot the Pomarj force, they may drop down to engage them if they so desire. From atop the canopy, the apes have complete concealment as they rest during the day and 50% concealment at night.

The scrolls and tokens in Kalor's possession are considered unused excess ones that are available as loot.

APL 10 (EL 10)

➤ KALOR and RRACKE: MALE ORC DRU8 (2): hp 59, see Appendix 5.

➤ MALE DIRE APE (2): hp 35, see Appendix 5.

APL 12 (EL 12)

➤ KALOR: MALE ORC DRU11: hp 80, see Appendix 6.

➤ RRACKE: MALE ORC DRUID9: hp 66, see Appendix 6.

➤ ADVANCED MALE DIRE APE (2): hp 49, see Appendix 6.

APL 14 (EL 14)

➤ KALOR: MALE ORC DRU13: hp 107, see Appendix 7.

➤ RRACKE: MALE ORC DRU11: hp 80, see Appendix 7.

➤ ADVANCED MALE DIRE APE (2): hp 63, see Appendix 7.

General Tactics:

With the spells and senses at their disposal, it is highly likely that the wild-shaped druid/apes can detect and shadow the PC group. Though they are not invisible, the use of dire hawk "eyes", the darkness of the night, and the stealth enhancing buff spells should allow the druids to come on the PCs unaware. Even if noticed, they are just more Dire Apes in the Suss, and they pull back until unobserved again.

The druids already have hour-long buff spells (*branch to branch*, etc.) active on themselves and their companions. Some spells are shared, while direct melee combat spells (*greater magic fang*, etc.) are cast directly on the companions (so as not to be lost when they move 5 ft. from their masters). The druids see themselves as casters with their companions as bodyguards and will cast accordingly.

Mid-duration buff spells (*barkskin* on companions, *camouflage* shared with companions, etc.) are cast as the druids search out the PCs (aided by the *omen of peril* to know and expect the encounter within the hour. Short duration spells are cast after the PCs have been located (via dire hawk with *chain of eyes*, etc.). Note that each druid has consumables to augment their abilities (including *mage armor* and *darkvision* potions). In general they augment their companions for melee combat while sharing stealth spells with them (as they plan not to commit the companions until they are found out). If completely undetected, they engage only when fully buffed and after multiple creatures have been *summoned*, during the hours of darkness if possible.

Once the druids find the PCs (either camped or moving) and decide to attack, they cast the remainder of their buff spells. Then they separate into pairs (druid with companion) and coordinate an attack on the PCs from opposite sides. They use the dire hawks with *chain of eyes* as well as the PCs' light sources to cast from maximum effective range, using *summonings* and area effect spells. The druids cast and the companions guard them. If pressed, the orcs realize they are outmatched and will flee if possible.

The specific tactics below are merely suggestions for judges wishing for more details. Modify them as desired based on PC actions.

APL 10: Given time, the druids precast *barkskin* (+3 AC) on their dire ape companions; then, they cast

camouflage on themselves (shared with the apes). Kalor casts *Speak with Animals* and Racke casts *Call Lightning*. The apes drink *Potions of Mage Armor* and *Darkvision*. The druids and apes have the following conditional bonuses to Hide checks: +5 for forest terrain, +10 for *camouflage* and +5 for *Woodland Veil* (if cast).

Each druid/ape pair moves to opposite sides of the PC group at the maximum range of visibility. If the PCs have light sources at night, the druids remain 70-80 feet away and target those silhouetted. If necessary they close to 60 ft. and cast from there. The Listen check is DC 5 (distracted by combat) +2 for every 10 ft. (forest modifier).

Kalor begins the combat with *Summon Dire Hawk*, holding it back while he reads the *scroll of Summon Nature's Ally 6 (Huge Earth Elemental)*. Kalor continues to summon augmented creatures each round unless he is approached, in which case he uses *Entangle*, *Sleet Storm*, and *Arc of Lightning*. Kalor summons flying creatures to battle enemy casters who are entangled.

Racke begins with *Entangle* centered on the PCs. The spell radius is spherical so that the canopy over the PCs *entangle* as well. Racke uses *Spike Growth* if someone approaches him on foot. Otherwise, he uses spontaneous *Summon Nature's Ally* and *Call Lightning* each round, saving *languor* in case he is approached.

Both druids keep their companions close by for defense, and each flees if his animal companion is dropped. The druids brachiate to move at 40 ft per round above the forest clutter.

APL 12: Given time, the druids precast *Barkskin* (+4 AC) on the dire apes and on themselves (via *pearl of power*); then, they cast *camouflage* on themselves (shared with the apes). Kalor casts *Speak with Animals*, and Racke casts *Call Lightning*. Racke casts *Animal Growth* on both animal companions and any animals that Kalor has summoned before the druids split up. The apes drink *Potions of Mage Armor* and *Darkvision*. The druids and apes have the following conditional bonuses to Hide checks: +5 for forest terrain, +10 for *camouflage*, and +5 for *Woodland Veil* (if cast).

Each druid/ape pair moves to opposite sides of the PC group at the maximum range of visibility. If the PCs have light sources at night, the druids remain 70-80 feet away and target those silhouetted. If necessary, they close to 60 ft. and cast from there. The Listen check is DC 5 (distracted by combat) +2 for every 10 ft. (forest modifier).

Kalor begins the combat with *Summon Dire Hawk*, holding it back while he reads the *scroll of Summon Nature's Ally 6 (Huge Earth Elemental)*. Kalor continues to summon augmented creatures each round unless he is approached, in which case he uses *Entangle* or *Sleet Storm* and *Arc of Lightning*. Kalor summons flying creatures to battle enemy casters who are entangled.

Racke begins with *Entangle* centered on the PCs. The spell has a spherical radius so that the canopy over the PCs *entangle* as well. Racke uses *Spike Growth* if someone approaches him on foot. Otherwise, he uses spontaneous *Summon Nature's Ally* and *Call Lightning* each round, saving *languor* in case he is approached.

Both druids keep their companions close by for defense, and each flees if his animal companion is dropped. The druids and apes brachiate to move at 40 ft per round above the forest clutter. If the druids are taking effective missile or counterspell fire, they *Summon* from behind large trees.

APL 14: Given time, the druids precast *Barkskin* (+5 AC) on the dire apes and on themselves (via *pearl of power*); then, they cast *camouflage* on themselves (shared with the apes). Kalor casts *Speak with Animals* and *Phantom Stag*. Racke casts *Stoneskin* and *Call Lightning*. Racke casts *Animal Growth* on both animal companions and any animals that Kalor has summoned before the druids split up. The apes drink *Potions of Mage Armor* and *Darkvision*. The druids and apes have the following conditional bonuses to Hide checks: +5 for forest terrain, +10 for *camouflage* and +5 for *Woodland Veil* (if cast).

Each druid/ape pair moves to opposite sides of the PC group at the maximum range of visibility. If the PCs have light sources at night, the druids remain 70-80 feet away and target those silhouetted. If necessary they close to 60 ft. and cast from there. The Listen check is DC 5 (distracted by combat) +2 for every 10 ft. (forest modifier).

Kalor begins the combat with *Summon Dire Hawk*, holding it back while he reads the *scroll of Summon Nature's Ally 6 (Huge Earth Elemental)*. Kalor continues to summon augmented creatures each round unless he is approached, in which case he uses *Sleet Storm* and *Arc of Lightning*. Kalor summons flying creatures to battle enemy casters who are entangled.

Racke begins with *Entangle* centered on the PCs. The spell has a spherical radius so that the canopy over the PCs *entangle* as well. Racke casts *Transdimensional Wall of Thorns* to split up the PCs, then spontaneous *Summon Nature's Ally* and *Call Lightning* each round, saving *languor* and *flame strike* is approached.

Both druids keep their companions close by for defense, and each flees if his animal companion is dropped. The druids and apes brachiate to move at 40 ft per round above the forest clutter. If the druids are taking effective missile or counterspell fire, they *Summon* from behind large trees.

All APLs: If captured, *charmed*, or if *Speak with Dead* is used, the orc druids fully believe that the PCs are those responsible for ambushing orc patrols in the area. Example: *We are glad to fight you! You have slain a dozen of our people! More will come and you will die in pain.* PC claims of innocence or ignorance are scoffed at. The orcs resist revealing their mission (+3 bonus to oppose Intimidate).

checks). Their actual mission is to locate intruders or elven settlements and report in by messages.

Encounter 3: HILORRIN

Although the foliage looks the same as elsewhere on the trail, a blend of smoke and decay in the air overcomes your olfactory senses. "We are near Hilorrin now," Narwain says softly. "I have brought us from downwind, in case there are carrion feeders or others about the site. Do you wish to make any preparations?"

[After PCs cast spells or state their readiness, resume play.]

You pass through the last of the vegetation screening the village of Hilorrin. At first glance, all appears normal, until you begin to note smaller details. No elves walk the streets or call out at your approach. The only sounds are birdsong and the low keen of insects in the trees. Doors flap open in the small breeze wafting through the tree boles.

A loud roar from within the village breaks the solitude. Narwain and Caedrus nock arrows to their bows and begin to circle the structures, right and left.

The roar is from the largest of a pair of owlbears, fighting over a cooshee carcass. At sight of the PCs, both owlbears run off into the woods, both gripping the carcass and slashing at one another. They move off unless the PCs corner them and force them to fight.

If the village is examined in detail, the PCs find few signs of struggle. With successful Search or Survival checks, the party can find up to five elven bodies scattered around the camp. Search or Survival checks (DC 10) to find the first, +5 cumulative to find each of the others. A character making a successful Heal check (DC 10) finds that these five villagers bear wounds from blades and piercing weapons, but little else is evident due to decomposition and scavenger activity.

One hut is burned to the ground. A DC 15 Search locates an orcish axe head in the ashes. One hut has numerous small holes in the sides. A DC 15 Search check locates an orcish arrowhead in the wall. Two intact huts have their front doors removed.

There are no valuables in the camp. Every coin, trinket, weapon, or item of value seems to have been removed, yet there is no sign of any wanton looting or ransacking. A Spot check (DC 20) finds a place where a buried urn was unearthed. Upon examination, the urn is found to have traces of metallic dust inside (DC 20 Appraise check identifies gold and platinum dust). EXPLANATION: the enthralled citizens were ordered to surrender all their valuables before marching out. Those objects were placed in an extra-dimensional space and cannot be located.

As the villagers' corpses are found, they are identified by Caedrus and Narwain as follows.

#1: *That fellow is Emrys, who is an entertainer and journeyman from Hilorrin.*

#2: *She was Fallon. I believe that she tended the Corellon Larethian shrine in the village.*

#3: *Alas! Melias was so well respected through the land for his understanding of the natural world and his stewardship of the land.*

#4: *I know that one, but held her in poor standing. Maeve trained for some time with the squires, but left our ranks to train in a monastery. Her prowess with her hands was intriguing but with a blade she was hopeless.*

#5: *This corpse appears to be stripped of equipment and partially buried. Narwain says, "Behold the fall of Cathbar. He taught me focus with my blade. I shall miss him and Ketar, his celestial hawk.*

When the PCs have completed searching for corpses, Narwin will scratch his chin and add, "Odd that Birwin, is not among the dead. I cannot imagine such a doughty warrior not putting paid to many attackers."

Both Caedrus and Narwain will wish to take the time to bury the bodies with a short ceremony of blessing. This takes about two hours without use of magic.

All APLs (EL 6)

➤ OWLBEAR (2): hp 52, Monster Manual p.206.

Encounter 4: ON THE TRAIL

A cursory look around reveals several well-worn trails used regularly by the former inhabitants. One of these that leads southeast is littered with items apparently discarded in haste. There are hunting bows, knives, bags of tubers, knitting needles, hoes, and other sundry household items scattered along the trail for the first 100 feet or so. After that, the trail looks much the same as any other.

A Survival check using the Track feat reveals the following:

DC 10: Many medium creatures passed some days ago.

DC 15: Some of the creatures were light footed (elves), and some wore iron-shod boots (orcs).

DC 20: The elves marched along in a straight line while the orc tracks circled all around.

Tracking the party is initially Survival (DC 15) (firm ground, 42 persons, 8 days old, 6 hours of rain) during the day and (DC 21) (moonless) at night.

note: the following box text can be avoided if the PCs are detecting traps, have *detect magic*, *arcane sight*, or *find traps* ongoing, are traveling well off the trail, or are of non-good alignment. Alter the following text as needed.

The forest here is still teeming with wildlife, and your straining ears hear movement in the underbrush regularly. Stalking the missing elves, an hour passes when suddenly the serenity of the forest is broken by a blinding flash and an echoing explosion. A number of birds screech in panic and take to the air, shadows swirling about you until they clear the canopy and fly off. Just ahead, envoy Caedrus staggers blindly in a rough circle, moaning loudly. (TRAP effects all in 20 ft. radius. See TRAP entry below).

If the trap is discharged or disarmed and examined, a successful DC 26 Search check reveals some small Orcish runes that can be seen carved into the tree bark on the reverse side of the tree (runes of “fire” and “dark”).

All APLs (EL 8)

TRAP fireball + blindness: CR 8; spell trap; proximity trigger at center of 20 ft. radius (*alarm* + *detect good*); no reset; spell effect (fireball, 10th-level wizard, 10d6 fire, DC 18 Reflex save half damage) and blindness (4), 10th-level wizard, permanent blindness, DC 17 Fortitude save negates); Search DC 28 (26 to find the rune after it is set off); Disable Device DC 28. Cost: 0. Note: the four *blindness* spells target the four closest creatures, no more than one per creature.

If the trap is discharged, disarmed, and examined, a successful DC 26 Search check will find some small Orcish runes carved into the tree bark on the reverse side of the tree (runes of “fire” and “dark”).

PCs who are successfully Tracking note about a half dozen additional tracks 150 feet past the trapped area. These tracks are elven and arrive at the column from the side in an orderly fashion. Backtracking shows that the group approached the column stealthily then broke cover and joined the march. A single elf corpse lies off the trail, riddled with arrows.

Knight-squire Narwain gasps, then groans in anguish as he recognizes a fellow Knight-squire of Luna. He says, “Anni served Knight Talmarin as did I. At least Anni fought his attackers. I wonder that no others did.” If asked about Anni, Narwain mentions that Anni was trained as a templar and liberator before he joined the knighthood.

A *Speak with Dead* spell may reveal that Talmarin's party tracked the elves and orcs, but all save Anni succumbed to some malady that rendered them helpless. Anni fought orc warriors until he was slain.

Knight-squire Narwain is visibly upset over the loss of his mentor, Talmarin. Any time Talmarin's death or

disappearance is mentioned, Narwain swears vengeance on Talmarin's attackers.

A DC 15 Spot or Search check reveals a giant spider web that has been torn to bits with the rotting husk of a spider dangling alongside, which verifies Elia's story.

The trail continues roughly south-southeast for several miles. After another 3-4 hours of steady movement, the party arrives at the northern bank of the Jewel River. Across the famed blue waters of the river loom the brooding boughs of the Suss Forest proper, dark with menace. Dark clouds billow westward from the Woolly Bay. It looks like rain is on the way.

Survival check (DC 15) confirms that rain is very likely in the next 4-6 hours, followed by additional showers over the next 24 hours. The weather will clear after that point for the following 48 hours.

Encounter 5: THE SUSS FOREST

The Jewel River is about 150 feet across here, with a moderate current. There is no sign of the orc and elven party that you have tracked to this point. They have either entered the water or vanished entirely.

The river gradually deepens to about 30 feet in the middle third. If PCs enter the water, dozens of stocky rainbow-hued carp-sized fish swarm aggressively around them. In fact they are just attracted to the shiny metals, crumbs, leaves, and other trinkets the PCs bring into the water and are harmless scavengers.

Although the orcs ferried the elves across by boat, there are no boats here now. PCs wishing to cross the river must make their own luck. There is plentiful wood to make rafts or float logs. Making a raft requires a DC 5 Craft (carpentry) to complete in a day (8 hours) or a DC 15 check to complete in 4 hours. The current moves 30 feet per round, Swim (DC 12) to cross. Refer to the PHB pp. 84 & 164 and the DMG pp. 92 & 304 for drowning and waterborne movement rules.

If the PCs cross the river, they find the trail more difficult to find and follow, as orc druids have obscured it to prevent tracking. To find or follow the trail requires a Survival check with the Track feat (DC 20 daytime, 26 at night, plus 1 for each day the PCs have taken thus far).

The Tracking becomes harder if the PCs rest and allow the rain to obscure the tracks further: Survival (DC 28 daytime and 34 at night, plus one for each day the PCs have adventured). It begins raining around midnight and continues intermittently for about 24 hours.

South of the Jewel, the Suss is a dark and forbidding place. Massive trees stretch and claw upwards to the life-giving rays of the sun. The forest floor is choked with black creepers and thorny

growths that twine through the dank deadwood and moldy leaves carpeting the ground. It provides poor footing and restricts movement to a dreary plod forward. Now and then a sunny clearing is glimpsed, with lush growth crowding around the bright rays. In other places, blackened trunks rise from a thick layer of ash, testament to fires raging on the forest floor. Few of the more massive specimens seem harmed by these fires, which curiously seem to have burned out without spreading widely through the forest.

If the PCs are successfully tracking, read the following:

The faint traces of scent and footfalls are just enough to follow with your skills, but the looming rain clouds threaten to remove even this tenuous path. Moving at best speed, you follow the trail south as the daylight fades.

If the PCs are unable to locate or successfully follow the faint trail, read the following:

The deep shadows and clutter of the forest make the tracks impossible to follow. They were last headed south. The guides confer and set off in what they hope is the right direction. "If any of you have animals or can fly, we recommend going airborne and looking for sign from above the canopy."

With or without the aerial scouting (and there is nothing of note to see), the guides wish to press on, mostly south. If any PC has the Track feat, the guides move in a serpentine pattern to allow more chances for picking up the trail.

Development: If the PCs are successfully tracking the orcs, then they are heading into the ambush in Encounter 6. If they are blundering around looking for the trail, then the creatures from Encounter 6 will probably spot or hear the PCs and move to engage them.

Encounter 6: SOMETHING WICKED

The PCs encounter the real cause for the orc losses mentioned in Encounter 2: a party of indigenous Aranea is out hunting orcs in response to orcish incursions on their lands. Over many weeks, they have grown quite adept at luring Orcish patrols into ambushes where the Orcs are captured, questioned, then, finally, eaten.

The Aranea party is led by a very experienced and stealthy aranea by the name of Queeg. Queeg scouts in his humanoid form (a Skulk) under the effects of an elixir of hiding, an elixir of sneaking and a charm of the tree dwellers (grants woodland stride, see DM Aid-New Items). Hiding and Moving Silently (taking 10 normally), he moves at half speed, making active Spot and Listen checks; he will likely detect the PCs long before they can detect him. Queeg's vitals are (respectively by APL 10/12/14):

	APL 10	APL 12	APL 14
Check	Bonus	Bonus	Bonus
Spot	+14	+14	+14
Listen	+8	+14	+14
Hide/ with elixir	+20/+30	+21/+31	+25/+35
Move Silently/ with elixir	+20/+30	+21/+31	+25/+35

If detected, Queeg flees and hides, sending his shadow companion to warn his hunting party; if followed, he leads the party towards a clearing where his Trappers lie in wait. Otherwise, after getting a sense of the PCs' direction, he rejoins his hunting party, and they travel to the nearest clearing along the party's path.

In the clearing, the Aranea wait for the PCs, alerted by Queeg directly or his shadow companion. Appendix 4 depicts the clearing and the locations of the Aranea. Trappers 1-4 are in humanoid form (2 male Orcs and 2 female Half-Orcs) at the far end of the clearing, while the rest of the Trappers hide in trees as sketched.

Their preparations are dependent upon how much warning they have. With next to no warning the Aranea hiding in the trees quaff *potions of invisibility* and Aranea 8 has *see invisibility* active (as well as hour long buffs listed in their stat blocks). Given adequate preparation time, they buff Queeg with whatever scrolls and spells they have available.

If Queeg is not detected, they prepare to meet the party when they near the far edge of the clearing. Noting for the first time that the party is not an orcish patrol, the aranea/orcs are somewhat taken aback. Instead of greeting them as friends and saviors, they demand that they surrender for questioning. The aranea would much prefer to capture PCs and examine them than kill them. If the PCs fail to comply, the aranea attempt to subdue the party, and will not use any lethal attacks until the PCs do so. If the PCs use lethal force, the aranea respond in kind.

Alter the text below to fit the circumstances appropriate to the PCs:

The dense woods have more life than might be expected. Animals crash away from your party as you trudge along. Birds call, and primates chatter high above. The spoor of wild pigs and deer are much in evidence, though they are themselves unseen.

As you near a small clearing, four humanoids step forward from the brush, talking amongst themselves and looking in your direction. Two are half-orcs while the other two are full-blooded Orcs. All are unarmored, but armed with the Falchions so favored by their kin. They speak amongst themselves a few moments longer before moving

forward. The larger of the two full-blooded orcs calls out something in Orcish, ("Surrender, invaders, or face our wrath!") and then calls out in the Common tongue, "I said, surrender or face our wrath!"

The orcs step into the clearing when the PCs are 60 ft. away. Ask at this point for Listen and Spot checks. A DC 10 +2/10 ft Listen check gets that the whispering was (in Sylvan): "Get ready!" "Not what we were expecting" and the reply: "Maybe they finally ran out of Orcs". Any Spot check gets descriptions of the four orcs in the clearing (they wear weathered green and brown cloaks with no visible armor while gripping falchions).

The aranea/orcs are wary and demand that the PCs disarm and relinquish bags, pouches, component cases, etc. They allow only non-magical clothing to be retained. If the PCs agree, the aranea view this as honorable, and PCs will get a +10 circumstance bonus to the Diplomacy checks with them if they negotiate with the aranea.

If the PCs do not surrender, the aranea attack. As the PCs are aware of the four visible aranea, only the undetected aranea (Trappers 5-8 and Queeg) act in the surprise round (PCs that spot the hiding invisible aranea may act in the surprise round). Trappers 5-8 appear as a goblin, dwarf, elf, and skulk when they can be seen.

If the PCs are clearly winning, surviving aranea flee. PCs that heal the fallen aranea and speak with them can still make an alliance with them in Encounter 7. If they have killed aranea and do not make alliance, the aranea will attack PCs straying into their territory on sight in future adventures.

If the battle appears to be a draw, with both sides having members fall from nonlethal damage, the aranea call for a truce. PCs can still forge an alliance with good diplomacy.

If the aranea win, they disarm the PCs, removing all equipment except non-magical clothing. If any PCs escaped into the forest, one of the aranea bellows out in Common, "We will kill the captives if you interfere! Surrender yourselves or be gone!" Unconscious PCs are carried by the aranea. The group moves about a half-mile off the trail and then clambers up into a prepared refuge in the forest canopy. Inside the refuge are eight additional tribesmen (re-use the statistics for the 8 trappers in the APL appropriate Appendix) as well as a venerable elder of gnollish appearance (see Appendix 1). PCs can make an alliance with the aranea in this case, but they are negotiating from weakness and suffer penalties accordingly.

NOTE: Once the captive PCs are brought into the refuge with the other aranea and elder, this becomes an untiered combat if free PCs choose to assault the camp. The aranea with their elder here will fight without mercy in this case.

The elves Narwain and Caedrus are little help in negotiating with their captors and refuse the spokesman role. They do not have any knowledge of aranea and have poor diplomatic credentials. Caedrus is also quite terrorized at his capture and is very near hysteria.

The author recommends the use of "hot table" rules (what a player says, his or her PC says) for the duration of the role-play with the aranea. It is perilous for the captured PCs, and they are in grave danger until things are settled. The aranea, and particularly their elders, are prideful and used to respectful behavior. Belligerent PCs are silenced by force, bludgeoned into unconsciousness with lethal damage. Those who threaten violence or are violent (spitting on aranea, kicking, biting, etc.) are cut to -1 hp and allowed to bleed slowly while negotiations continue (note that this is for demonstrating a time pressure; the DM is not bound to kill PCs if the negotiations last longer than nine rounds). The aranea have no reservations about killing prisoners that do not behave and cheerfully add slain PCs to the cook pot they have going on a platform nearby.

APL 10 (EL 14)

☛ QUEEG DUBBIN: MALE ARANEA Rog3 /Ftr2/Shd3/Der1; **hp 135; see Appendix 5.**

☛ ARANEA Sor1 (8): hp 34, see Appendix 5.

APL 12 (EL 16)

☛ QUEEG DUBBIN: MALE ARANEA Rog3 /Ftr2/Shd3/Der3; **hp 159; see Appendix 6.**

☛ ARANEA SORC3 (8): hp 55, see Appendix 6.

APL 14 (EL 18)

☛ QUEEG DUBBIN: MALE ARANEA Rog3 /Ftr1/Swb3/Shd3/Der3; **hp 215; see Appendix 7.**

☛ ARANEA SORC5 (8): hp 69, see Appendix 7.

General Tactics: This is a very complicated fight involving nine individual opponents. The DM is strongly advised to carefully examine the NPCs' feats, spells, and especially equipment in order to use them effectively and adequately. In general, the aranea Trappers seek to shut down the PCs while Queeg subdues them. Depending on how much time the aranea had to prepare, adjust them accordingly (especially Queeg). At the very least the PCs should find the aranea as detailed in Appendix 4: Encounter Maps, with Trappers 5-8 invisible and Hiding 20 feet up in trees (Trapper 8 also has an active *see invisible* that he cast when Queeg left hunting). All the aranea have an active *charm of the tree dwellers* and thus enjoy full movement rate in the natural terrain.

Combat has the Trappers attempting to limit, contain, and weaken the PCs while Queeg subdues them. However, if the PCs begin using lethal force, the aranea

respond with more damaging attacks. To this end Queeg dervish dances and either full attacks one foe or (preferably), whirlwinds the entire party under cover of *greater invisibility* as well as Hiding (as he has both concealment and the ability to hide in plain sight). He has a *potion of lesser restoration* should he become fatigued at the end of the dance, and he can spring attack or snipe after that as conditions warrant. The aranea use their consumables as readily as their spells (divine scrolls via a UMD check). Many of them have swift spells (*guided shot*, *distract assailant*) that they cast each round as needed.

Modify the general tactics to suit the situation and the PCs' actions. Judges who wish for more specific tactical instructions may refer to those suggested below.

APL 10: In preparation, Queeg uses a scroll of *shield*, casts *fist of stone*, and reads a scroll of *greater invisibility* (failure chance 10%), while Trapper #5 makes Trappers 5-8 *invisible*. In general, Trappers 5-8 act in a surprise round with Queeg, who drinks a *potion of barkskin* and casts *master's touch: courtblade* as his final combat preparations. When combat begins, these are the normal actions of the NPCs unless the PCs begin using lethal force, to which they'll respond with more damaging attacks:

Queeg activates *boots of speed* and takes full attacks or whirlwind attacks, ending each move 10 ft into the undergrowth while Hiding.

Trapper 1 casts *phantasmal assailants* and *ray of enfeeblement*.

Trapper 2 casts *Tasha's hideous laughter* and *charm person*.

Trapper 3 casts *Sculpted grease* and *glitterdust*.

Trapper 4 Counterspells *glitterdust* cast at Queeg and casts *Sculpted grease*.

Trapper 5 casts *grease* and heals the wounded.

Trapper 6 reads from his scroll of *solid fog* and other scrolls.

Trapper 7 casts *earthen grasp* and *Empowered ray of enfeeblement*.

Trapper 8 casts *Sculpted grease* and *see invisibility*.

APL 12: In preparation, Queeg activates his *feathered chain shirt*, uses a scroll of *shield*, casts *fist of stone*, and reads a scroll of *greater invisibility* (arcane failure chance 10%), while Trapper #5 makes Trappers 5-8 *invisible*. In general, Trappers 5-8 act in a surprise round with Queeg, who drinks a *potion of barkskin* and casts *master's touch: courtblade* as his final combat preparations. When combat begins, these are the normal actions of the NPCs unless the PCs begin using lethal force, to which they'll respond with more damaging attacks:

Queeg activate *boots of speed* and takes full attacks or whirlwind attacks, ending each move 10 ft into the undergrowth while Hiding.

Trapper 1 casts *phantasmal assailants* and *ray of exhaustion*.

Trapper 2 casts *Tasha's hideous laughter* and *suggestion* (to disarm and sleep).

Trapper 3 casts *Sculpted glitterdust* and *stinking cloud*.

Trapper 4 casts *Sculpted web* and *stinking cloud*.

Trapper 5 casts *wall of gloom* and heals the wounded.

Trapper 6 reads a scroll of *solid fog* and other scrolls and casts *dispel magic*.

Trapper 7 casts *bands of steel* and an *Empowered ray of enfeeblement*.

Trapper 8 casts *Enlarged Sculpted grease*, *see invisibility*, and *shadow binding*.

APL 14: In preparation, Queeg activates his *feathered chain shirt*, uses a *wand of shield*, casts *fist of stone*, and uses a *wand of greater invisibility*, while Trapper #5 makes Trappers 5-8 *invisible*. In general, Trappers 5-8 act in a surprise round with Queeg, who drinks a *potion of heroism* and casts *master's touch: courtblade* as his final combat preparations. When combat begins, these are the normal actions of the NPCs, unless the PCs begin using lethal force, to which they'll respond with more damaging attacks:

Queeg activates *boots of speed* and takes full attacks or whirlwind attacks (with *Staggering Strike* feat), ending each move 10 ft into the undergrowth while Hiding.

Trapper 1 with *fly* precast, casts *Empowered enervation*, *Empowered ray of exhaustion*.

Trapper 2 has precast *greater invisibility* on Trapper #6. He casts *greater invisibility* on allies and *suggestion* (to disarm and sleep) on enemies.

Trapper 3 casts *Sculpted glitterdust* and *slow*.

Trapper 4 casts *Sculpted web* and *stinking cloud*.

Trapper 5 has precast *greater invisibility* on himself and haste on all Trappers. He interrupts casters with *wand of silence* and heals wounded.

Trapper 6 has precast *arcane sight*. He reads a scroll of *solid fog* and other scrolls and casts *dispel magic*.

Trapper 7 has precast *stoneskin* on Queeg and himself). He casts *bands of steel* and *Empowered ray of enfeeblement*.

Trapper 8 casts *solid fog*, *Enlarged Sculpted grease*, and *see invisibility*.

Development: If the PCs are captured or negotiate a truce with the aranea on the battlefield, proceed to Encounter 7. If the aranea are killed or driven off, or if the PCs aren't interested in negotiations, proceed to Encounter 8.

Encounter 7: GRILLING

If it has not done so yet, a moderate rain begins to fall. It rains for eight hours. The captured PCs are kept trussed

and separated by 15 feet. They are not allowed to talk except when deciding on a spokesman. If any PCs not captured make a rescue attempt, the aranea kill a prisoner (roll randomly). The elder brings the PC spokesman up to the fire and begins his questioning in Common.

You have been taken up into a prepared refuge in the forest canopy. Tough-looking strands of webbing hold branches and leaves to conceal the refuge, which is floored by sheets of webbing over sturdy tree limbs. The gnoll chieftain (or aranea, if the PCs have determined this) glowers at each of you in turn. "Who speaks for you?" he asks.

When a PC speaks up or a spokesman is chosen, continue.

The elder gestures and (PC spokesman) is hauled into the center of the refuge and dumped onto the floor at the elder's feet. The Gnoll speaks, in harsh Common, "Ssilak will know your name now. Speak!"

What land do you come from?

Why are you here, intruder, defiling our homeland with your presence?

Add other questions and comments as necessary to flesh out the encounter. PCs can Sense Motive to note that Ssilak is cautious, skeptical, curious, and (if aranea were killed) vengeful.

The specific points that need to be made are:

1. PCs are opposed to the Pomarj forces and will actively combat them when encountered.
2. PCs are not here to hunt the natives or enslave them.
3. PCs are not here to open settlements, roads, lumber mills, etc.

The tricky part is that the PCs must show deference, respect, and good manners during the grilling. These aranea are fearful of recent developments, but very prideful. PCs that interrupt the grilling are silenced, by force if necessary. Those who mock Ssilak or the tribe are punished harshly (see Judge's Note in Enc. 6), and it will reflect upon the PC group as a whole (-2 circumstance penalty to Diplomacy checks for **each** occurrence).

Once the PC spokesman (or the party as a whole) has made all three of the points above, they can attempt a Diplomacy check per the Influencing NPC Attitudes chart (PHB p. 72). The aranea are initially **Indifferent**. They become **Unfriendly** if the PCs chose to fight and **Hostile** if any of their tribesmen were killed. The aranea are uninterested in bribes and are +20 vs. Intimidate checks made by bound prisoners.

If the aranea end as **Hostile** and the PCs did not make the points above, the aranea kill and eat the captive PCs.

If the aranea end as **Unfriendly** and the PCs did not make the points above, the aranea take any dead PCs for food, keep all the PCs' goods, and release them into the forest, stating that any seen again will be attacked on sight.

JUDGE'S NOTE: The "Indifferent" attitude below is the default if in your opinion the PCs role-play well, do the right things, and act properly, then either botch the Diplomacy check or have no chance to make a successful check. In that case, award the **Indifferent** result below.

If the aranea end as **Indifferent** with or without the points being made or they end as **Hostile** or **Unfriendly** with the points made, then the aranea give the PCs a chance to prove themselves. One of them follows and watches the PCs to monitor their behavior. In this case the aranea allow PCs that were punished in Encounter 6 to bleed out, and they keep the dead PCs for food and the dead PCs' gear as loot. As an act of good faith, the aranea return their own personal gear to the living PCs and with great caution set them free, allowing them to prove themselves against the orcs. If the PCs fight and win the battle in Encounter 8, raise their reaction score with the aranea one level (ex. **Indifferent** to **Friendly**) on the AR.

Note: In any case where dead PCs are cooked and consumed, enough biological material (bones, hair, etc.) can be found in the campsite if searched to allow the resurrection of a PC.

All APLS (untiered)

➤ SSILAK: FEMALE ARANEA/SORC₁/DRUID₃/ARCANE HIEROPHANT₁₀/MYSTIC THEURGE₂: hp 183, see Appendix 1.

Development: If the aranea attitude is improved to **Friendly**, they assist the PCs with tracking the orcs. Award a +15 to Survival checks PCs make for Tracking for the rest of this event. If the aranea attitude is improved to **Helpful**, they aid in tracking and also supply each PC with a *charm of the tree dwellers* (See DM Aid: New Items). Continue to Encounter 8.

Encounter 8: HAPPY TRAILS

The PCs must either pick up the trail again, wander aimlessly around in hopes of finding the raiders, or return with the clues they have gathered thus far.

If they pick up the trail, which is now Survival (DC 28 daytime and 34) at night, plus one for each day the PCs have adventured, proceed with this encounter normally.

If they cannot track the raiders, they can scout around or camp out in hopes of meeting some success in locating the raiders. In this case, days pass. **Charge each PC one additional TU** (whether in or out of region) and then proceed with this encounter.

If they choose to return to Trisomme with the clues they have at this point, omit the text below and proceed to the Conclusion.

This trail you are following winds through the bracken, with scrub branches and thorns catching at your clothing. The trunks of the trees steam with wet heat from the summer rains. The damp leaves cling to your feet as you trudge along in search of the elves or their captors.

It is here that the party finds first-hand evidence of how the Pomarj forces are raiding the Elven villages. A party of Orcs on their way out to raid a village to the far north has been diverted to intercept the party.

The raiding party is out looking for combat with the PCs. Alerted to their presence by the Druid scouting party (Encounter 2) and guided by a Divination spell backed by a Commune, the raiding party knows that the PCs are following the trail left by a prior successful raiding party. Unfortunately for the Orcs, they assume the PCs to be a force of elves (a result of a poorly phrased commune spell).

The raiding party has the wizard's familiar scouting ahead for them at a distance of 100 ft. The imp is flying invisibly in its Will-o-Wisp form. Should the familiar detect the PCs (it has checks of Spot 13 and Listen 8) it returns to Elbron to report.

The raiding party further backtracks to allow themselves sufficient time to prepare to ambush the PCs. Remember to give the PCs appropriate Listen checks against the raiding party's preparatory castings (-2 per 10 ft. of distance).

APL 10 (EL 12)

➤ ELBRON: MALE ORC WIZ6/DO2/LM1; **hp 66**; see **Appendix 5**.

➤ WYNECK: FEMALE 1/2ORC DRU7; **hp 52**, see **Appendix 5**.

➤ CHAIN THUGS (2): MALE ORC BARB1/FTR6/EWM1; **hp 70**; see **Appendix 5**.

➤ EJA NARR and MAL DEEPDELVER: FEMALE DWARF SLAVES EXP1; **hp 9**, see **Appendix 1**.

APL 12 (EL 14)

➤ ELBRON: MALE ORC WIZ6/DO2/LM3; **hp 80**; see **Appendix 6**.

➤ WYNECK: FEMALE 1/2ORC DRU9; **hp 66**, see **Appendix 6**.

➤ CHAIN THUGS (4): MALE ORC BARB1/FTR6/EWM1; **hp 70**; see **Appendix 6**.

➤ EJA NARR and MAL DEEPDELVER: FEMALE DWARF SLAVES EXP1; **hp 9**, see **Appendix 1**.

APL 14 (EL 16)

➤ ELBRON: MALE ORC WIZ6/DO2/LM5; **hp 94**; see **Appendix 7**.

➤ WYNECK: FEMALE 1/2ORC DRU13; **hp 94**, see **Appendix 7**.

➤ CHAIN THUGS (6): MALE ORC BARB1/FTR6/EWM1; **hp 70**; see **Appendix 7**.

➤ EJA NARR and MAL DEEPDELVER: FEMALE DWARF SLAVES EXP1; **hp 9**, see **Appendix 1**.

General Tactics: These are guidelines. Judges are free to improvise based on PC actions.

This group is fanatical and offers no quarter. However, Elbron has been charged with avoiding capture and teleports himself away if he feels the fight will go against him. He retains contact with his party via the Rary's telepathic bond and as such does not fear fleeing early, as he will learn of a victory by his forces (to be able to return for the glory). In combat, Elbron sends his familiar out to combat the enemy spellcasters (preferably the wizards), giving him whatever support he is able to muster beforehand (shield, extended haste, a barkskin from the druid, a touch of idiocy held as touch, etc).

Taking advantage of an invisibility spell, the imp first seeks to combat the enemy caster (delivering the touch of idiocy along with normal damage) and if it is advantageous, it will switch to his secondary rust monster form later.

The druid attempts to contain the enemy first via spells and then melee. The chain thugs quaff potions of flying, enlarge person and invisibility (in that order, as time permits). They work in pairs but attempt to avoid bunching up (i.e. a glitterdust should not be able to hit more than one, etc). If flying, they initially choose to be at a height of 10 ft. so that enlarged they threaten a 15 ft. radius on the ground (meanwhile being out of most melee ranges) but their focus is doing major melee damage.

Given any notice, they have midrange duration spells cast, and if they are ambushing the PCs, they try to be fully prepared.

All APLs: Regardless of detection, Elbron begins with detect scrying (from the prior night), extended see invisibility, and false life in effect, and the Imp has false life and mage armor active (as noted in their stat blocks). Wyneck begins with greater magic fang precast (shared with ape).

The thugs immediately bludgeon the slaves into unconsciousness and lay them in full concealment before prepping for combat.

Rod of mastery: It is important to understand that the leader of the group, Elbron the wizard, wields a rod of mastery: elf, which is continuously active. He travels with

the rod in hand and activated, with a thong holding it on his wrist (per locking gauntlet). Elbron has a *contingency: teleport* active on him, *teleporting* him and his belongings to Nol-Daer if his grip on the rod relaxes (and death/unconsciousness will relax the grip). The *rod of mastery: elf* automatically enthralls the NPC elves and any elven PC within 120 feet who fails a Will save DC 30 (half-elves have a +2 bonus on their saves). It also has a *renewing sanctuary* effect vs. elves (same DC and modifier for half-elves). Given the opportunity Elbron verbally orders any enthralled creatures to "come to me" (standard action). See the DM Aid 2- New Items for full details.

Note the restricted terrain rules summarized on the Encounter Map.

Specific Tactics: Included below are suggested specific tactics for judges who wish to use them. Modify them as desired.

APL 10: Given time, Elbron precasts in this order: *extended haste* (all his troops), *Rary's telepathic bond* (covers all his forces), *arcane sight*, *protection from good*, *shield* (on his Imp), *greater invisibility*, and then *touch of idiocy* (with Imp as "toucher"). The imp turns *invisible* and moves 30 ft up and 50 ft forward. Wyneck is in raptor form and casts *mass camouflage* on her party first, then *freedom of movement* on Elbron, then *barkskin* (+3 AC) and *greater magic fang* (+2) on herself, sharing them with her dire ape. The chain thugs drink *potions of fly*, *enlarge person* and *invisibility*, then move 10 ft. off the ground to threaten in a 15 ft. radius.

Elbron uses *Evard's black tentacles*, *solid fog*, and his *transdimensional scrolls* to fix and split the PCs. The Imp engages spellcasters in Will-o-Wisp form with the *touch of idiocy* then melee touches, turning *invisible* whenever possible. If this tactic has no effect, the Imp changes to Rust Monster form. Wyneck uses *entangle*, *spike growth*, and *summon nature's ally* to fix and split the PCs as well. The chain thugs gang up on and eliminate PCs who are not restrained by the spell effects, using Reckless Rage and Power Attack while they bracket the PCs and flurry with chains.

APL 12: Given time, Elbron precasts in this order: *Extended haste* (all his troops), *Rary's telepathic bond* (covers all his forces), *arcane sight*, *magic circle vs. good*, *shield* (on his Imp), *greater invisibility*, *refusal*, and then *touch of idiocy* (with Imp as "toucher"). The imp turns *invisible* and moves 30 ft up and 50 ft forward. Wyneck is in raptor form and casts *mass camouflage* on her party first, *freedom of movement* on Elbron, *brilliant aura* on the spiked chains, *barkskin* (+4 AC) on the Imp, *stoneskin* and *barkskin* *greater magic fang* (+4) on herself (shared with her dire ape), then *animal growth* on herself and the ape. The chain thugs drink *potions of fly*, *enlarge person*, and *invisibility*, then move 10 ft. off the ground to threaten in a 15 ft. radius.

Elbron uses his *chained bands of steel* first, then *fog* spells and his *chained dispel magic* on PCs with apparent

freedom of movement, additionally targeting likely stat bump items for casters (periapts, headbands, etc.). The Imp engages spellcasters in Will-o-Wisp form with the *touch of idiocy* then melee touches, turning *invisible* whenever possible. If this tactic has no effect, the Imp changes to Rust Monster form. Wyneck uses *wall of thorns* on PCs that escape from the fog spells, and *entangle*, *spike growth*, and *summon nature's ally* to fix and split the PCs. The chain thugs work in pairs to eliminate PCs who are not restrained by the spell effects, using Reckless Rage and Power Attack while they bracket the PCs and flurry with chains.

APL 14: Given time, Elbron precasts in this order: *Extended haste* (all his troops), *Rary's telepathic bond* (covers all his forces), *greater arcane sight*, *magic circle vs. good*, *shield* (on his Imp), *greater invisibility*, *repulsion*, and then *touch of idiocy* (with Imp as "toucher"). The imp turns *invisible* and moves 30 ft up and 50 ft forward. Wyneck is in raptor form and casts *mass camouflage* on her party first, then *freedom of movement* on Elbron, then *barkskin* (+4 AC) and *greater magic fang* (+3) on herself (shared with her dire ape), then *animal growth* on herself and the ape. The chain thugs drink *potions of fly*, *enlarge person*, and *invisibility*, then move 10 ft. off the ground to threaten in a 15 ft. radius.

Elbron uses his *Chained bands of steel* first, then *fog* spells and his *chained dispel magic* on PCs with apparent *freedom of movement*, additionally targeting likely stat bump items for casters (periapts, headbands, etc.). The Imp engages spellcasters in Will-o-Wisp form with the *touch of idiocy*, then changes form to a Hamantula to grapple casters. Wyneck uses *wall of thorns* on PCs that escape from the fog spells, and *entangle*, *spike growth*, and *summon nature's ally* to fix and split the PCs. She attempts to *heal* Elbron if necessary. The chain thugs work in pairs to eliminate PCs who are not restrained by the spell effects, using Reckless Rage and Power Attack while they bracket the PCs and flurry with chains.

All APLs: If Elbron's forces defeat or drive off the PCs, they take everything. He *teleports* home with any living captives (enthralled or unconscious, stabilized PCs and elven NPCs) to interrogate and make slaves of them. The dead are taken, if possible, for subsequent *speak with dead* spells (and good orcish fun). Elbron's troops are fanatical and gain a +8 to resist Intimidation. They know the same information as the dwarf slaves (detailed below). In the unlikely event that Elbron is captured and successfully interrogated, he also knows that the orcs operate out of Nol-Daer and that they have more than one *rod of mastery*.

If he survives, Knight-squire Narwain will be quite embarrassed by being "frozen" so easily. He and Caedrus demand that the PCs return to Trisomme to relay the crucial information gathered.

If the dwarf slaves are liberated, they are grateful but nearly incoherent from mental confusion due to stress and abuse until they are returned to an allied settlement

(Trisomme, Courwood, etc.) There they recover quickly and share the following information:

1. The orcs are operating in the forest along the river to the south.
2. The orcs are bringing in numbers of slaves of various races, using some powerful magic recently developed.
3. The orcs have a major base nearby, which Turrosh Mak is rumored to visit on occasion.

Conclusion

PCs are welcomed back to Trisomme, debriefed and then rewarded.

When the journey back to Trisomme is complete, you are once again delivered to the chambers of Amerayne, of the Court. She is standing when you enter and waves you to seats as refreshments are brought in.

Amerayne comments about their condition (rested, bedraggled, elated, etc.) and then commiserates if any of the party were killed or lost on the mission. After that, she debriefs them, asking for details of encounters and what they have learned about the disappearances.

Amerayne is somber, but contented. She allows the PCs to rest and recover in Trisomme, where the elves will gradually warm up to them.

If the PCs have the *rod of mastery: elf*, even in a bag of holding or other inter-dimensional space, she suddenly startles, as she feels its power and evil. Read the following in this case.

Suddenly, Amerayne visibly starts, and her eyes grow wide, then narrow in suspicion. "What evil have you brought to this place? I sense something foul and malignant. Show me this horror!" she demands. When shown the rod, she hisses aloud. "Cover it, now! This cursed relic has eyes that see! She summons the guards and orders them to bring a lead box. Only when the rod is sealed within the box does she resume her composure and gaze levelly at you again. "The Queen must hear of this item. What do you know of it?"

Under no circumstances does Amerayne agree to PCs retaining the *rod of mastery*. She reluctantly musters the entire city to overcome PCs who refuse to part with it. Should any PCs somehow make off with the rod, Amerayne spreads word of this to the Seekers and the Silent Ones. They and the elven mages of Celene (as well as other Sheldomar Valley good-aligned groups and agents of the Pomarj) will hunt the PCs relentlessly to recover this evil artifact. In this case, the offending PCs receive the HUNTED designation, and they get neither the Gratitude nor Favor of Amerayne.

Parties who turn back and avoid encounter 8 receive the Gratitude of Amerayne. Parties who complete Encounter 8 receive the Favor of Amerayne. Read the following to parties who achieve the Gratitude or Favor reward.

With the tales all told, Amerayne drains her glass and rises. She opens a small ornate coffer on her desk and removes a handful of shimmering stones. She holds one up to the light, revealing a polished opalescent sphere carved into a replica of the moon Celene. She proffers one to each of you, saying, "You have been of great service to our nation. If you are willing to aid us again, when we have considered what you've learned, then keep this token close, and safe. She then bids you farewell and remains standing respectfully as you depart.

Any elven or half-elven PC that resisted the *rod of mastery: elf* and fought well will also receive a recommendation to the Knights of Luna.

Parties that achieve a Friendly or Helpful relationship with the aranea get the Favor of the Tree Dwellers. Although the PCs get no "loot" with this result, the aranea agree to trade with their new friends and thus the PCs retain the item access from Encounter 6 on the AR.

PCs that are captured by Elbron in Encounter 8 get the CAPTURED award on the AR.

PCs who return to Greyhawk to report to Homas and Fenswort hear the following: *That's mighty ominous, Jedidiah's group gone missing from an area rife with slavers. I think an official expedition may be in order here. Our thanks go out to you good folk. You'll be hearing from us again, soon.*

The End

Experience Point Summary

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

Encounter 2

Defeat or drive off the orc druids.

APL 10 – 300 xp.

APL 12 – 360 xp.

APL 14 – 420 xp.

Encounter 6

Defeat or make alliance with the aranea.

APL 10 – 420 xp.

APL 12 – 480 xp.

APL 14 – 540 xp.

Encounter 7

Improve aranea attitude to Friendly or Helpful.

APL 10 – 220 xp.

APL 12 – 250 xp.

APL 14 – 280 xp.

Encounter 8

Defeat or drive off the orc party.

APL 10 – 360 xp.

APL 12 – 420 xp.

APL 14 – 480 xp.

Discretionary Roleplaying Award

DM may allocate up to the following for good roleplaying, especially with Amerayne, Ssilak, Narwain and Caedrus.

APL 10 – 50 xp.

APL 12 – 65 xp.

APL 14 – 80 xp.

Total Possible Experience

APL 10 – 1350 xp.

APL 12 – 1575 xp.

APL 14 – 1800 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter #2:

APL 10: L: 0 gp; C: 0 gp; M: +1 Large Glamer Dragonhide Breastplate x2 (834 gp); Bag of Holding (I) (208 gp); Divine Scroll Chain of Eyes (5th CL) (32 gp); Divine Scroll of Commune with Nature (10th CL)(104 gp); Divine Scroll of Entangle (1st CL)(2 gp); Divine Scroll of Faerie Fire (1st CL)x4 (8 gp); Divine Scroll of Summon Nature's Ally 6 (11th CL) (138 gp); Potion of Darkvision (3rd CL)x4 (200 gp); Potion of Mage Armor (1st CL)x8 (32gp); Quaal's Feather Token(Bird)(25 gp); Pearl of Power (1st) (83gp).

APL 12: L: 4 gp; C: 50 gp; M: +1 Large Glamer Dragonhide Breastplate x2 (834 gp); Bag of Holding (I) (208 gp); Bag of Tricks (tan) (525 gp); Divine Scroll Chain of Eyes (5th CL)x2 (64 gp); Divine Scroll of Commune with Nature (10th CL) (104 gp); Divine Scroll of Entangle (1st CL) (2 gp); Divine Scroll of Faerie Fire (1st CL) (2 gp); Divine Scroll of Freedom of Movement (7th CL) (58 gp); Divine Scroll of Summon Nature's Ally 6 (11th CL)x2 (276 gp); Divine Scroll of Tree Shape (3rd CL) (13 gp); Eyes of the Eagle (208 gp); Pearl of Power (1st)x3 (249gp); Potion of Darkvision (3rd CL)x4 (200 gp); Potion of Mage Armor (1st CL)x8 (32gp); Quaal's Feather Token (Bird) (25 gp); Quaal's Feather Token (Whip) (42 gp).

APL 14: L: 8 gp; C: 500 gp; M: +1 Large Glamer Dragonhide Breastplate x2 (834 gp); Bag of Holding (I) (208 gp); Bag of Tricks (tan) (525 gp); Divine Scroll Chain of Eyes (5th CL)x2 (64 gp); Divine Scroll of Commune with Nature (10th CL) (104 gp); Divine Scroll of Entangle (1st CL) (2 gp); Divine Scroll of Faerie Fire (1st CL) (2 gp); Divine Scroll of Freedom of Movement (7th CL) (58 gp); Divine Scroll of Summon Nature's Ally 6 (11th CL)x2 (276 gp); Divine Scroll of Tree Shape (3rd CL) (13 gp); Eyes of the Eagle (208 gp); Pearl of Power (1st)x4 (333gp); Pearl of Power (2nd)x2 (667 gp); Pearl of Power (3rd) (750 gp); Potion of Darkvision (3rd CL)x4 (200 gp); Potion of Mage Armor (1st CL)x8 (32gp); Quaal's Feather Token (Bird) (25 gp); Quaal's Feather Token (Whip) (42 gp); Wand of Cure Moderate Wounds (3rd CL, 50 charges) (375 gp)

Encounter 6:

APL 10: L: 152 gp; C: 0 gp; M: +1 Merciful Adamantine Elven Courtblade (929 gp); +1 mithral chain shirt (258 gp); Arcane Scroll of Dispel Magic (10th CL) (63 gp); Arcane Scroll of Evard's Black Tentacles (7th CL) (58 gp); Arcane Scroll of Expeditious Retreat (1st CL) (2 gp); Arcane Scroll of Greater Invisibility (7th CL) x3 (175 gp); Arcane Scroll of Invisibility (3rd CL) (13 gp); Arcane Scroll of Otiluke's Resilient Sphere (7th CL) (58 gp); Arcane Scroll of Shield (5th CL) x2 (21 gp); Arcane Scroll of Sleet Storm (5th CL) (31 gp); Arcane Scroll of Slow (5th CL) (31 gp); Arcane Scroll of Solid Fog (7th CL) (58 gp); Bag of Tricks (grey) (75 gp); Boots of Speed (1000 gp); Brooch of Shielding x2 (250 gp); Cloak of Charisma +2 x3 (1000 gp); Cloak of Resistance +1 (83 gp); Divine Scroll of Faerie Fire (1st CL) x2 (4 gp); Divine Scroll of Bless (1st CL) (2 gp); Divine Scroll of Calm Emotions (4th CL) (17 gp); Divine Scroll of Entangle (2nd CL) (4 gp); Divine Scroll of Resurgence (1st CL) x2 (4 gp); Divine Scroll of Silence (3rd CL)x3 (38 gp); Divine Scroll of Speak with Animals (1st CL) x2 (4 gp); Elixir of Hiding x4 (83 gp); Elixir of Sneaking x4 (83 gp); Gloves of Dexterity +2 (333 gp); Heward's Handy Haversack (167 gp); Lesser Rod of Enlarge x2 (500 gp); Lesser Rod of Silence (250 gp); Potion of Barkskin +2 (3rd CL) (25 gp); Potion of Cure Light Wounds (1st CL) x3

(13 gp); Potion of Cure Moderate Wounds (3rd CL) (25 gp); Potion of Invisibility (3rd CL) x4 (100 gp); Potion of Lesser Restoration (3rd CL) (25 gp); Potion of Mage Armor (1st CL) x2 (8 gp); Potion of Shield of Faith +3 (6th CL) (25 gp); Quaal's Feather Token (Tree) (33 gp); Quaal's Feather Token (Whip) (42 gp); Wand of Cure Light Wounds (50 ch, 1st CL) (63 gp).

APL 12: L: 180 gp; C: 0 gp; M: +1 Feathered Mithral Chain shirt (925 gp); +1 Merciful Adamantine Elven Courtblade (929 gp); Arcane Scroll of Dispel Magic (10th CL) (63 gp); Arcane Scroll of Evard's Black Tentacles (7th CL) (58 gp); Arcane Scroll of Expeditious Retreat (1st CL) (2 gp); Arcane Scroll of Greater Invisibility (7th CL) x3 (175 gp); Arcane Scroll of Invisibility (3rd CL) (13 gp); Arcane Scroll of Otiluke's Resilient Sphere (7th CL) (58 gp); Arcane Scroll of Shield (5th CL) x2 (21 gp); Arcane Scroll of Sleet Storm (5th CL) (31 gp); Arcane Scroll of Slow (5th CL) (31 gp); Arcane Scroll of Solid Fog (7th CL)x2 (117 gp); Bag of Tricks (rust) (250 gp); Bead of Force (250 gp); Boots of Speed (1000 gp); Brooch of Shielding x2 (250 gp); Cloak of Charisma +2 x4 (1333 gp); Cloak of Resistance +3 (750 gp); Divine Scroll of Faerie Fire (1st CL) x2 (4 gp); Divine Scroll of Bless (1st CL) (2 gp); Divine Scroll of Calm Emotions (4th CL) (17 gp); Divine Scroll of Entangle (2nd CL) (4 gp); Divine Scroll of Resurgence (1st CL) x2 (4 gp); Divine Scroll of Silence (3rd CL)x6 (75 gp); Divine Scroll of Speak with Animals (1st CL) x2 (4 gp); Elixir of Hiding x4 (83 gp); Elixir of Sneaking x4 (83 gp); Gloves of Dexterity +2 (333 gp); Heward's Handy Haversack (167 gp); Javelin of Lightning x3 (375 gp); Lesser Rod of Enlarge x3 (750 gp); Lesser Rod of Silence (250 gp); Pearl of Power 1st x3 (250 gp); Potion of Barkskin +2 (3rd CL) (25 gp); Potion of Cure Light Wounds (1st CL) x5 (21 gp); Potion of Cure Moderate Wounds (3rd CL) (25 gp); Potion of Invisibility (3rd CL) x6 (150 gp); Potion of Lesser Restoration (3rd CL) (25 gp); Potion of Mage Armor (1st CL) x4 (16 gp); Potion Shield of Faith +3 (6th CL) (25 gp); Quaal's Feather Token (Tree) x4 (133 gp); Quaal's Feather Token (Whip) x2 (84 gp); Ring of Counterspells (Faerie Fire) (333 gp); Ring of Counterspells (Glitterdust) (333 gp); Wand of Cure Light Wounds (50 ch, 1st CL) (63 gp).

APL 14: L: 147 gp; C: 750 gp; M: +1 Composite Mighty Longbow (Str +2) (217 gp); +1 Feathered Mithral Chain shirt (925 gp); +1 Merciful Adamantine Elven Courtblade (929 gp); Amulet of Health +4 (1333 gp); Arcane Scroll of Dispel Magic (10th CL) x2 (125 gp); Arcane Scroll of Expeditious Retreat (1st CL) (2 gp); Arcane Scroll of Greater Blink (9th CL) (94 gp); Arcane Scroll of Greater Invisibility (7th CL) (58 gp); Arcane Scroll of Leomund's Tiny Hut (5th CL) (31 gp); Arcane Scroll of Otiluke's Resilient Sphere (7th CL) (58 gp); Arcane Scroll of Protection from Evil (1st CL) (2 gp); Arcane Scroll of Sleet Storm (5th CL) (31 gp); Arcane Scroll of Slow (5th CL) (31 gp); Arcane Scroll of Solid Fog (7th CL) (58 gp); Arcane Scroll of Summon Monster 7 (13th CL) (190 gp); Arcane Scroll of Wall of Force (9th CL) (94 gp); Arcane Scroll of Waves of Exhaustion (13th CL) (190 gp); Bag of

Tricks (rust) (250 gp); Bag of Tricks (tan) x2 (1050 gp); Bead of Force (250 gp); Belt of One Mighty Blow (125 gp); Boots of Speed (1000 gp); Brooch of Shielding x2 (250 gp); Cloak of Arachnida (1167 gp); Cloak of Charisma +2 x8 (2667 gp); Divine Scroll of Faerie Fire (1st CL) x2 (4 gp); Divine Scroll of Bless (1st CL) (2 gp); Divine Scroll of Calm Emotions (4th CL) (17 gp); Divine Scroll of Entangle (2nd CL) (4 gp); Divine Scroll of Resurgence (1st CL) x2 (4 gp); Divine Scroll of Silence (3rd CL)x6 (75 gp); Divine Scroll of Speak with Animals (1st CL) x2 (4 gp); Elixir of Hiding x4 (83 gp); Elixir of Sneaking x4 (83 gp); Gloves of Dexterity +2 (333 gp); Gloves of Fortunate Striking (167 gp); Headband of Intellect +2 (333 gp); Heward's Handy Haversack (167 gp); Javelin of Lightning x3 (375 gp); Lesser Rod of Enlarge x3 (750 gp); Lesser Rod of Silence (250 gp); Oil of Bless Weapon (2nd CL) (8 gp); Pearl of Power 1st (83 gp); Potion of Barkskin +3 (6th CL) (50 gp); Potion of Cure Light Wounds (1st CL) x3 (13 gp); Potion of Heroism (5th CL) (63 gp); Potion of Invisibility (3rd CL) x8 (200 gp); Potion of Lesser Restoration (3rd CL) (25 gp); Potion of Mage Armor (1st CL) x4 (16 gp); Potion Shield of Faith +4 (12th CL) (50 gp); Quaal's Feather Token (Tree) x5 (167 gp); Quaal's Feather Token (Whip) x4 (167 gp); Ring of Counterspells (Faerie Fire) (333 gp); Ring of Counterspells (Glitterdust) (333 gp); Vest of Resistance +3 (750 gp); Wand of Cure Light Wounds (50 ch, 1st CL) (63 gp); Wand of Greater Invisibility (10 charges, 7th CL) (350 gp); Wand of Shield (10 charges, 5th CL) (63 gp); Wand of Silence (10ch, 3rd CL) (75 gp).

Encounter 8:

APL 10: L: 80 gp; C: 60 gp; M: +1 Spiked Chain x3 (581 gp); Amulet of Health +2 (233 gp); Arcane Scroll of Dispel Magic (9th CL) (40 gp); Arcane Scroll of Transdimensional Solid Fog (9th CL) (66 gp); Arcane Scroll of Transdimensional Web (5th CL) (22 gp); Cloak of Resistance +1 x3 (250 gp); Divine Scroll of Entangle (1st CL) (2 gp); Divine Scroll of Tree Shape (3rd CL) (13 gp); Eyes of the Eagle (146 gp); Gloves of Ogre Power (+2) x3 (1000 gp); Headband of Intellect +2 (233 gp); Lesser Rod of Extend (250 gp); Oil of Magic Weapon (1st CL)x3 (13 gp); Pearl of Power 1st x3 (250 gp); Periapt of Wisdom +2 (333 gp); Potion of Cure light wounds (1st CL) x3 (13 gp); Potion of Enlarge Person (5th CL) x3 (63 gp); Potion of Fly (5th CL)x3 (188 gp); Potion of Invisibility (3rd CL) x3 (75 gp); Potion of Lesser Restoration (3rd CL) x3 (75 gp).

APL 12: L: 195 gp; C: 238 gp; M: +1 Spiked Chain x6 (1163 gp); Amulet of Health +2 (233 gp); Arcane Scroll of Command Undead (3rd CL) (9 gp); Arcane Scroll of Transdimensional Solid Fog (9th CL) (66 gp); Arcane Scroll of Transdimensional Web (5th CL) (22 gp); Arcane Scroll of Web (3rd CL) (9 gp); Cloak of Resistance +1 x7 (583 gp); Divine Scroll of Entangle (1st CL) (2 gp); Divine Scroll of Reduce Animal (3rd CL) (13 gp); Divine Scroll of Summon Nature's Ally 6 (11th CL)(138 gp); Divine Scroll of

Tree Shape (3rd CL) (13 gp); Eyes of the Eagle (146 gp); Gauntlets of Ogre Power (+2) x6 (2000 gp); Headband of Intellect +4 (933 gp); Lesser Rod of Extend x2 (500 gp); Oil of Magic Weapon (1st CL)x6 (26 gp); Pearl of Power 1st x3 (250 gp); Periapt of Wisdom +2 (333 gp); Potion of Cure light wounds (1st CL) x6 (26 gp); Potion of Enlarge Person (5th CL) x6 (125 gp); Potion of Fly (5th CL)x6 (375 gp); Potion of Invisibility (3rd CL) x6 (150 gp); Potion of Lesser Restoration (3rd CL) x6 (150 gp).

APL 14: L: 194 gp; C: 1138 gp; M: +1 Spiked Chain x6 (1163 gp); Amulet of Health +2 (233 gp); Arcane Scroll of Command Undead (3rd CL) (9 gp); Arcane Scroll of Transdimensional Solid Fog (9th CL) (66 gp); Arcane Scroll of Transdimensional Web (5th CL) (22 gp); Arcane Scroll of Web (3rd CL) (9 gp); Cloak of Resistance +1 x7 (583 gp); Divine Scroll of Entangle (1st CL) (2 gp); Divine Scroll of Reduce Animal (3rd CL) (13 gp); Divine Scroll of Summon Nature's Ally 6 (11th CL)(138 gp); Divine Scroll of Tree Shape (3rd CL) (13 gp); Eyes of the Eagle (146 gp); Flask of Curses (175 gp); Gauntlets of Ogre Power (+2) x6 (2000 gp); Headband of Intellect +6 (2100 gp); Lesser Rod of Extend x2 (500 gp); Oil of Magic Weapon (1st CL)x6 (26 gp); Pearl of Power 1st x5 (417 gp); Pearl of Power 2nd (333 gp); Periapt of Wisdom +4 (1333 gp); Potion of Cure light wounds (1st CL) x6 (26 gp); Potion of Enlarge Person (5th CL) x6 (125 gp); Potion of Fly (5th CL)x6 (375 gp); Potion of Invisibility (3rd CL) x6 (150 gp); Potion of Lesser Restoration (3rd CL) x6 (150 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 10: L: 232 gp; C: 60 gp; M: 11,470 gp – Total: 11,762 gp (2,300 gp).

APL 12: L: 379 gp; C: 288 gp; M: 19,994 gp – Total: 20,661 gp (3,300 gp).

APL 14: L: 349 gp; C: 2,388 gp; M: 31,097 gp – Total: 33,834 gp (6,600 gp).

Items for the Adventure Record

Special

☛ **Gratitude of Amerayne:** You gain access (Frequency: Metaregional) to purchase any of the following, even though you are an outlander. Items may be masterwork quality and of any material to which the PC has access: upgrade an existing pair of magical boots with the additional benefits of the abilities of a pair of *boots of elvenkind* (upgrade costs 5,000 gp, item becomes non-standard), upgrade an existing magical cloak with the additional benefits of the abilities of a *cloak of elvenkind* (upgrade costs 5,000 gp, item becomes non-standard), elven thinblade (RotW), elven rope (A&EG), *elven chain*, *oathbow*, *bowstaff* (A&EG), forestwarden shroud armor modification (RotW), *wand of woodland veil* (CL 3rd; RotW), *wand of easy trail* (CL 3rd; SC), *survival pouch* (RotW). You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this gratitude.

☛ **Favor of Amerayne:** You gain access (Frequency: Metaregional) to purchase any of the following, even though you are an outlander. Items may be masterwork quality and of any material to which the PC has access: elven lightblade (RotW), elven courtblade (RotW), *swordbow* (RotW), leafweave armor special material (RotW), *elven leaf arrow* (A&EG; Limit 5), *boots of striding and springing*, *ring of freedom of movement*, *woodwalk armor* special ability upgrade (RotW), *wand of mass lesser vigor* (CL 5th; SC). You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this gratitude. Amerayne also gifts you with a small token, a polished opalescent sphere carved into a replica of the moon Celene. If checked, it radiates faint auras of divination and conjuration magic.

♠ **Elbron's Spellbooks:** You have found the spellbooks of Elbron. There are a total of four spellbooks; each volume is available at a certain APL and above. They contain the following (^{SC}Spell Compendium, ^{RoD}Races of Destiny):

Spellbook I: 1st – *charm person*, *distract assailant*^{SC}, *identify*, *grease*, *locate city*^{RoD}; 2nd – *augury*, *bear's endurance*, *detect thoughts*, *false life*, *fox's cunning*; 3rd – *dispel magic*, *divination*, *haste*, *stinking cloud*; 4th – *arcane eye*, *greater invisibility*, *screaming*; 5th – *commune*, *teleport*. Price: 2,450 gp; Weight: 3 lbs.

Spellbook II: 1st – *mage armor*, *protection from good*, *ray of enfeeblement*, *shield*, *scholar's touch*^{RoD}; 2nd – *glitterdust*, *see invisible*, *Tasha's hideous laughter*, *touch of idiocy*, *web*; 3rd – *arcane sight*, *bands of steel*^{SC}, *clairvoyance/clairaudience*; 4th – *detect scrying*, *Evard's black tentacles*, *solid fog*; 5th – *telekinesis*, *Rary's telepathic bond*. Price: 2,300 gp; Weight: 3 lbs.

Spellbook III: 2nd – *command undead*; 5th – *dominate person*, *refusal*^{SC}; 6th – *legend lore*, *true seeing*. Price: 1,200 gp; Weight: 3 lbs.

Spellbook IV: 3rd – *fly*, *shadow binding*^{SC}; 4th – *burning blood*^{SC}, *polymorph*; 6th – *repulsion*, *summon monster VI*; 7th – *greater arcane sight*, *limited wish*, *reverse gravity*. Price: 2,350 gp; Weight: 3 lbs.

☛ **Contact with the Tree Dwellers:** This PC ended this adventure with the following relations with the araneas of the Suss Forest (circle one): Hostile, Unfriendly, Indifferent, Friendly, Helpful.

☛ **Commendation of the Knights of Luna:** This elven or half-elven PC has been formally commended by Knight Laith Filiadir. He recommends to his peers that you be contacted when they have an opening for squires.

↗ **Captured!:** You have been enthralled or rendered unconscious and taken to a Pomarj encampment as slave labor. All items you carried have been stolen and distributed to troops in the humanoid forces. After a couple of months, your wits clear and you plot your escape from the slave pits.

Spend 8 additional TUs and mark all carried items as Stolen AR# __ on the MIL sheet. The loss of all items allows the PC to use the Charity of Friends clause from the LGCS. The market price of any items the PC "left at home" should be deducted from the gold piece value of the Charity calculation.

During captivity, this PC acquires a smattering of orcish language (can use and understand simple phrases with a DC 10 Int check), gains access to the Badge of Bondage feat (Dragon, January 2004), and earns a +2 circumstance bonus for any interactions with slaves anywhere.

Items stolen during play of the *Mysteries of the Suss* series can be recovered, if desired, via both of the following means. A set of PC-scribed spellbooks are treated as one item valued at 50 gp per completed page. Any captured/purchased spellbooks are treated as individual items (also 50 gp per completed page). Items can be recovered by:

1. The Pomarj troops use the stolen items, so when they are slain by the PC in future engagements, some items may be recovered. The PC will have some opportunities to recover Stolen items each time he plays a sequel in the *Mysteries of the Suss* series.
2. The Pomarjian warbands are rife with corruption. With some effort and travel, you can contact an enterprising agent of your former captors who offers to ransom back some of your former belongings for gold. After any adventure, you may spend 2 additional TUs to recover up to three Stolen items by paying half of their market value. Note any item

ransomed in the play notes of the AR on which the TUs and gold are deducted and write Ransomed AR # __ on your MIL next to the recovered item. This ransom option expires at the end of 2007.

✚ **Hunted!** This PC chose to retain the *rod of mastery* (elf) that was recovered from the orc slavers. The elf-mages of Celene send word of your actions to others, including the Seekers and the Silent Ones. The Pomarj also gains knowledge of your choice. You are forever hunted while you possess the rod.

Every adventure you play until you turn the rod over to someone else costs 2 additional TUs, representing time you spend avoiding those who hunt you. In addition, the DM rolls a 1d6 before each adventure you play; on a 1, you are attacked by forces of the Pomarj before play begins and start the adventure with 20% of your hp already lost.

Also, you may not play any adventure set in the Sheldomar Valley, the Pomarj, or Celene until you turn the rod over to a non-evil organization or lose the rod via death. Any attempt to use the rod is an evil act; the PC is removed from play, and please notify Steven Conforti (scon40@aol.com) with details.

Item Access

APL 10:

- ❖ +1 Large Glamered Dragonhide Breastplate (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Dispel Magic (CL 9th; Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Transdimensional Solid Fog (CL 9th; Adventure; Complete Divine)
- ❖ Arcane Scroll of Transdimensional Web (CL 5th; Adventure; Complete Divine)
- ❖ Bag of Holding, Type I (Adventure; Dungeon Master's Guide)
- ❖ Elbron's Spellbook I (Adventure; See Above)
- ❖ Elbron's Spellbook II (Adventure; See Above)
- ❖ Divine Scroll of Chain of Eyes (CL 5th; Adventure; Spell Compendium)
- ❖ Divine Scroll of Commune with Nature (CL 10th; Adventure; DMG)
- ❖ Divine Scroll of Summon Nature's Ally VI (CL 11th; Adventure; DMG)
- ❖ Eyes of the Eagle (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)

- ❖ Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Quaal's Feather Token, Bird (Adventure; Dungeon Master's Guide)

APL 12 (all of APL 10 plus the following):

- ❖ Bag of Tricks, Tan (Adventure; Dungeon Master's Guide)
- ❖ Elbron's Spellbook III (Adventure; See Above)
- ❖ Headband of Intellect +4 (Adventure; Dungeon Master's Guide)
- ❖ Quaal's Feather Token, Whip (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 10, 12 plus the following):

- ❖ Elbron's Spellbook IV (Adventure; See Above)
- ❖ Flask of Curses (Adventure; Dungeon Master's Guide)
- ❖ Headband of Intellect +6 (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 2nd Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 3rd Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Periapt of Wisdom +4 (Adventure; Dungeon Master's Guide)
- ❖ Wand of Cure Moderate Wounds (CL 3rd; Adventure; Dungeon Master's Guide)

Special – Araneas

☞ **Favor of the Tree Dwellers:** In appreciation for your actions against the orcs plaguing their tribal lands, the araneas honor you with their friendship, their trade, and with some of their wisdom of the deep forest (these effects are immediate).

You have a +3 circumstance modifier to any interactions with aranea from the Suss Forest (unless this Favor is withdrawn in a future event).

You gain access (Frequency: Adventure), via trade, to their possessions, as listed in ITEMS FOUND DURING THE ADVENTURE below.

You gain access (Frequency: Metaregional) to purchase *charms of the tree dwellers* after any adventure that takes place in, or on the border of, the Suss Forest. You may only purchase a total of three of these charms over the lifetime of this reward.

A PC with the summon familiar ability adds a tiny monstrous hunting spider (*Monster Manual*, page 288) to

his list of standard familiars. The special ability for these spiders is “Master gains a +3 bonus on Climb checks”.

☛ **Charm of the Tree Dwellers**

This carved wooden charm can be carried or worn as a brooch (does not take a body slot). When the charm is grasped and a command word is spoken, the wearer is imbued with the ability to move through difficult terrain, as per the *surefooted stride* spell. The effect lasts ten minutes, after which the charm crumbles to dust.

Moderate transmutation; CL 10th; Prerequisites: Craft Wondrous Item, *surefooted stride* (Spell Compendium); Price: 1,000 gp; Weight: 0 lbs.

☛ **Defeated the Tree Dwellers:** You successfully defeated a superior force of araneas. Your reward is access (Frequency: Adventure) to their surviving possessions, as listed in ITEMS FOUND DURING THE ADVENTURE below.

Item Access – Araneas

APL 10:

- ❖ +1 Merciful Adamantine Elven Courtblade (Adventure; Races of the Wild)
- ❖ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scrolls: Dispel Magic (CL 9th) or Shield (CL 5th) (Adventure; DMG)
- ❖ Bag of Tricks, Grey (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ Boots of Speed (Adventure; Dungeon Master's Guide)
- ❖ Brooch of Shielding (Adventure; Dungeon Master's Guide)
- ❖ Divine Scrolls: Calm Emotions (CL 4th), Entangle (CL 2nd), Resurgence^{SC} (CL 1st) (Adventure; Dungeon Master's Guide and ^{SC}Spell Compendium)
- ❖ Elixirs: Hiding or Sneaking (Adventure; Dungeon Master's Guide)
- ❖ Heward's Handy Haversack (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rods, Lesser: Enlarge or Silent (Adventure; Dungeon Master's Guide)
- ❖ Quaal's Feather Tokens: Tree or Whip (Adventure; Dungeon Master's Guide)
- ❖ Wand of Cure Light Wounds (CL 1st; Adventure; Dungeon Master's Guide)

APL 12 (all of APL 10 plus the following):

- ❖ +1 Spell Resistance 13 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)

- ❖ Bag of Tricks, Rust (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ Bead of Force (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)
- ❖ Javelin of Lightning (Adventure; Dungeon Master's Guide)
- ❖ Ring of Counterspells (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 10, 12 plus the following):

- ❖ Amulet of Health +4 (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scrolls: Greater Blink^{SC} (CL 9th), Summon Monster VII (CL 13th), Wall of Force (CL 9th), Waves of Exhaustion (CL 13th) (Adventure; DMG and SC)
- ❖ Bag of Tricks, Tan (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ Belt of One Mighty Blow (Adventure; Miniatures Handbook)
- ❖ Cloak of Arachnida (Adventure; Dungeon Master's Guide)
- ❖ Gloves of Fortunate Striking (Adventure; Miniatures Handbook)
- ❖ Vest of Resistance +3 (Adventure; Complete Arcane)
- ❖ Wand of Greater Invisibility (CL 7th; Adventure; Dungeon Master's Guide)
- ❖ Wand of Shield (CL 5th; Adventure; Dungeon Master's Guide)
- ❖ Wand of Silence (CL 3rd; Adventure; Dungeon Master's Guide)

Appendix 1: NPC Stats

Narwain Filiadir, Squire to Knight of Luna Talmarin Shae, Male High Elf Ftr1/Wiz5 (transmuter); medium humanoid (elf); CR 6; HD 1d10+5d4+6; hp 31; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17(+3 Dex, +5 chain shirt, +2 buckler); Base Atk +3; Grp +5; Atk +6 melee (1d8+3/19-20, longsword) or +7 ranged (1d8+2/x3, longbow); Full Atk +6 melee (1d8+3/19-20, longsword) or +7 ranged (1d8+2/x3, longbow); SA None; SQ None; AL CG; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 12, Int 16, Wis 8, Cha 10.

Skills and Feats: Balance +5, Concentration +6, Knowledge (arcana) +8, Knowledge (nobility) +8, Move Silently +6*, Perform (Sing) +1, Perform (Dance) +2, Ride +7, Spellcraft +10, Tumble +5; Alertness*, Scribe Scroll, Combat Casting, Combat Expertise Craft Arms and Armor, Dodge, Weapon Focus (longsword).

*Bestowed by familiar.

Languages: Elvish, Celestial, Common, Dwarven, Gnome, Orc.

Wizard Spells Prepared (4/5/4/3; save DC 13 + spell level, 5th CL, 10% ASF, spec transmute- banned evoc & necro): 0 - detect magic, ghost sound, message, prestidigitation; 1st - color spray, enlarge person*, expeditious retreat, obscuring mist, true strike; 2nd - bear's endurance*, blur, mirror image, see invisibility; 3rd - fly*, haste, heroism.

*Specialization school bonus spell.

Spell book: 0 - acid splash, arcane mark, detect magic, detect poison, ghost sound, mage hand, mending, message, prestidigitation, read magic, resistance; 1st - alarm, color spray, endure elements, enlarge person, expeditious retreat, feather fall, identify, mount, obscuring mist, shield, true strike, unseen servant; 2nd - bear's endurance, blur, bull's strength, cat's grace, invisibility, minor image, mirror image, see invisibility; 3rd - fly, haste, heroism, slow.

Possessions: masterwork composite longbow (Str +2), +1 mithral chain shirt, +1 mithral buckler, +1 longsword, arrows (20).

Description: Narwain is a high elf, off amongst the Knights of Luna. He is youthful and fair of skin and hair, but his eyes are hooded. Narwain understands in theory his knightly duty to treat well with outsiders, but he is still uneasy around folk not native to Celene. In addition, he is currently angered and saddened by the apparent loss of Knight Talmarin, his mentor.

Amerayne, Female Grey Elf Ari3: medium humanoid; CR 2: HD 3d8-3; hp 16; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +2; Grp +1; Full Atk dagger +1 melee (1d4-1;19-20); AL CG; SV Fort +0, Ref +2, Will +5; Str 8, Dex 12, Con 8, Int 16, Wis 14, Cha 16.

Skills & Feats: Bluff +9, Diplomacy +15, Disguise +11, Gather Information +9, Intimidate +11, Knowledge (history) +5, Knowledge (local - Core) +5, Knowledge (nobility) +9, Speak Language +2; Deceitful, Negotiator.

Languages: Elven, Common, Sylvan, Celestial, Gnome

Possessions: Dagger, Ring of Nondetection.

Description: Amerayne is a stately and elegant grey elf maiden attired in a diaphanous white and pastel dress. Her hair is long, with lilies braided within her delicate auburn tresses. Although she is very charming, there is steel behind her smile and ice in her gaze.

Caedrus Uel, Male High Elf Ari7; Medium humanoid (elf); CR 7; HD 7d8; hp 38; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11 (+1 bracers of armor +1, +3 Dex); Base Atk +5; Grp +5; Atk +6 melee (1d6, Elvencraft longbow) or +9 ranged (1d8/x3, Elvencraft longbow); Full Atk: +6 melee (1d6, Elvencraft longbow) or +9 ranged (1d8/x3, Elvencraft longbow); Space/Reach 5 ft./5 ft.; SA None; SQ Elf Traits; AL CG; SV Fort +2, Ref +5, Will +5; Str 10, Dex 16, Con 10, Int 17, Wis 10, Cha 9.

Skills and Feats: Appraise +8, Diplomacy +3, Forgery +13, Gather Information +13, Hide +8, Knowledge (Nobility) +8, Knowledge (Nature) +10, Knowledge (Geography) +8, Knowledge (architecture and engineering) +8, Knowledge (local - Sheldomar) +8, Knowledge (local - Core) +8, Listen +2, Move Silently +8, Search +5/+7 vs. secret doors/compartments, Sense Motive +10, Spot +2, Survival +5 (+2 avoid getting lost/hazards and +2 outdoors); Inside Connections (Court of Celene)RD, Urban TrackingRD, Track.

Languages: Elven, Common, Sylvan, Auran, Celestial.

Possessions: Bracers of armor +1, cloak of elvenkind, boots of elvenkind, Safewing emblem, masterwork elvencraft longbow, quiver with 20 cold iron arrows, quiver with 20 blunt arrows, specially tailored traveler's outfits.

Description: Caedrus is headstrong and opinionated, and believes in the natural superiority of the elven race. He treats other races, and indeed non-Celene elves with disdain when he can do so. He has some skill in the wild, but he is overconfident there as well. At heart he is unused to danger and will quail from any real threats to his person.

Ssilak, Female Aranea Elder (Gnoll Alternate Form) Aranea Sor1/Drd3/Arcane Hierophant 10/Mystic Theurge2; Medium Magical Beast (Shapechanger): CR 20; HD 3d10+1d4+3d8+12d6+95;

hp 183 (88+95); Init +1; Spd 50 ft./Climb 25ft.; AC 18, touch 11, flat-footed 17 (+6 armor – greater mage armor 19th CL, +1 Dex, +1 natural); Base Atk +13; Grp +12; Atk +12 melee (d6-1+poison, bite) or +14 ranged (web); Full Atk +12 melee (d6-1+poison, bite) or +14 ranged (web); SA poison, web, channel animal (4/day), channel plant (2/day); SQ Change shape, darkvision 60 ft., low-light vision, companion familiar, nature sense, wild empathy, woodland stride, trackless step, ignore arcane spell failure (AH), wildshape (Large/Tiny, 4/day); AL N; SV Fort +22, Ref +14, Will +32 (+6 resistance Extended Superior Resistance spell 19th CL); Str 8, Dex 12, Con 18(20), Int 18, Wis 20(26), Cha 22(28).

Skills and Feats: Climb +13 (Can always take 10) Concentration +27, Knowledge (religion) +10, Jump +15, Listen +32*, Spot +32*, Knowledge (arcana) +17, Spellcraft +12, Knowledge Nature +19, Survival +10^, Sense Motive +20, Diplomacy +33; Alertness (f), Iron Will (B), Arcane Mastery^{CA}, Practiced Caster^{CD} (Sorcerer), Practiced Caster^{CD} (Druid), Natural Spell, Natural Bond^{CV}, Arcane Preparation^{CA}, Quicken Spell.

* add +2 when familiar within 5 ft.

^ add +2 in natural environments.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic, Gnoll, Ancient Suloise.

Note: Ssilak is untiered, as the PCs are not supposed to fight her. We have refrained from adding her many non-Core spells to the appendices in order to save pages of wasteful printing. All non-Core spells below are from the *Spell Compendium*, and each has the reference page for quick perusal if needed.

Sorcerer Spells (Known 9/5/5/4/4/4/3/2/1; Per Day 6/9/8/8/8/8/7/6/4; base DC = 19 + spell level; CL19): o—message, dancing lights, detect magic, ghost sound, open/close, mending, arcane mark, mage hand, prestidigitation; 1st- feather fall, benign transposition^{SC p271}, chill touch, critical strike^{SC p50}, shield; 2nd- alter self, fearsome grapple^{SC p90}, augment familiar^{SC p17}, bladeweave^{SC p31}, heroics^{SC p113}; 3rd – haste, greater mage armor^{SC p136}, enhance familiar^{SC p82}, fly; 4th – polymorph, assay spell resistance^{SC p17}, translocation trick^{SC p222}, Tenser's greater floating disc^{SC p96}; 5th - greater dimension door^{SC p64}, greater blink^{SC p32}, nightstalker transformation^{SC p148}, telekinesis; 6th - greater dispel magic, fires of purity^{SC p94}, mislead; 7th - limited wish, ironguard^{SC p125}; 8th - avascular mass^{SC p19}.

Sorcerer Spells Prepared for the day:

1st- feather fall, chill touch

2nd- alter self, bladeweave^{SC p31}

3rd- greater mage armor^{SC p136}

5th- Quickened shield, Quickened chill touch, Quickened benign transposition^{SC p271}

6th- Quickened augment familiar^{SC p17}

7th- Quickened fly, Quickened haste

8th- Quickened translocation trick^{SC p222}

Druid Spells (Per Day: 6/7/7/6/5/4/3/2; base DC = 18 + spell level; CL 19): o- read magic x2, create water x2, detect poison, cure minor wounds; 1st- camouflage^{SC p43}, faerie fire, branch to branch^{SC p38}, omen of peril^{SC p149}, snake's swiftness^{SC p193}, entangle, speak with animals; 2nd - barkskin, gust of wind, warp wood, blinding spittle^{SC p32}, easy trail^{SC p76}, nature's favor^{SC p146} x2; 3rd - daylight, greater magic fang, wind wall, mass align fang^{SC p9}, swift fly^{SC p96} x2, lion's charge^{SC p133}; 4th – flame strike, freedom of movement x2, spike stones, arc of lightning^{SC p15}, greater blindsight^{SC p32}; 5th - animal growth, baleful polymorph, death ward, stoneskin, wall of thorns; 6th - antilife shell, superior resistance^{SC p174}, energy immunity^{SC p80}; 7th - heal, greater scrying, word of balance^{SC p242}; 8th - reverse gravity, brilliant aura^{SC p39}.

Spells Active: Control Weather (49 hr duration, CL 19), limited wish (for contingency: greater blink when an attack is attempted on her, CL 19) limited wish (for permanency: arcane sight, CL 23), limited wish (for permanency: see invisibility, CL 23), limited wish (for permanency: tongues, CL 23), limited wish (for permanency: Rary's telepathic bond with another aranea leader elsewhere, CL 23), Extended energy immunity (electricity, CL 19), Extended energy immunity (cold, CL 19), Extended superior resistance (CL 19), greater floating disc (CL 19), Extended greater mage armor (CL 19, 14hr duration), Extended Barkskin (CL 19, 5hr duration).

Possessions: Spell staff (Brilliant Aura), periapt of wisdom +6, cloak of charisma +6, belt of endurance, pearls of power {1st (25), 2nd (5), 3rd (2), 6th (1)}, lesser rod of Extend x4, rod of Extend, spell component pouch x4.

Description: Ssilak appears as an elderly but hale gnoll woman wearing a mottled green shawl over black breeches. Her fur is a rich chestnut brown, with some gray highlights around her eyes and ears. As the matriarch of the tribe, she has a proud demeanor and is easily offended. Ssilak has grown increasingly desperate to stem the tide of orcish incursions and is open to accepting help from any quarter. She makes an implacable enemy or a stout friend.

Companion Familiar Advanced Giant Crocodile, Male Lizard; Huge Magical Beast (augmented Animal); CR –; HD 13d8+78; hp 143; Init +2; Spd 30 ft.(10ft enhancement, Extended Longstrider, CL 19)/Swim 30ft.; AC 35, touch 12, flat-footed 31 (-2 size,

+6 armor (extended *greater mage armor*, CL 19), +2 Dex, +18 natural (extended *barkskin* CL 19), +2 dodge (extended *enhance familiar*, CL 19); Base Atk +9; Grp +31; Atk +24 melee (2d8+22, bite, *greater magic fang*, CL 23), +2 competence Hit/dam, *extended enhance familiar*, CL 19)) or +24 melee (1d12+22, tail slap (*greater magic fang*, CL 23), +2 competence Hit/dam, *extended enhance familiar*, CL 19); Full Atk +24/+19 melee (2d8+22, bite, +5 *greater magic fang*, +2 comp *enhance familiar*) or +24/+19 (1d12+22, tail slap, +5 *greater magic fang*, +2 comp *enhance familiar*); SA Improved Grab; SQ Hold Breath, Link, Share Spells, Improved Evasion, Devotion, Multiattack*, Impart Alertness, Empathic Link, deliver touch spells, speak with master, speak with animals of its kind, SR 16, Low-light vision; AL N; SV Fort +23, Ref +17, Will +25 (+6 resistance *Extended Superior Resistance* CL 19, +2 competence *Extended Enhance Familiar*); Str 30, Dex 15, Con 19 (23), Int 11, Wis 12, Cha 2.

Skills and Feats: Hide +24 16ranks (+10 competence Ex Camouflage CL 19, +4 to this in the water), Listen +5, Spot +5, Swim +20 (can take 10), Tumble +9.

Master's Skills: Climb +23 6ranks (+10 competence, *branch to branch* CL 19) Concentration +28, Knowledge (religion) +6, Jump +16 (augmented via Longstrider/Branch), Listen +25, Spot +25, Knowledge (arcane) +13, Spellcraft +4, Knowledge (nature) +13 Survival +1^, Sense Motive +13, Diplomacy +18.

Feats: Alertness, Endurance, Skill Focus (hide), Improved Unarmed Strike, Improved Grapple.

Spells Active: *Limited wish* (contingency, heal when familiar speaks special word (via *speak with animals* of its own kind), CL 19), *limited wish* (*stalwart pact*^{SC p204}, CL 19), *Extended greater magic fang* (bite), CL 23), *Extended greater magic fang* (tail slap), CL 23) *Extended superior resistance*^{SC p174}, CL 19 (14hr duration), *Extended energy immunity*^{SC p80} x2 (shared via master, CL 19), *Extended energy immunity*^{SC p80} x2 (the other 2, CL 19, 14hr duration), *Extended greater magic fang*, CL 19 (all natural weapons), *Extended greater mage armor*^{SC p136}, CL 19 *Extended enhance familiar*^{SCp82}, CL 19 *Extended barkskin*, CL 19 (5hr duration) *Extended branch to branch*^{SC p38}, CL 19 *Extended longstrider*, CL 19 (14hrs duration) *Extended camouflage*^{SC p43}, CL 19 (5hr duration).

Possessions: Cloak of displacement (minor), amulet of health +4.

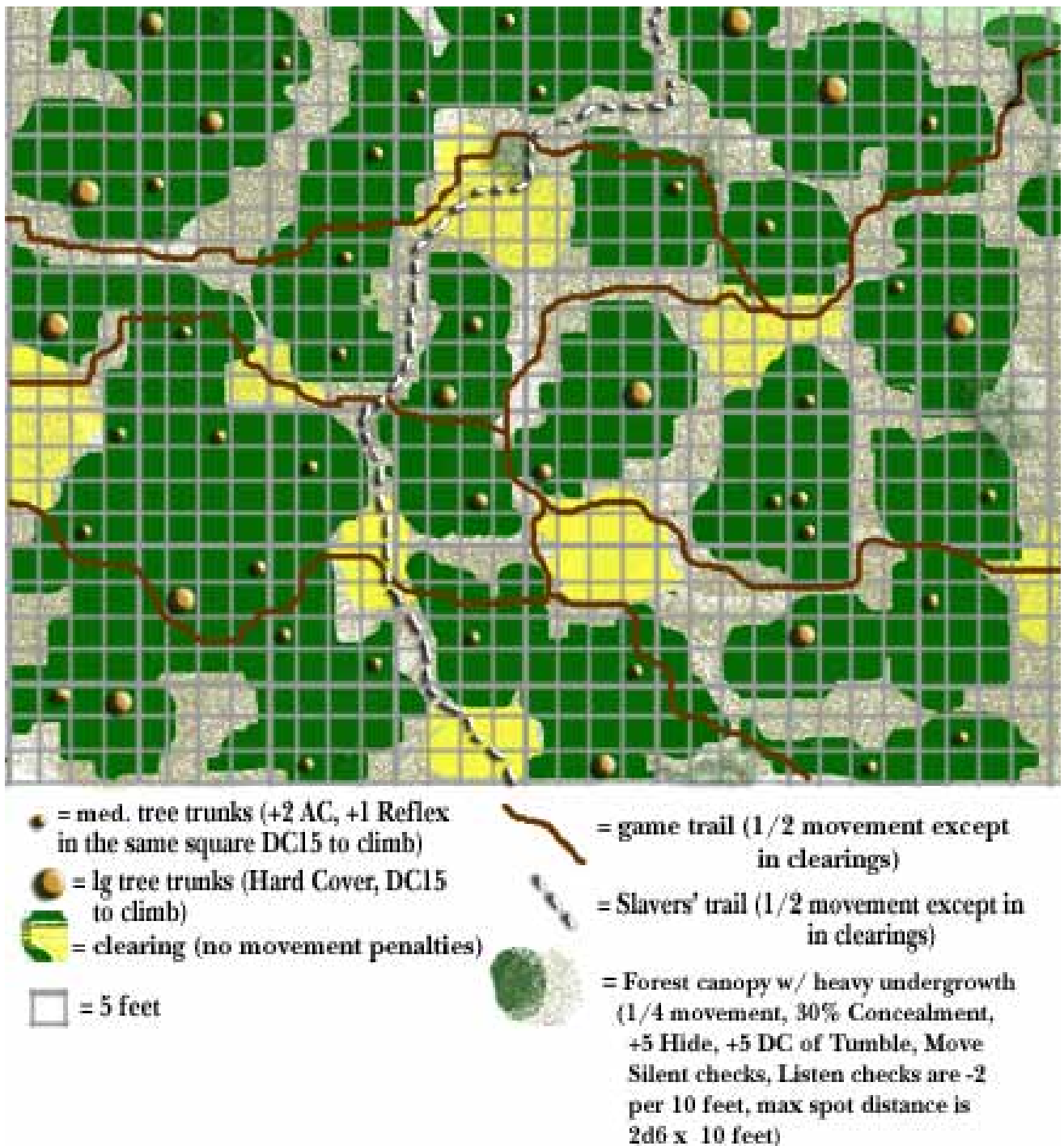
Appendix 2: Overview Map



Appendix 3: Adventure Map



Appendix 4: Encounter Maps



Encounter 2

- Starting Positions



Encounter 6

- Starting Positions

Adjust trails, clearings as needed to match actual site



Encounter 8

- Starting Positions

Spot distance - $2d6 \times 10$ feet

Adjust trails, clearings as needed to match actual site



Appendix 5: APL 10 Encounters

Encounter 2

Kalor, Male Orc Drd8: Medium humanoid; CR 8; HD 8d8+16; hp 59; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15 ((+6 +1 *glamered dragonhide breastplate*, -1 Dex); Base Atk +6; Grp +8; Atk +8 melee (1d6+3, club); Full Atk +8/+3 melee (1d6+3, club); SA Wildshape* (3/day, 8 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +1, Will +9; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Handle Animal +9, Knowledge (nature) +13, Listen +14, Spot +19, Survival +11; Augment Summoning, Natural Spell, Spell Focus (Conjuration).

Languages: Orc, Common.

Druid Spells Prepared (6/5/4/4/2; base DC = 13 + spell level, Conjuration spells 14 + spell level; CL 8): 0—create water, detect magic, know direction, cure minor wounds x2, guidance; 1st—*camouflage*^{SC}, branch to branch^{SC}, speak with animals, entangle, produce flame; 2nd—*barkskin*, nature's favor^{SC}, summon dire hawk^{RW} x2; 3rd—poison, thornskin^{SC}, greater magic fang, sleet storm; 4th—arc of lightning^{SC} x2.

Possessions: Divine scroll of chain of eyes (5th CL), +1 large *glamered dragonhide breastplate*, potion of mage armor (1st CL) x2, divine scroll of summon nature's ally 6 (11th CL), potion of darkvision (3rd CL) x2, divine scroll of entangle (1st CL), divine scroll of commune with nature (10th CL), divine scroll of faerie fire (1st CL) x4, Quaal's feather token (bird), scroll organizer, goodberry x6.

***Kalor DIRE APE-form, Male Orc Drd8:** Large Animal; CR 8; HD 8d8+16; hp 59; Init +2; Spd 30 ft./Climb 15ft.; AC 21, touch 11, flat-footed 19 (+6 +1 *glamered dragonhide breastplate*, +2 Dex, +4 natural, -1 size); Base Atk +6; Grp +16; Atk +11 melee (1d6+6, claw); Full Atk +11/+11 melee (1d6+6, claw) and +6 (1d8+3/x2, bite); SA Rend (2d6+9), Wildshape (3/day, 8 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +4, Will +9; Str 22, Dex 15, Con 14, Int 12, Wis 16, Cha 10.

Dire Ape Companion 1, Male Ape; Large Animal; CR —; HD 5d8+13; hp 35; Init +2; Spd 30 ft./Climb 15ft.; AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1size); Base Atk +3; Grp +13; Atk +9 melee (1d6+7, claw, +1 *greater magic fang*); Full Atk +9/+9 melee (1d6+7, claw, +1 *greater magic fang*) and +4 (1d8+4, bite, +1 GMF); SA Rend (2d6+9); SQ Low-light vision; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Racke, Male Orc Drd8; Medium humanoid; CR 8; HD 8d8+16; hp 59; Init -1; Spd 30 ft.; AC 9, touch 9,

flat-footed 9 ((+6 +1 *glamered dragonhide breastplate*, -1 Dex); Base Atk/Grp: +6/+8; Atk: +8 melee (1d6+3, club); Full Atk +8/+3 melee (1d6+3, club; Space/Reach 5 ft./5 ft.; SA Wildshape* (3/day, 8 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +1, Will +9; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Handle Animal +9, Knowledge (Nature) +7, Listen +13, Spot +14, Survival +18; Eschew Materials, Natural Spell, Track.

Languages: Orc, Common.

Druid Spells Prepared (6/5/4/4/2; base DC = 13 + spell level; CL 8): 0—Create Water, Detect Magic, Know Direction, Cure Minor wounds x2, Guidance; 1st—*Camouflage*^{SC}, Entangle, Faerie Fire, Omen of Peril^{SC}, Branch to Branch^{SC}, 2nd—*Barkskin*, Easy Trail^{SC}, Nature's Favor^{SC}, Woodland Veil^{RW}; 3rd—Greater Magic Fang, Call Lightning, Spike Growth, Thornskin^{SC}; 4th—*Languor*^{SC}, Flame Strike.

Possessions: +1 large *glamered dragonhide breastplate*, potion of mage armor (1st CL) x6, pearl of power (1st), bag of holding (1), potions of darkvision (3rd CL) x2, goodberry x6.

Racke DIRE APE-form, Male Orc Drd8; Large Animal; CR 8; HD 8d8+16; hp 59; Init +2; Spd 30 ft./Climb 15ft.; AC 21, touch 11, flat-footed 19 (+6 +1 *glamered dragonhide breastplate*, +2 Dex, +4 natural, -1 size); Base Atk +6; Grp +16; Atk +11 melee (1d6+6, claw); Full Atk +11/+11 melee (1d6+6, claw) and +6 (d8+3/x2, bite); SA Rend (2d6+9), Wildshape (3/day, 8 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +4, Will +9; Str 22, Dex 15, Con 14, Int 12, Wis 16, Cha 10.

Dire Ape Companion 2, Male Ape; Large Animal; CR —; HD 5d8+13; hp 35; Init +2; Spd 30 ft./Climb 15ft.; AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1size); Base Atk +3; Grp +13; Atk +9 melee (1d6+7, claw, +1 *greater magic fang*); Full Atk +9/+9 melee (1d6+7, claw, +1 *greater magic fang*) and +4 (1d8+4, bite, +1 *greater magic fang*); SA Rend (2d6+9); SQ Low-light vision; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Encounter 6

DM Note: All the Trappers have the same Poison and Web special abilities and the same spider familiar. These are only listed under Trapper #1 to save space in this section.

Queeg Dubbin: Shadowdancer, Male Aranea (Skulk alternate form) Rog3/Ftr2/ShD3/Der1; Medium Magical Beast (Shapechanger); CR 13; HD 6d10+3d6+3d8+72; hp 135; Init +6; Spd 50 ft./Climb 25ft.; AC 23, touch 17, flat-footed 23 (+5 +1 mithral chainshirt, +6 Dex, +1 natural, +1 dodge); Base Atk +10; Grp +12; Atk +13 melee (1d10+4/18-20+d6, +1 merciful adamantine elven courtblade^{RW}) or +13 melee (1d6+2/18-20, cold iron scimitar) or +12 melee (1d6+2+poison, bite) or +16 ranged (web) or +17 ranged (1d8+2/x3, longbow); Full Atk +13/+8 (1d10+4/18-20+d6, courtblade) and +7 melee (1d6+1+poison, bite) or +13/+8 melee (1d6+2/18-20, scimitar) and +7 melee (d6+1+poison, bite) or +16 ranged (web) or +17/+12 ranged (1d8+2/x3, longbow); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +15, Ref +18, Will +8; Str 14, Dex 20(22), Con 22, Int 16, Wis 10, Cha 12. *Dervish, Complete Warrior*, page 25; *Skulk, Races of Destiny*, page 104.

Skills and Feats: Balance +12, Climb +25 (Can always take 10), Concentration +12, Hide +20, Jump +24, Listen +8, Move Silently +20, Perform (dance) +13, Spot +14, Tumble +22; Combat Expertise, Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus: Scimitar, Whirlwind Attack.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 5/3; 6/6 per day; base DC = 11 + spell level; CL 3; Arcane Failure 10%): 0—acid splash, dancing lights, daze, detect magic, message; 1st—fist of stone^{SC}, master's touch^{SC}, sniper's shot^{SC}.

Possessions: +1 merciful adamantine elven courtblade^{RW}, masterwork silver spiked gauntlet, cold iron scimitar, masterwork composite longbow (Str +2), 20 cold iron arrows, 20 silver arrows, masterwork sap, +1 mithral chain shirt, boots of speed, gloves of dexterity +2, cloak of resistance +1, brooch of shielding, arcane scroll of expeditious retreat (1st CL), arcane scroll of shield (5th CL) x2, arcane scroll of greater invisibility (7th CL) x2, potion of lesser restoration (3rd CL), potion of cure moderate wounds (3rd CL), potion of shield of faith +3 (6th CL), potion of barkskin +2 (3rd CL), elixir of sneaking x4, elixir of hiding x4, tanglefoot bag x2, vial of holy Water, *charm of the tree dwellers*.

Aranea Trapper #1, Male Aranea (Orc Alternate Form) Aranea/Sorc1; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init

+5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +3; Grp +2; Atk +8 melee (1d6-1+poison, bite) or +8(+9*) ranged (web); Full Atk +8 melee (1d6-1+poison, bite) or +8(+9*) ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +6; Alertness, Iron Will, Point Blank Shot*, Precise Shot.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/4; base DC = 15 + spell level; CL 4): 0—acid splash, daze, dancing lights, disrupt undead, detect magic, message; 1st—ray of enfeeblement, guided shot^{SC}, orb of electricity, lesser^{SC}; 2nd—phantasmal assailants^{SC}.

Possessions: Heward's handy haversack, brooch of shielding, Quaal's feather token (tree), acid flasks (8), tanglefoot bags (4), falchion, spiked gauntlet - cold iron, spiked gauntlet - silver, spell component pouch, *charm of the tree dwellers*.

Hunting Spider Familiar, Male Spider; Tiny Vermin; CR —; HD 4; hp 17 (½ masters hp); Init +3; Spd 20ft., climb 10ft.; AC 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); Base Atk +3; Grp -12; Atk +6 melee (1d3-4+poison, bite); Full Atk +6 melee (1d3-4+poison bite); SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, deliver touch spells, Improved Evasion, share spells, empathic link, granted abilities; AL N; SV Fort +3, Ref +6, Will +5; Str 3, Dex 17, Con 10, Int 7, Wis 10, Cha 2.

Skills and Feats: Climb +13 (Can always take 10), Concentration 10, Escape Artist +6, Hide +15, Jump +8, Listen +5, Spellcraft +8, Spot +16, Use Magic Device -5; Weapon Finesse

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d2 Str, secondary damage 1d2 Str. The save DC is Constitution-based.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Aranea Trapper #2, Male Aranea (Orc Alternate Form) Sor1; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init +5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +3; Grp +2; Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); Full Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +7; Alertness, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/5; base DC = 16 + spell level, 18+ spell level for enchantment spells; CL 4): o—acid splash, daze, mage hand, message, open/close, ghost sound; 1st- ray of enfeeblement, distract assailants^{SC}, *charm person*; 2nd- *Tasha's hideous laughter*.

Possessions: Cloak of charisma +2, falchion, arcane scroll of invisibility (3rd CL), tanglefoot bags x2, spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trappers #3, Female Aranea (Half-Orc Alternate Form) Sor1; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init +5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor), +5 Dex, +1 natural); Base Atk +3; Grp +2; Atk +8 melee (1d6-1/x2+poison, bite) or +8 ranged (web); Full Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +7; Alertness, Iron Will, Extend Spell, Sculpt Spell^{CA}.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/5; base DC = 16 + spell level; CL 4): o—daze, dancing lights, detect magic, mage hand, message, prestidigitation; 1st- grease, guided shot^{SC}, ray of enfeeblement; 2nd—glitterdust.

Possessions: Cloak of charisma +2, falchion, divine scroll of silence (3rd CL), potion of cure light wounds (1st CL), spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #4, Female Aranea (Half-Orc Alternate Form) Sor1; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init +5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor), +5 Dex, +1 natural); Base Atk +3; Grp +2; Atk +8 melee (1d6-1+poison, bite) or +8 ranged

(web); Full Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +7; Alertness, Iron Will, Extend Spell, Sculpt Spell^{CA}.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/5; base DC = 16 + spell level; CL 4): o—dancing lights, daze, detect magic, mage hand, message, prestidigitation; 1st- grease, guided shot^{SC}, ray of enfeeblement; 2nd—glitterdust.

Possessions: Cloak of charisma +2, falchion, divine scroll of silence (3rd CL), potion of cure light wounds (1st CL), spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #5, Female Aranea (Goblin Alternate Form) Sor1; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init +5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor), +5 Dex, +1 natural); Base Atk +3; Grp +2; Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); Full Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +6; Alertness, Iron Will, Silent Spell, Brew Potion.

Languages: Common, Sylvan, Orcish, Goblin.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/4; base DC = 15 + spell level; CL 4): o—daze, detect magic, ghost sound, mending, message, resistance; 1st- grease, mage armor, obscuring mist; 2nd- invisibility.

Possessions: wand of cure light wounds (50 charges, 1st CL), lesser rod of silence, divine scroll of resurgence (1st CL) x2, potion of invisibility (3rd CL) x2, potion of mage armor (1st CL) x2, spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #6, Male Aranea (Dwarf Alternate Form) Sor1; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init +5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor), +5 Dex, +1 natural); Base Atk +3; Grp +2; Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); Full Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +6; Alertness, Iron Will, Sudden Silent^{CA}, Sudden Empower^{CA}.

Languages: Common, Sylvan, Orcish, Dwarven.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/4; base DC = 15 + spell level; CL 4): o—daze, disrupt undead, message, open/close, read magic, touch of fatigue; 1st—mage armor, magic missile, ray of enfeeblement; 2nd—web.

Possessions: Arcane scroll of solid fog (7th CL), arcane scroll of Evard's black tentacles (7th CL), arcane scroll of slow (5th CL), arcane scroll of sleet storm (5th CL), divine scroll faerie fire (1st CL) x2, scroll of greater invisibility (7th CL), potion of invisibility (3rd CL), arcane scroll of Otiluke's resilient sphere (7th CL), divine scroll of calm emotions (4th CL), divine scroll of bless (1st CL), divine scroll of silence (3rd CL), scroll organizers x2, spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #7, Male Aranea (Elf Alternate Form) Aranea/Sorci; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init +5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor), +5 Dex, +1 natural; Base Atk +3; Grp +2; Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); Full Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +6; Alertness (f), Iron Will, Sudden Silent^{CA}, Sudden Empower^{CA}.

Languages: Common, Sylvan, Orcish, Elven.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/4; base DC = 15 + spell level; CL 4): o - daze, detect magic detect poison, message, read magic, touch of fatigue; 1st -, feather fall, guided shot^{SC}, ray of enfeeblement; 2nd - earthen grasp^{SC}.

Possessions: Lesser rod of enlarge, potion of invisibility (3rd CL), bag of tricks (grey), divine scroll of speak with animals (1st CL) x2, potion of cure light wounds (1st CL), spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #8, Male Aranea (Skulk Alternate Form) Aranea/Sorci; Medium Magical Beast (Shapechanger); CR 5; HD 3d10+1d4+16; hp 34; Init +5; Spd 50 ft./Climb 25ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +3; Grp +2; Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); Full Atk +8 melee (1d6-1+poison, bite) or +8 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +7,

Ref +8, Will +6; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20. *Skulk, Races of Destiny*, page 104.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +4, Spot +8, Use Magic Device +6; Alertness, Iron Will, Sudden Silent^{CA}, Sculpt Spell^{CA}.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 6/3/1; Per Day 6/8/4; base DC = 15 + spell level; CL 4): o—acid splash, daze, disrupt undead, message, prestidigitation, read magic; 1st—distract assailants^{SC}, grease, ray of enfeeblement; 2nd—see invisibility.

Possessions: Lesser rod of enlarge, Quaal's feather token (whip), arcane scroll of dispel magic (9th CL), divine scroll of entangle (2nd CL), spell component pouch, charm of the tree dwellers.

Encounter 8

Elbron, Male Orc Wiz6/DO2/LM1: Medium Humanoid; CR 9; HD 7d4+2d6+36 +13 false life; hp 79; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d4+1/19-20, cold iron dagger) or +4 ranged (1d4+1/19-20, cold iron dagger); Full Atk +5 melee (1d4+1/19-20, cold iron dagger) or +4 ranged (1d4+1/19-20, cold iron dagger); SA none; SQ Prescient Sense, Darkvision 60'; AL NE; SV Fort +6, Ref +9, Will +8; Str 12, Dex 10, Con 16(18), Int 18(20), Wis 6, Cha 6. *Divine Oracle, Complete Divine*, page 34.

Skills & Feats: Concentration +15, Craft (Alchemy) +6, Knowledge (Arcana) +15, Knowledge (Local: Core) +6, Knowledge (Nature) +10, Knowledge (Planes) +10, Knowledge (Religion) +18, Spellcraft +19, Spot +5; Scribe Scroll(w), Skill Focus: Knowledge (religion), Insightful Reflexes^{CV}, Transdimensional Spell^{CD}, Craft Wondrous Items, Improved Familiar^{CW}.

Languages: Common, Orcish, Draconic, Infernal, Abyssal, Ignan, Auran, Aquan, Terran, Elvish, Goblin, Celestial.

Wizard Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level; CL 9 (11 for divination spells), specialist Divination banned Evocation): o- dancing lights, detect magic, message, prestidigitation; 1st- distract assailant^{SC}, protection from good, greasex2, ~~mage armor~~, shield, scholar's touchRD; 2nd- ~~false life~~ x2, glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy; 3rd - arcane sight, bands of steel^{SC}, dispel magic, haste, stinking cloud; 4th - ~~detect scrying~~^{*}, Evard's black tentacles, greater invisibility, solid fog; 5th - telekinesis, teleport, Rary's telepathic bond.

* This slot is currently empty, as Elbron keeps this slot open during the day in case he wishes to use Arcane Eye to scout. If he doesn't use it by nighttime he fills the slot with Detect Scrying and casts it to cover the next day.

Spell book: o – dancing lights, detect magic, message, prestidigitation; 1st – charm person, distract assailant^{SC},

grease, identify, locate cityRD, mage armor, protection from good, ray of enfeeblement, shield, scholar's touchRD; 2nd-augury, bear's endurance, detect thoughts, false life, fox's cunning, glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy, web; 3rd - arcane sight, bands of steel^{SC}, clairvoyance/clairaudience, dispel magic, haste, stinking cloud; 4th - arcane eye, detect scrying, divination, Evard's black tentacles, greater invisibility, solid fog; 5th - commune, telekinesis, teleport, Rary's telepathic bond, scrying.

Possessions: Headband of intellect +2, amulet of health +2, lesser rod of extend, eyes of the eagle, arcane scroll of transdimensional web (5th CL) ^{CD}, arcane scroll of dispel magic (9th CL), arcane scroll of transdimensional solid fog (9th CL) ^{CD}, rod of mastery: elf, spell component pouches, cold iron daggers x2, alchemist's fire, tanglefoot bag.

Imp Familiar, Male Imp; Tiny Outsider (Evil, Lawful, extraplanar); CR -; HD 9; hp 46 (½ masters hp+ 13 false life); Init+3; Spd 20 ft., fly 50ft. (perfect); AC 28, touch 15, flat-footed 25 (+4 mage armor, +2 size, +3 Dex, +5 natural); Base Atk +3; Grp -5; Atk +8 melee (1d4 +poison, sting); Full Atk+8 melee (1d4 +poison, sting); SA Poison, Spell-like abilities; SQ Alternate forms*, darkvision 60 ft, deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, resistance to fire 5, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +2, Ref +5, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Dungeoneering) +6, Listen +7, Move Silently +9, Search +6, Spellcraft* +6 {this is subsumed by the Master's Granted Skill Ranks}, Spot +7, Survival +1 (+3 following tracks); Granted Skills: Concentration +12, Craft (alchemy) +1, Knowledge (arcana) +10, Knowledge (Local: Core) +1, Knowledge (Local: Sheldomar) +1, Knowledge (nature) +5, Knowledge (planes) +5, Knowledge (religion) +10, Spellcraft +14; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—detect good, detect magic, invisibility (self only); 1/day—suggestion (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use commune to ask six questions. The ability otherwise works as the spell (caster level 12th).

***Imp Familiar Will-o-Wisp Form: Male Imp;** Small Aberration (Air); CR -; HD 9; hp 46 (½ masters hp+ 13 false life); Init +9; Spd fly 50 ft. (perfect); AC 33, touch 29, flat-footed 24 (+4 mage armor, +1 size, +9 Dex, +9 deflection); Base Atk +3; Grp -6; Atk +13 melee touch (2d8 electricity, shock); Full Atk +13 melee touch (2d8 electricity, shock); SA Spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft, deliver touch spells, speak with master, Improved

Evasion, granted abilities; AL LE; SV Fort +2, Ref +11, Will +11; Str 1, Dex 29, Con 10, Int 10, Wis 12, Cha 14.

***Imp Familiar Rust Monster Form: Male Imp;** Medium Aberration; CR -; HD 9; 46 (½ masters hp+ 13 false life); Init +3; Spd 40 ft.; AC 22, touch 13, flat-footed 19 (+4 armor- mage armor, +3 Dex, +5 natural); Base Atk +3; Grp +3; Atk: +3 melee touch (rust, antennae); Full Atk +3 melee touch (rust, antennae); SA Poison, Spell-like abilities; SQ Alternate forms (see below), darkvision 60', deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +5, Will +11; Str 10, Dex 17, Con 13, Int 10, Wis 12, Cha 14

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Wyneck: Female ½Orc Drd7; Medium Humanoid; CR 7; HD7d8+14; hp 52; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11 (+2 leather armor, -1 Dex); Base Atk +5; Grp +6; Atk +6 melee (1d6+1, staff); Full Atk +6 melee (1d6+1, staff); SA none; SQ Wildshape* (3day for 7 hours), Darkvision 60 ft.; AL NE; SV Fort +7, Ref +1, Will +10; Str 12, Dex 8, Con 14, Int 10, Wis 19(21), Cha 6.

Skills and Feats: Handle Animal +10, Listen +15, Spot* +15 {+23 in eagle form}, Survival +17; Track, Spell Focus: Conjuration, Natural Spell, (Weapon Finesse in Eagle Form)

Languages: Common, Orcish.

Druid Spells Prepared (6/6/4/3/2; base DC = 15 + spell level, 16 + spell level for conjuration spells; CL 7): 0 - create water, cure minor wounds x3, guidance, resistance; 1st - entangle x2, faerie fire, vigor, lesser^{SC} x2, pass without trace; 2nd - barkskin, camouflage, mass^{SC}, warp wood, woodland veil^{RW}; 3rd - ~~greater magic fang~~, mass lesser vigor^{SC}, spike growth; 4th - arc of lightning^{SC}, freedom of movement.

Possessions: Necklace of wisdom +2, pearl of power 1st x3, divine scroll of entangle (1st CL), divine scroll of tree shape (3rd CL), leather armor, staff, club, spell component pouches, 5gp.

***Druid Deinonychus (Raptor) Form^: Female Half-Orc Drd7;** Medium Animal; CR 7; HD 7d8+28; hp 66; Init +2; Spd 60 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); Base Atk +5; Grp +9; Atk +10 melee (1d8+7, talons, +1 greater magic fang); Full Atk +10 melee (1d8+5, talons, +1 greater magic fang) and +5/+5 melee (1d3+3, foreclaws, +1 greater magic fang) and +5

melee (2d4+3, bite, +1 *greater magic fang*); SA Pounce; SQ Low-light vision; AL NE; SV Fort +9, Ref +4, Will +10; Str 19, Dex 15, Con 19, Int 10, Wis 19(21), Cha 6.

^courtesy of MM errata

***Druid Eagle Form: Female Half-Orc Drd7;** Small Animal; CR 7; HD 7d8+7; hp 45; Init +2; Spd 10 ft., fly 80 ft. (average); AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural); Base Atk +5; Grp +1; Atk +8 melee (1d4, talons); Full Atk +8 melee (1d4, talons); SA Weapon Finesse (racial bonus feat); SQ Low-light vision; AL NE; SV Fort +5+1, Ref +2+2, Will +5+5; Str 10, Dex 15, Con 12, Int 10, Wis 19(21), Cha 6

Dire Ape Companion, Male Ape; Large Animal; CR -; HD 5d8+13; hp 35; Init +2; Spd 30 ft./Climb 15ft.; AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1size); Base Atk +3; Grp +13; Atk +8 melee (1d6+6, claw); Full Atk +8/+8 melee (1d6+6, claw) and +3 melee (1d8+3, bite); SA Rend (2d6+9); SQ Low-light vision; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Chain Thugs (2): Male Orc Bar1/Ftr6/EWM1; Medium Humanoid; CR 8; HD 1d12+7d10+16; hp 70; Init +0; Spd 40 ft.; AC 15, touch 12, flat-footed 13 (+3 studded leather, +2 Dex); Base Atk +8; Grp +5; Atk +18 melee (2d4+13, +1 *spiked chain*); Full Atk +16/+16/+11 (2d4+13, +1 *spiked chain*); SA Flurry of Strikes (with spiked chain), Reckless rage; SQ darkvision 60 ft.; AL NE; SV Fort+12, Ref +5, Will +1; Str 24 (26), Dex 14, Con 14, Int 6, Wis 6, Cha 6. *Exotic Weapon Master, Complete Warrior, page 30.*

Skills and Feats: Craft Weaponsmith +2, Jump +18, Listen +2; Exotic Weapon Proficiency (Spiked Chain), Weapon Focus (Spiked Chain), Combat Reflexes, Reckless Rage^{RS}, Power Attack, Extra Rage^{CW}, Close Quarters Fighting^{CW}.

Exotic Weapon Stunt (Ex): Flurry of Strikes: When wielding an exotic double weapon or spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Languages: Common, Orcish.

Possessions: Gloves of ogre power +2, +1 *spiked chain*, cold iron spiked chain, cloak of resistance +1, potion of fly (5th CL), potion of enlarge person (5th CL), potion of invisibility (3rd CL), potion of lesser restoration (3rd CL), oil of magic weapon (1st CL), potion of cure light wounds (1st CL), masterwork studded leather armor, cold iron

spiked gauntlet, silvered spiked gauntlet, club, tanglefoot bag x2, acid flask, thunderstone x2, 5gp.

Encounter 2

Kalor, Male Orc Drd11: Medium humanoid; CR 11; HD 11d8+22; hp 80; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15 (-1 Dex, (+6 +1 *glamered dragonhide breastplate*); Base Atk +8; Grp +10 Atk: +10 melee (1d6+3, club); Full Atk +10/+5 melee (1d6+3, club); SA Wildshape* (4/day, 11 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +9, Ref +2, Will +10; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +16, Handle Animal +9, Knowledge (Nature) +19, Listen +17, Spot +22, Survival +11; Augment Summoning, Natural Spell, Spell Focus (Conjuration), Rapid Spell^{CD}.

Languages: Orc, Common.

Druid Spells Prepared (6/6/5/5/3/2/1; base DC = 13 + spell level, Conjuration spells 14 + spell level; CL 11): 0 - create water, detect magic, know direction, cure minor wounds x2, guidance; 1st - camouflage^{SC}, branch to branch^{SE}, speak with animals, entangle x2, produce flame; 2nd - barkskin, easy trail^{SC}, nature's favor^{SC}, summon dire hawk^{RW} x2; 3rd - poison, thornskin^{SC}, greater magic fang, rapid summon dire hawk^{RW}, sleet storm; 4th - arc of lightning^{SC} x2, chain of eyes^{SC}; 5th - commune with nature, wall of thorns; 6th - rapid summon nature's ally V.

Possessions: +1 large *glamered dragonhide breastplate*, bag of tricks (tan) (4 animals used this week), pearl of power (1st) x2, spell staff (fires of purity CL 11th), potion of mage armor (1st CL) x2, divine scroll of summon nature's ally 6 (11th CL) x2, divine scroll of freedom of movement (7th CL), divine scroll of chain of eyes (5th CL) x2, potion of darkvision (3rd CL) x2, divine scroll of entangle (1st CL), divine scroll of commune with nature (10th CL), divine scroll of faerie fire (1st CL), divine scroll of tree shape (3rd CL), Quaal's feather token (bird), Quaal's feather token (whip), scroll organizer, goodberry x6.

***Kalor DIRE APE-form, Male Orc Drd11:** Large Animal; CR 11; HD 11d8+22; hp 80; Init +2; Spd 30 ft./Climb 15 ft.; AC 21, touch 11, flat-footed 19 (+6 +1 *glamered dragonhide breastplate*, +2 Dex, +4 natural, -1 size); Base Atk +8; Grp +18; Atk: +13 melee (1d6+6, claw); Full Atk +13/+13 melee (1d6+6, claw) and +8 melee (1d8+3, bite); SA Rend (2d6+9), Wildshape (3/day, 11 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +9, Ref +5, Will +10; Str 22, Dex 15, Con 14, Int 12, Wis 16, Cha 10.

Advanced Dire Ape Companion 1, Male Ape: Large Animal; CR -; HD 7d8+17; hp 49; Init +3; Spd 30 ft./Climb 15 ft.; AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1size); Base Atk +5; Grp +15; Atk +11 melee

Appendix 6: APL 12 Encounters

(1d6+7, claw, +1 greater magic fang); Full Atk +11/+11 melee (1d6+7, claw, +1 greater magic fang) and +6 (1d8+4, bite, +1 greater magic fang); SA Rend (2d6+9); SQ Low-light vision; AL N; SV Fort +7, Ref +7, Will +6; Str 23, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +5, Spot +6, Tumble +4; Alertness, Toughness, Combat Reflexes.

Racke, Male Orc Drd9; Medium humanoid; CR 9; HD 9d8+18; hp 66; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15 (-1 Dex, (+6 +1 *glamered dragonhide breastplate*); Base Atk +6; Grp +8; Atk: +8 melee (1d6+3, club); Full Atk +8/+3 melee (1d6+3, club); SA Wildshape* (3/day, 9 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +2, Will +9; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Handle Animal +9, Knowledge (Nature) +7, Listen +15, Spot +20, Survival +19; Natural Spell, Steady Concentration^{RS}, Transdimensional Spell^{CD}, Track.

Languages: Orc, Common.

Druid Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level; CL 9): 0— create water, detect magic, know direction, cure minor wounds x2, guidance; 1st—Camouflage^{SC}, Entangle, Faerie Fire, Omen of Peril^{SC}, Branch to Branch^{SE}; 2nd— Barkskin, Nature's Favor^{SC}, Woodland Veil^{RW}, Warp Wood, Listening Lorecall^{SC}; 3rd— Greater Magic Fang, Call Lightning, Spike Growth, Thornskin^{SC}; 4th— Languor^{SC}, Flame Strike; 5th— Animal Growth.

Possessions: +1 large *glamered dragonhide breastplate*, potion of mage armor (1st CL) x6, pearl of power (1st), eyes of the eagle, bag of holding (I), potions of darkvision (3rd CL) x2, tanglefoot bag, goodberry x6, 50gp.

***Racke DIRE APE-form, Male Orc Drd9;** Large Animal; CR 9; HD 9d8+18; hp 66; Init +2; Spd 30 ft./Climb 15 ft.; AC 21, touch 11, flat-footed 19 (+6 +1 *glamered dragonhide breastplate*, +2 Dex, +4 natural, -1 size); Base Atk +6; Grp +16; Atk +11 melee (1d6+6, claw); Full Atk +11/+11 melee (1d6+6, claw) and +6 (1d8+3, bite); SA Rend (2d6+9), Wildshape (3/day, 9 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +5, Will +9; Str 22, Dex 15, Con 14, Int 12, Wis 16, Cha 10.

Advanced Dire Ape Companion 2, Male Ape: Large Animal; CR -; HD 7d8+17; hp 49; Init +3; Spd 30 ft./Climb 15 ft.; AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1size); Base Atk +5; Grp +15; Atk +11 melee (1d6+7, claw, +1 greater magic fang); Full Atk +11/+11 melee (1d6+7, claw, +1 greater magic fang) and +6

(1d8+4, bite, +1 *greater magic fang*); SA Rend (2d6+9); SQ Low-light vision; AL N; SV Fort +7, Ref +7, Will +6; Str 23, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +5, Spot +6, Tumble +4; Alertness, Toughness, Combat Reflexes.

Encounter 6

Note: All the Trappers have the same Poison and Web special abilities and the same spider familiar. These are only listed under Trapper #1 to save space in this section.

Queeg Dubbin: Shadowdancer, Male Aranea (Skulk alternate form) Rog3/Ftr2/ShD3/Der3; Medium Magical Beast (Shapechanger); CR 15; HD 8d10+3d6+3d8+72; hp 159; Init +6; Spd 55 ft./Climb 30 ft.; AC 23, touch 17, flat-footed 23 (+5 armor, +6 Dex, +1 natural, +1 dodge); Base Atk +12; Grp +14; Atk +19 melee (d10+4/18-20+1d6, +1 *merciful adamantine elven courtblade*) or +19 melee (1d6+2/18-20, cold iron scimitar) or +18 melee (1d6+2+poison, bite) or +18 ranged (web) or +19 ranged (1d8+2/x3, composite longbow (Str +2)); Full Atk +19/+14/+9 melee (1d10+4/18-20+d6, +1 *merciful adamantine elven courtblade*) and +13 melee (1d6+1+poison, bite) or +19/+14/+9 melee (1d6+2/18-20, cold iron scimitar) and +13 melee (1d6+1+poison, bite) or +18 ranged (web) or +19/+14/+9 ranged (1d8+2/x3, composite longbow (Str +2)); SA Dervish Dance 2/day, poison, web; SQ Evasion, Uncanny Dodge, Hide In Plain Sight, Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +18, Ref +21, Will +11; Str 14, Dex 22, Con 22, Int 16, Wis 10, Cha 12. Dervish, *Complete Warrior*, page 25; Skulk, *Races of Destiny*, page 104.

Skills and Feats: Balance +12, Climb +25 (Can always take 10), Concentration +12, Hide +21, Jump +24, Listen +14, Move Silently +21, Perform (dance) +17, Spot +14, Tumble +24; Combat Expertise, Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus: Scimitar, Whirlwind

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 5/3; 6/6 per day; base DC = 11 + spell level; CL 3; Arcane Failure 10%): 0— *acid splash*, dancing lights, daze, detect magic, message; 1st— *fist of stone*^{SC}, *master's touch*^{SC}, *sniper's shot*^{SC}.

Possessions: +1 *merciful adamantine elven courtblade*, masterwork silver spiked gauntlet, cold iron scimitar, masterwork composite longbow (Str +2), 20 cold iron arrows, 20 silver arrows, masterwork sap, +1 SR13 mithral chain shirt, ~~potion of flying~~, boots of speed, gloves of dexterity +2, cloak of resistance +3, brooch of shielding, ring of counter spells (glitterdust), ring of counter spells (faerie fire), arcane scroll of expeditious retreat (1st CL), arcane scroll of shield (5th CL) x2, arcane scroll of greater invisibility (7th CL) x2, potion of lesser restoration (3rd CL), potion of cure moderate wounds (3rd CL), potion of shield of faith +3 (6th CL), potion of *barkskin* +2 (3rd CL), *elixir of sneaking* x4, *elixir of hiding* x4, tanglefoot bag, vial of holy water, ~~charm of the tree dwellers~~.

Aranea Trapper #1, Male Aranea (Orc Alternate Form) Aranea/Sorc3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24+12 *false life*; hp 67; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 *mage armor*, +5 Dex, +1 natural); Base Atk +4; Grp +3; Atk +9 melee (1d6+1+poison, bite) or +9 (+10*) ranged (web); Full Atk: +9 melee (1d6+1+poison, bite) or +9 (+10*) ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +8; Alertness (f), Iron Will, Point Blank Shot*, Precise Shot.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/7/4; base DC = 16 + spell level; CL 6): 0— *acid splash*, dancing lights, daze, detect magic, disrupt undead, message, prestidigitation; 1st— guided shot^{SC}, orb of electricity, lesser^{SC}, ray of enfeeblement, shield; 2nd — false life, phantasmal assailants^{SC}; 3rd — ray of exhaustion.

Possessions: Heward's handy haversack, cloak of charisma +2, Quaal's feather token (tree) x2, acid flasks (8), tanglefoot bags (4), falchion, spiked gauntlet - cold iron, spiked gauntlet, - silver, spell component pouch, ~~charm of the tree dwellers~~.

Hunting Spider Familiar, Male Spider; Tiny Vermin; CR —; HD 6; hp 27 (½ masters hp); Init+3; Spd 20ft., climb 10 ft.; AC 18, touch 15, flat-footed 15 (+2

size, +3 Dex, +3 natural); Base Atk +4; Grp -12; Atk +7 melee (1d3-4 bite +poison); Full Atk+7 melee (1d3-4 bite +poison); SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, deliver touch spells, Improved Evasion, share spells, speak with master, empathic link, granted abilities; AL N; SV Fort +4, Ref +7, Will +6; Str 3, Dex 17, Con 10, Int 8, Wis 10, Cha 2.

Skills and Feats: Climb +13 (Can always take 10), Concentration 10, Escape Artist +6, Hide +15, Jump +8, Listen +5, Spellcraft +9, Spot +16, Use Magic Device -3; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d2 Str, secondary damage 1d2 Str. The save DC is Constitution-based.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Aranea Trapper #2, Male Aranea (Orc Alternate Form) Sorc3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +4; Grp: +3; Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); Full Atk +9 melee (d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +8; Alertness, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Enlarge Spell.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/7/4; base DC = 16 + spell level, 18+ spell level for enchantment spells; CL 6): o— acid splash, daze, ghost sound, mage hand, message, open/close, prestidigitation; 1st — charm person, distract assailants^{SC}, magic missile, ray of enfeeblement; 2nd — mirror image, Tasha's hideous laughter; 3rd — suggestion.

Possessions: Cloak of charisma +2, brooch of shielding, falchion, arcane scroll of invisibility (3rd CL), javelin of lightning, spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trappers #3, Female Aranea (Half-Orc Alternate Form) Aranea/Sorc3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +4; Grp +3; Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); Full Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8,

Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +8; Alertness (f), Iron Will, Extend Spell, Sculpt Spell^{CA}, Spell Focus (Conjuration).

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/7/4; base DC = 16 + spell level, 17 + spell level for Conjuration spells; CL 6): o — dancing lights, daze, detect magic, mage hand, message, open/close, prestidigitation; 1st — backbiter^{SC}, grease, guided shot^{SC}, ray of enfeeblement; 2nd — glitterdust, web; 3rd — stinking cloud.

Possessions: Cloak of charisma +2, javelin of lightning, pearl of power (1st) (loaned to #5), tanglefoot bag x2, falchion, divine scroll of silence (3rd CL), potion of cure light wounds (1st CL), spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #4, Female Aranea (Half-Orc Alternate Form) Sorc3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +4; Grp +3; Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); Full Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +8; Alertness (f), Iron Will, Extend Spell, Sculpt Spell^{CA}, Spell Focus (Conjuration).

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/7/4; base DC = 16 + spell level, 17 + spell level for Conjuration spells; CL 6): o — dancing lights, daze, detect magic, mage hand, message, open/close, prestidigitation; 1st — backbiter^{SC}, grease, guided shot^{SC}, ray of enfeeblement; 2nd — glitterdust, web; 3rd — stinking cloud.

Possessions: Cloak of charisma +2, javelin of lightning, pearl of power (1st) (loaned to #5), tanglefoot bag x2, falchion, divine scroll of silence (3rd CL), potion of cure light wounds (1st CL), spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #5, Female Aranea (Goblin Alternate Form) Sorc3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +4; Grp +3; Atk +9 melee (1d6-1 +poison, bite) or +9 ranged

(web); Full Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +7; Alertness (f), Iron Will, Silent Spell, Brew Potion, Arcane Preparation^{CA}.

Languages: Common, Sylvan, Orcish, Goblin.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/6/4; base DC = 15 + spell level; CL 6): o— daze, detect magic, ghost sound, mending, message, prestidigitation, resistance; 1st – feather fall, grease, mage armor, obscuring mist; 2nd – invisibility, wall of gloom^{SC}; 3rd – summon monster III.

Possessions: Pearl of power (1st), wand of cure light wounds (50 charges, 1st CL), lesser rod of silence, divine scroll of resurgence (1st CL) x2, potion of invisibility (3rd CL) x2, potion of mage armor (1st CL) x2, Quaal's feather token (whip) x2, Quaal's feather token (tree), spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #6, Male Aranea (Dwarf Alternate Form) Aranea/Sorc3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +4; Grp +3; Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); Full Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +7; Alertness (f), Iron Will, Sudden Silent, Sudden Empower, Arcane Mastery^{CA}.

Languages: Common, Sylvan, Orcish, Dwarven.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/6/4; base DC = 15 + spell level; CL 6): o— daze, disrupt undead, message, open/close, prestidigitation, read magic, touch of fatigue; 1st – guided shot^{SC}, mage armor, magic missile, ray of enfeeblement; 2nd – blindness/deafness, web; 3rd – dispel magic

Possessions: Lesser rod of enlarge, arcane scroll of solid fog (7th CL), arcane scroll of Evard's black tentacles (7th CL), arcane scroll of slow (5th CL), arcane scroll of sleet storm (5th CL), divine scroll faerie fire (1st CL) x2, scroll of greater invisibility (7th CL), potion of invisibility (3rd CL), arcane scroll of Otiluke's resilient sphere (7th CL), divine scroll of calm emotions (4th CL), divine scroll of bless (1st CL), tanglefoot bag, scroll organizers x2, spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #7, Male Aranea (Elf Alternate Form) Sor3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +4; Grp +3; Atk +9 melee (1d6-1 +poison, bite) or +9 ranged (web); Full Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +7; Alertness, Iron Will, Sudden Silent^{CA}, Sudden Empower^{CA}, Empower Spell.

Languages: Common, Sylvan, Orcish, Elven.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/6/4; base DC = 15 + spell level; CL 4): o – daze, detect magic, detect poison, message, prestidigitation, read magic, touch of fatigue; 1st – feather fall, guided shot^{SC}, orb of acid, lesser^{SC}, ray of enfeeblement; 2nd – earthen grasp^{SC}, fly, swift^{SC}; 3rd – bands of steel^{SC}.

Possessions: Lesser rod of enlarge, potion of invisibility (3rd CL), bag of tricks (rust), Divine scroll of Speak with animals (1st CL) x2, potion of cure light wounds (1st CL), spell component pouch, ~~charm of the tree dwellers~~.

Aranea Trapper #8, Male Aranea (Skulk Alternate Form) Aranea/Sorc3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk/Grp: +4/+3; Atk: +9 melee (d6-1+poison, bite) or +9 ranged (web); Full Atk +9 melee (d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20. Skulk, Races of Destiny, page 104.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +7; Alertness (f), Iron Will, Sudden Silent^{CA}, Sculpt Spell^{CA}, Spell Focus: Illusion.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/7/4; base DC = 15 + spell level, 16 + spell level for Illusions; CL 6): o— acid splash, daze, detect magic, disrupt undead, message, prestidigitation, read magic; 1st – color spray, distract assailants^{SC}, grease, ray of enfeeblement; 2nd – see invisibility, web; 3rd – shadow binding^{SC}.

Possessions: Lesser rod of enlarge, bead of force, Quaal's feather token (tree), arcane scroll of dispel magic (9th CL), divine scroll of entangle (2nd CL), spell component pouch, ~~charm of the tree dwellers~~.

Encounter 8

Elbron: Male Orc Wiz6/DO2/LM3: Medium Humanoid; CR 11; HD 9d4+2d6+36+16 *false life*; hp 96; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +6; Atk +6 melee (1d4+1/19-20, cold iron dagger) or +5 ranged (1d4+1/19-20, cold iron dagger); Full Atk +6 melee (1d4+1/19-20, cold iron dagger) or +5 ranged (1d4+1/19-20, cold iron dagger); SA none; SQ Prescient Sense, Darkvision 60'; AL NE; SV Fort +8, Ref +12, Will +10; Str 12, Dex 10, Con 16(18), Int 18(22), Wis 6, Cha 6. *Divine Oracle, Complete Divine*, page 34.

Skills & Feats: Concentration +17, Craft (alchemy) +7, Knowledge (arcana) +19, Knowledge (Local: Core) +11, Knowledge (nature) +11, Knowledge (planes) +11, Knowledge (religion) +19, Spellcraft +22, Spot +5; Scribe Scroll, Skill Focus: Knowledge (religion), Insightful Reflexes^{CV}, Transdimensional Spell^{CD}, Craft Wondrous Items, Improved Familiar^{CW}, Chain Spell^{CA}.

Languages: Common, Orcish, Draconic, Infernal, Abyssal, Ignan, Auran, Aquan, Terran, Elvish, Goblin, Celestial.

Wizard Spells Prepared (4/6/5/5/4/3/2; base DC = 16 + spell level; CL 11 (13 for divination spells), specialist Divination banned Evocation): 0 – *dancing lights, detect magic, message, prestidigitation*; 1st – *distract assailant*^{SC} x2, *grease* x2, ~~*mage armor*~~, *shield, scholar's touch*; 2nd – ~~*false life*~~ x2, *glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy*; 3rd – *arcane sight, bands of steel*^{SC}, *dispel magic, haste, magic circle against good, stinking cloud*; 4th – ~~*detect scrying*~~^{*}, *chain grease, Evard's black tentacles, greater invisibility, solid fog*; 5th – *refusal*^{SC}, *telekinesis, teleport, Rary's telepathic bond*; 6th – *chain dispel magic, chain bands of steel*^{SC}, *true seeing*.

* This slot is currently empty, as Elbron keeps this slot open during the day in case he wishes to use *arcane eye* to scout. If he doesn't use it by nighttime he fills the slot with *detect scrying* and casts it to cover the next day.

Spell book: 0 – *dancing lights, detect magic, message, prestidigitation*; 1st – *charm person, distract assailant*^{SC}, *identify, grease, locate city*RD, *mage armor, protection from good, ray of enfeeblement, shield, scholar's touch*RD; 2nd – *augury, bear's endurance, command undead, detect thoughts, false life, fox's cunning, glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy, web*; 3rd – *arcane sight, bands of steel*^{SC}, *clairvoyance/clairaudience, dispel magic, haste, stinking cloud*; 4th – *arcane eye, detect scrying, divination, Evard's black tentacles, greater invisibility, solid fog*; 5th – *commune, dominate person, refusal*^{SC}, *telekinesis, teleport, Rary's telepathic bond, scrying*; 6th – *legend lore, true seeing*.

Possessions: Headband of intellect +4, amulet of health +2, lesser rod of extend, eyes of the eagle, cloak of resistance +1, arcane scroll of transdimensional web (5th CL)^{CD}, arcane scroll of command undead (3rd CL), arcane scroll of transdimensional solid fog (9th CL)^{CD},

rod of mastery: elf, spell component pouches, cold iron daggers x2, alchemist's fire, tanglefoot bag, 203 gp.

Imp Familiar, Male Imp: Tiny Outsider (Evil, Lawful, extraplanar); CR –; HD 11; hp 56 (½ masters hp+16 *false life*); Init+3; Spd 20ft., fly 50ft. (perfect); AC 28, touch 15, flat-footed 25 (+4 *mage armor*, +2 size, +3 Dex, +5 natural); Base Atk +3; Grp –5; Atk +8 melee (1d4 +poison, sting); Full Atk+8 melee (1d4 +poison, sting); SA Poison, Spell-like abilities; SQ Alternate forms*, darkvision 60 ft, deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, fire resist 5, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +6, Will +12; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (dungeoneering) +6, Listen +7, Move Silently +9, Search +6, Spellcraft* +6 {this is subsumed by the Master's Granted Skill Ranks}, Spot +7, Survival +1 (+3 following tracks); Granted Skills: Concentration +14, Craft (alchemy) +1, Knowledge (arcana) +13, Knowledge (geography) +5, Knowledge (Local: Core) +5, Knowledge (Local: Sheldomar) +1, Knowledge (nature) +5, Knowledge (planes) +5, Knowledge (religion) +10, Spellcraft +16;; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use commune to ask six questions. The ability otherwise works as the spell (caster level 12th).

***Imp Familiar Will-o-Wisp Form: Male Imp:** Small Aberration (Air); CR –; HD 11; hp 56 (½ master's hp+16 *false life*); Init +9; Spd fly 50ft. (perfect); AC 33, touch 29, flat-footed 24 (+4 *mage armor*, +1 size, +9 Dex, +9 deflection); Base Atk +3; Grp –6; Atk +13 melee touch (2d8 electricity, shock); Full Atk +13 melee touch (2d8 electricity, shock); SA Spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft, deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +12, Will +12; Str 1, Dex 29, Con 10, Int 10, Wis 12, Cha 14.

***Imp Familiar Rust Monster Form: Male Imp:** Medium Aberration; CR –; HD 11; hp 56 (½ masters hp+16 *false life*); Init +3; Spd 40 ft.; AC 22, touch 13, flat-footed 19 (+4 *mage armor*, +3 Dex, +5 natural); Base Atk +3; Grp +3; Atk +3 melee touch (rust, antennae); Full Atk +3 melee touch (rust, antennae); SA Poison, Spell-like abilities; SQ Alternate forms (see below), darkvision 60', deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 17, Con 13, Int 10, Wis 12, Cha 14.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Wyneck: Female Half-Orc Drd9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11 (+2 leather armor, -1 dex); Base Atk +6; Grp +7; Atk +7 melee (1d6+1, staff); Full Atk +7/+2 (1d6+1, staff); SA none; SQ Wildshape*(3/day, 9 hours), Darkvision 60 ft.; AL NE; SV Fort +8, Ref +2, Will +12; Str 12, Dex 8, Con 14, Int 10, Wis 20(22), Cha 6.

Skills and Feats: Handle Animal +12, Listen +18, Spot* +18 {+26 in eagle form}, Survival +20; Track, Spell Focus: Conjunction, Natural Spell, Augment Summoning, (Weapon Finesse in Eagle Form).

Languages: Common, Orcish.

Druid Spells Prepared (6/6/6/4/3/2; base DC = 16 + spell level, 17 + spell level for conjunction spells; CL 9): 0 – create water, cure minor wounds x3, guidance, resistance; 1st – entangle x2, faerie fire, vigor, lesser^{SC} x2, pass without trace; 2nd – barkskin, camouflage, mass^{SC}, nature's favor^{SC}, summon dire hawk^{RW}, warp wood, woodland veil^{RW}; 3rd – greater magic fang, vigor, mass lesser^{SC}, spike growth, spikes^{SC}; 4th – arc of lightning^{SC}, freedom of movement x2; 5th – animal growth, wall of thorns.

Possessions: Necklace of wisdom +2, pearl of power 1st x3, lesser rod of extend, divine scroll of summon nature's ally 6 (CL 11), divine scroll of entangle (1st CL), divine scroll of reduce animal (CL 3) divine scroll of tree shape (3rd CL), leather armor, staff, club, spell component pouches, 5gp.

***Druid Deinonychus (Raptor) Form^: Female Half-Orc Drd9;** Medium Animal; CR 9; HD 9d8+36; hp 84; Init +2; Spd 60 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); Base Atk +6; Grp +10; Atk +11 melee (1d8+5, talons, +1 greater magic fang); Full Atk +11 melee (1d8+5, talons, +1 greater magic fang) and +6/+6 melee (1d3+3, foreclaws, +1 greater magic fang) and +6 melee (2d4+3, bite, +1 greater magic fang); SA Pounce; SQ Low-light vision; AL NE; SV Fort +10, Ref +5, Will +12; Str 19, Dex 15, Con 19, Int 10, Wis 20(22), Cha 6.

^courtesy of MM errata

***Druid Eagle Form: Female Half-Orc Druid9;** Small Animal; CR 9; HD 9d8+9; hp 52; Init +2; Spd 10ft., fly 80 ft. (average); AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural); Base Atk +6; Grp +2; Atk +9 melee (1d4, talons); Full Atk +9 melee (1d4, talons);

SA Weapon Finesse (racial bonus feat); SQ Low-light vision; AL NE; SV Fort +7, Ref +5, Will +12; Str 10, Dex 15, Con 12, Int 10, Wis 20(22), Cha 6.

Advanced Dire Ape Companion, Male Ape; Large Animal; CR -; HD 7d8+17; hp 49; Init +3; Spd 30 ft./Climb 15ft.; AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size); Base Atk +5; Grp +15; Atk +10 melee (1d6+6, claw); Full Atk +10/+10 melee (1d6+6, claw) and +5 (1d8+3, bite); SA Rend (2d6+9); SQ Low-light vision; AL N; SV Fort +7, Ref +7, Will +6; Str 23, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6, Tumble +4; Alertness, Toughness, Combat Reflexes

Chain Thugs (4): Male Orc Barb1/Ftr6/Exotic Weapon Master 1; Medium Humanoid; CR 8; HD 1d12+7d10+16; hp 70; Init +0; Spd 40 ft.; AC 15, touch 12, flat-footed 13 (+3 studded leather armor, +2 Dex); Base Atk +8; Grp +5; Atk +18 melee (2d4+13, +1 spiked chain); Full Atk +16/+16/+11 (2d4+13, +1 spiked chain); SA Flurry of Strikes (with spiked chain), Reckless rage; SQ darkvision 60 ft.; AL NE; SV Fort +12, Ref +5, Will +1; Str 24 (26), Dex 14, Con 14, Int 6, Wis 6, Cha 6. Exotic Weapon Master, Complete Warrior, page 30.

Skills and Feats: Craft Weaponsmith +2, Jump +18, Listen +2; Exotic Weapon Proficiency (Spiked Chain), Weapon Focus (Spiked Chain), Combat Reflexes, Reckless Rage^{RS}, Power Attack, Extra Rage^{CW}, Close Quarters Fighting^{CW}.

Exotic Weapon Stunt (Ex): Flurry of Strikes: When wielding an exotic double weapon or spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Languages: Common, Orcish.

Possessions: Gloves of ogre power +2, +1 spiked chain, cold iron spiked chain, cloak of resistance +1, potion of fly (5th CL), potion of enlarge person (5th CL), potion of invisibility (3rd CL), potion of lesser restoration (3rd CL), oil of magic weapon (1st CL), potion of cure light wounds (1st CL), masterwork studded leather armor, cold iron spiked gauntlet, silvered spiked gauntlet, club, tanglefoot bags (2), acid flask, thunderstone (2), 5gp.

Encounter 2

Kalor, Male Orc Drd13; Medium humanoid; CR 13; HD 13d8+39; hp 107; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); Base Atk +9; Grp +11; Atk: +11 melee (1d6+3, club); Full Atk +11/+6 melee (1d6+3, club); SA Wildshape* (4/day, 13 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +10, Ref +3, Will +11; Str 14, Dex 8, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +18, Handle Animal +9, Knowledge (Nature) +23, Listen +19, Spot +24, Survival +11; Augment Summoning, Natural Spell, Spell Focus: Conjunction, Rapid Spell^{CD}, Improved Toughness.

Languages: Orc, Common.

Druid Spells Prepared (6/6/6/5/4/3/2/1; base DC = 13 + spell level, Conjunction spells 14 + spell level; CL 13): 0 - create water, detect magic, know direction, cure minor wounds x2, guidance; 1st - camouflage^{SC}, branch to branch^{SC}, speak with animals, entangle x2, produce flame; 2nd - barkskin x2, easy trail^{SC}, nature's favor^{SC}, summon dire hawk^{RW} x2; 3rd - poison, thornskin^{SC}, greater magic fang, rapid summon dire hawk^{RW}, sleet storm; 4th - arc of lightning^{SC} x2, chain of eyes^{SC}, ice storm; 5th - commune with nature, phantom stag^{SC}, animal growth; 6th - anti-life shell, fires of purity^{SC}; 7th - rapid summon nature's ally 6.

Possessions: +1 large glamer dragonhide breastplate, bag of tricks (tan) (4 animals used this week), pearl of power (1st) x3, pearl of power (2nd), pearl of power (3rd), spell staff (brilliant aura CL 13th), potion of mage armor (1st CL) x2, divine scroll of summon nature's ally 6 (11th CL) x2, divine scroll of freedom of movement (7th CL), divine scroll chain of eyes (5th CL) x2, potion of darkvision (3rd CL) x2, divine scroll of entangle (1st CL), divine scroll of commune with nature (10th CL), divine scroll of faerie fire (1st CL), divine scroll of tree shape (3rd CL), Quaal's feather token (bird), Quaal's feather token (whip), scroll organizer, goodberry x6.

***Kalor DIRE APE-form, Male Orc Drd13;** Large Animal; CR 13; HD 13d8+39; hp 107; Init +2; Spd 30 ft./Climb 15 ft.; AC 21, touch 11, flat-footed 19 (+6 +1 glamer dragonhide breastplate, +2 Dex, +4 natural, -1 size); Base Atk +9; Grp +19; Atk +14 melee (1d6+6, claw); Full Atk +14/+14 melee (1d6+6, claw) and +9 melee (1d8+3, bite); SA Rend (2d6+9), Wildshape (4/day, 13 hours each); SQ Darkvision 60', Orc-blood, Druid Special abilities; AL NE; SV Fort +10, Ref +6, Will +11; Str 22, Dex 15, Con 14, Int 12, Wis 17, Cha 10.

Advanced Dire Ape Companion 1, Male Ape; Large Animal; CR -; HD 9d8+17; hp 63; Init +3; Spd 30 ft./Climb 15 ft.; AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1size); Base Atk +6; Grp +21; Atk +13 melee

Appendix 7: APL 14 Encounters

(1d6+8, claw, +1 greater magic fang); Full Atk +13/+13 melee (1d6+8, claw, +1 greater magic fang) and +8 melee (1d8+4, bite, +1 greater magic fang); SA Rend (2d6+10); SQ Low-light vision; AL N; SV Fort +7, Ref +7, Will +6; Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +5, Spot +6, Tumble +6; Alertness, Toughness, Improved Unarmed Strike, Improved Grapple.

Racke, Male Orc Drd11; Medium humanoid; CR 11; HD 11d8+18; hp 80; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1); Base Atk +8; Grp +10; Atk: +10 melee (1d6+3, club); Full Atk +10/+5 melee (1d6+3, club); SA Wildshape* (4/day, 11 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +9, Ref +2, Will +10; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +16, Handle Animal +9, Knowledge (Nature) +7, Listen +17, Spot +22, Survival +21; Natural Spell, Steady Concentration^{RS}, Transdimensional Spell^{CD}, Track.

Languages: Orc, Common.

Druid Spells Prepared (6/6/5/5/3/2/1; base DC = 13 + spell level; CL 11): 0— create water, detect magic, know direction, cure minor wounds x2, guidance; 1st— camouflage^{SC}, entangle, faerie fire, obscuring mist, omen of peril^{SC}, branch to branch^{SC}; 2nd— barkskin, nature's favor^{SC}, woodland veil^{RW}, warp wood, tree shape; 3rd— greater magic fang, call lightning, spike growth, thornskin^{SC}, sleet storm; 4th— languor^{SC}, flame strike, freedom of movement; 5th - animal growth, stoneskin; 6th - transdimensional wall of thorns.

Possessions: +1 large glamer dragonhide breastplate, spell staff (transport via plants CL 11th), potion of mage armor (1st CL) x6, pearl of power (1st), pearl of power (2nd), eyes of the eagle, bag of holding(I), wand of cure moderate wounds (3rd CL, 50 charges), potions of darkvision (3rd CL) x2, tanglefoot bags (2), goodberry x6, 500gp.

***Racke DIRE APE-form, Male Orc Drd11;** Large Animal; CR 11; HD 11d8+22; hp 80; Init +2; Spd 30 ft./Climb 15 ft.; AC 21, touch 11, flat-footed 19 (+6 +1 glamer dragonhide breastplate, +2 Dex, +4 natural, -1 size); Base Atk +8; Grp +18; Atk +13 melee (1d6+6, claw); Full Atk +13/+13 melee (1d6+6, claw) and +8 melee (1d8+3, bite); SA Rend (2d6+9), Wildshape (4/day, 11 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +9, Ref +5, Will +10; Str 22, Dex 15, Con 14, Int 12, Wis 16, Cha 10.

Advanced Dire Ape Companion 2, Male Ape; Large Animal; CR -; HD 9d8+17; hp 63; Init +3; Spd 30 ft./Climb 15 ft.; AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1size); Base Atk +6; Grp +21; Atk +13 melee

(1d6+8, claw, +1 greater magic fang); Full Atk: +13/+13 melee (1d6+8, claw, +1 greater magic fang) and +8 (1d8+4, bite, +1 greater magic fang); SA Rend (2d6+10); SQ Low-light vision; AL N; SV Fort +7, Ref +7, Will +6; Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +5, Spot +6, Tumble +6; Alertness, Toughness, Improved Unarmed Strike, Improved Grapple.

Encounter 6

Note: All the Trappers have the same Poison and Web special abilities and the same spider familiar. These are only listed under Trapper #1 to save space in this section.

Queeg Dubbin: Shadowdancer, Male Aranea (Skulk alternate form) Rog3/Ftr1/Swb3/ShD3/Der3; Medium Magical Beast (Shapechanger); CR 17; HD 10d10+3d6+3d8+128; hp 215; Init +6; Spd 55 ft./Climb 30 ft.; AC 23, touch 17, flat-footed 23 (+5 armor, +6 Dex, +1 natural, +1 dodge); Base Atk +14; Grp +16; Atk +21 melee (1d10+4/18-20+1d6, +1 merciful adamantine elven courtblade) or +21 melee (1d6+2/18-20, cold iron scimitar) or +20 melee (1d6+2 +poison, bite) or +20 ranged (web) or +21 ranged (1d8+3/x3, composite longbow (Str +2)); Full Atk +21/+16/+11 melee (1d10+4/18-20+d6, +1 merciful adamantine elven courtblade) and +15 melee (1d6+1+poison, bite) or +21/+16/+11 melee (1d6+2/18-20, scimitar) and +15 melee (1d6+1+poison, bite) or +20 ranged (web) or +21/+16/+11 ranged (1d8+3/x3, composite longbow (Str +2)); SA dervish dance 2/day, Insightful Strike (+4), poison, web; SQ Evasion, Uncanny dodge, hide in plain sight, Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +22, Ref +23, Will +12; Str 14, Dex 22, Con 27, Int 18, Wis 10, Cha 12. Swashbuckler, Complete Warrior, page 11; Dervish, Complete Warrior, page 25; Skulk, Races of Destiny, page 104.

Skills and Feats: Balance +15, Climb +25 (Can always take 10), Concentration +14, Hide +25, Jump +24, Listen +14, Move Silently +25, Perform (dance) +19, Spot +14, Tumble +27; Iron Will, Dodge, Mobility, Combat Reflexes, Weapon Finesse, Weapon Focus (Scimitar), Combat Expertise, Spring Attack, Whirlwind, Staggering Strike^{CV}.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 5/3; 6/6 per day; base DC = 11 + spell level; CL 3; Arcane Failure 10%): 0—acid splash,

dancing lights, daze, detect magic, message; 1st—fist of stone^{SC}, master's touch^{SC}, sniper's shot^{SC}.

Possessions: +1 merciful adamantine elven courtblade, masterwork silver spiked gauntlet, cold iron scimitar, +1 composite longbow (Str +2), 20 cold iron arrows, 20 silver arrows, masterwork sap, +1 SR13 mithral chain shirt, ~~potion of flying~~, boots of speed, headband of intellect +2, gloves of dexterity +2, amulet of health +4, cloak of arachnida, vest of resistance +3, ring of counter spells (glitterdust), ring of counter spells (faerie fire), belt of one mighty blow^{MH}, Quaal's feather token (tree), arcane scroll of expeditious retreat (1st CL), wand of shield (10 charges, 5th CL), wand of greater invisibility (10 charges, 7th CL), potion of heroism (5th CL), potion of lesser restoration (3rd CL), potion shield of faith +4 (12th CL), potion of barkskin +3 (6th CL), elixir of sneaking x4, elixir of hiding x4, oil of bless weapon (2nd CL), tanglefoot bags x4, vial of holy water, ~~charm of the tree dwellers~~.

Aranea Trapper #1: Male Aranea (Orc Alternate Form) Sor5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 (+11*) ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 (+11*) ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness, Iron Will, Point Blank Shot*, Precise Shot, Empower Spell

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): 0— acid splash, daze, dancing lights, disrupt undead, detect magic, message, prestidigitation; 1st— grease, guided shot^{CV}, orb of electricity, lesser^{SC}, ray of enfeeblement, shield; 2nd — false life, glitterdust, phantasmal assailants^{SC}; 3rd — fly, ray of exhaustion; 4th — enervation.

Possessions: Heward's handy haversack, gloves of fortunate striking^{MH}, cloak of charisma +2, brooch of shielding, Quaal's feather token (whip) x2, Quaal's feather token (tree) x2, arcane scroll of Leomund's tiny hut (5th CL), arcane scroll of protection from evil (1st CL), acid flasks (8), tanglefoot bags (2), falchion, spiked gauntlet - cold iron,

spiked gauntlet - silver, spell component pouch, *charm of the tree dwellers*.

Hunting Spider Familiar, Male Spider; Tiny Vermin; CR -; HD 8; hp 34 (½ masters hp); Init+3; Spd 20ft., climb 10 ft.; AC 19, touch 15, flat-footed 16 (+2 size, +3 Dex, +4 natural); Base Atk +5; Grp -12; Atk +8 melee (1d3-4+poison, bite); Full Atk+8 melee (1d3-4+poison, bite); SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, deliver touch spells, Improved Evasion, share spells, speak with master, speak with animals of its kind, empathic link, granted abilities; AL N; SV Fort +4, Ref +7, Will +7; Str 3, Dex 17, Con 10, Int 9, Wis 10, Cha 2.

Skills and Feats: Climb +13 (Can always take 10), Concentration 10, Escape Artist +6, Hide +15, Jump +8, Listen +5, Spellcraft +9, Spot +16, Use Magic Device +0; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d2 Str, secondary damage 1d2 Str. The save DC is Constitution-based.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Aranea Trapper #2: Male Aranea (Orc Alternate Form) Sor5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk: +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness (f), Iron Will, Spell Focus: Enchantment, Greater Spell Focus: Enchantment, Enlarge Spell.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o— acid splash, dancing lights, daze, ghost sound, mage hand, message, open/close, prestidigitation; 1st- backbiter^{SC}, charm person, distract assailants^{SC}, magic missile, ray of enfeeblement; 2nd- false life, mirror image, Tasha's hideous laughter; 3rd - bands of steel^{SC}, suggestion; 4th - greater invisibility.

Possessions: Cloak of charisma +2, brooch of shielding, falchion, potion of invisibility (3rd CL), arcane scroll of waves of exhaustion (13th CL), arcane scroll of summon monster 7 (13th CL) (loaned to trapper #6), javelin of lightning, tanglefoot bag (2), spell component pouch, *charm of the tree dwellers*.

Aranea Trapper #3: Female Aranea (Half-Orc Alternate Form) Sor5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness, Iron Will, Extend Spell, Sculpt Spell^{CA}, Spell Focus: Conjunction.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o— dancing lights, daze, detect magic, ghost sound, mage hand, message, open/close, prestidigitation; 1st- backbiter^{SC}, grease, guided shot^{SC}, magic missile, ray of enfeeblement; 2nd- false life, glitterdust, web; 3rd - slow, stinking cloud; 4th - Evard's black tentacles.

Possessions: Cloak of charisma +2, bag of tricks (tan), javelin of lightning, tanglefoot bags (2), falchion, spell component pouch, *charm of the tree dwellers*.

Aranea Trapper #4: Female Aranea (Half-Orc Alternate Form) Sor5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness, Iron Will, Extend Spell, Sculpt Spell^{CA}, Spell Focus (Conjunction).

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o— dancing lights, daze, detect magic, ghost sound, mage hand, message, open/close, prestidigitation; 1st- backbiter^{SC}, grease, guided shot^{SC}, magic missile, ray of enfeeblement; 2nd- false life, glitterdust, web; 3rd -slow, stinking cloud; 4th - Evard's black tentacles.

Possessions: Cloak of charisma +2, bag of tricks (tan), javelin of lightning, tanglefoot bags (2), falchion, spell component pouch, *charm of the tree dwellers*.

Aranea Trapper #5, Female Aranea (Goblin Alternate Form) Sor5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32; hp 69; Init +5; Spd 50 ft./Climb 25

ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness (f), Iron Will, Iron Will, Silent Spell, Brew Potion, Arcane Preparation^{CA}.

Languages: Common, Sylvan, Orcish, Goblin.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o— dancing lights, daze, detect magic, ghost sound, mending, message, resistance, prestidigitation; 1st- feather fall, grease, mage armor, obscuring mist, unseen servant; 2nd- invisibility, wall of gloom^{SC}, rope trick; 3rd – haste, summon monster III; 4th – greater invisibility.

Possessions: Cloak of charisma +2, pearl of power (1st), wand of cure light wounds (50 charges, 1st CL), wand of silence (10ch, 3rd CL), lesser rod of silence, Quaal's feather token (whip) x2, Quaal's feather token (tree), divine scroll of resurgence (1st CL) x2, potion of invisibility (3rd CL) x4, potion of mage armor (1st CL) x4, spell component pouch, *charm of the tree dwellers*.

Aranea Trapper #6, Male Aranea (Dwarf Alternate Form) Aranea/Sorc5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness (f), Iron Will, Sudden Silent^{CA}, Sudden Empower^{CA}, Arcane Mastery^{CA}.

Languages: Common, Sylvan, Orcish, Dwarven.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o—daze, disrupt undead, ghost sound, message, open/close, prestidigitation, read magic, touch of fatigue; 1st – guided shot^{SC}, magic missile, mage armor, ray of enfeeblement, shield; 2nd- blindness/deafness, false life, web; 3rd – arcane sight, dispel magic; 4th – orb of force^{SC}.

Possessions: Cloak of charisma +2, lesser rod of enlarge, arcane scroll of wall of force (9th CL), arcane scroll of greater blink (9th CL), arcane scroll of slow (5th CL), arcane scroll of sleet storm (5th CL), divine scroll of faerie fire (1st CL) x2, arcane scroll of greater invisibility (7th CL), potion of

invisibility (3rd CL), arcane scroll of Otiluke's resilient sphere (7th CL), divine scroll of calm emotions (4th CL), divine scroll of bless (1st CL), scroll organizers x2, spell component pouch, *charm of the tree dwellers*.

Aranea Trapper #7, Male Aranea (Elf Alternate Form) Aranea/Sorc5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness, Iron Will, Sudden Silent^{CA}, Sudden Empower^{CA}, Empower Spell.

Languages: Common, Sylvan, Orcish, Elven.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o - daze, detect magic, detect poison, ghost sound, message, prestidigitation, read magic, touch of fatigue; 1st- alarm, feather fall, guided shot^{SC}, orb of acid, lesser^{SC}, ray of enfeeblement; 2nd- earthen grasp^{SC}, fly, swift^{SC}, false life; 3rd – bands of steel^{SC}, dispel magic; 4th – stoneskin.

Possessions: Cloak of charisma +2, lesser rod of enlarge, potion of invisibility (3rd CL), bag of tricks (rust), arcane scroll of solid fog (7th CL), divine scroll of speak with animals (1st CL) x2, potion of cure light wounds (1st CL) x3, tanglefoot bag, spell component pouch. 750gp (spell components), *charm of the tree dwellers*.

Aranea Trapper #8, Male Aranea (Skulk Alternate Form) Sor5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23. *Skulk, Races of Destiny*, page 104.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness (f), Iron Will, Sudden Silent^{CA}, Sculpt Spell^{CA}, Spell Focus (Illusion).

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o— acid splash, daze, detect magic, disrupt undead, ghost sound, message, prestidigitation, read magic; 1st- color spray, distract

assailants^{SC}, grease, Nystul's magic aura, ray of enfeeblement; 2nd- false life, see invisibility, web; 3rd – phantom guardiansRD, shadow binding^{SC}; 4th – solid fog.

Possessions: Cloak of charisma +2, lesser rod of enlarge, bead of force, Quaal's feather token (tree), arcane scroll of dispel magic (9th CL) x2, divine scroll of entangle (2nd CL), Tanglefoot bag, Spell component pouch, ~~charm of the tree dwellers~~.

Encounter 8

Elbron, Male Orc Wiz6/DO2/LM5: Medium Humanoid; CR 13; HD 11d4+2d6+52+16 false life; hp 110; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +6; Grp +7; Atk +7 melee (1d4+1/19-20, cold iron dagger) or +6 ranged (1d4+1/19-20, cold iron dagger); Full Atk +7 melee (1d4+1/19-20, cold iron dagger) or +6 ranged (1d4+1/19-20, cold iron dagger); SA none; SQ Prescient Sense, Darkvision 60 ft; AL NE; SV Fort +8, Ref +12, Will +10; Str 12, Dex 10, Con 16(18), Int 19(25), Wis 6, Cha 6. Divine Oracle, Complete Divine, page 34.

Skills & Feats: Concentration +19, Craft (alchemy) +8, Knowledge (arcana) +23, Knowledge (Local: Core) +12, Knowledge (Local: Sheldomar) +12, Knowledge (nature) +12, Knowledge (geography) +12, Knowledge (planes) +12, Knowledge (religion) +25, Spellcraft +25, Spot +5; Scribe Scroll, Skill Focus: Knowledge (religion), Insightful Reflexes^{CV}, Transdimensional Spell^{CD}, Craft Wondrous Items, Improved Familiar ^{CW}; Chain Spell ^{CA}, Arcane Mastery^{CA}.

Languages: Common, Orcish, Draconic, Infernal, Abyssal, Ignan, Auran, Aquan, Terran, Elvish, Goblin, Celestial.

Wizard Spells Prepared (4/6/6/6/5/4/3/2; base DC = 17 + spell level; CL 13 (15 for divination spells), specialist Divination banned Evocation): o-dancing lights, detect magic, message, prestidigitation; 1st- distract assailant^{SC} x2, grease x2, ~~mage armor~~, shield, scholar's touch; 2nd- ~~false life~~ x2, glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy; 3rd - divination, bands of steel^{SC}, fly, haste, magic circle against good, shadow binding^{SC}, stinking cloud; 4th - ~~detect scrying~~^{*}, burning blood^{SC}, chain grease, Evard's black tentacles, greater invisibility, polymorph; 5th - refusal^{SC}, telekinesis, teleport, transdimensional solid fog, Rary's telepathic bond; 6th – chain dispel magic, chain bands of steel^{SC}, repulsion, true seeing; 7th – limited wish, reverse gravity, greater arcane sight.

* This slot is currently empty, as Elbron keeps this slot open during the day in case he wishes to use *arcane eye* to scout. If he doesn't use it by nighttime he fills the slot with *detect scrying* and casts it to cover the next day.

Spell book: o - dancing lights, detect magic, message, prestidigitation; 1st- charm person, distract assailant^{SC}, identify, grease, locate cityRD, mage armor, protection from good, ray of enfeeblement, shield, scholar's touchRD; 2nd- augury, bear's endurance, command undead, detect thoughts, false life, fox's cunning, glitterdust, see invisible, Tasha's hideous laughter,

touch of idiocy, web; 3rd - arcane sight, bands of steel^{SC}, clairvoyance/clairaudience, dispel magic, divination, fly, haste, shadow binding^{SC}, stinking cloud; 4th – arcane eye, burning blood^{SC}, detect scrying, divination, Evard's black tentacles, greater invisibility, polymorph, solid fog; 5th - commune, dominate person, refusal^{SC}, telekinesis, teleport, Rary's telepathic bond, scrying. 6th – legend lore, repulsion, summon monster 6, true seeing; 7th –limited wish, reverse gravity, greater arcane sight.

Possessions: Headband of intellect +6, amulet of health +2, lesser rod of extend, eyes of the eagle, cloak of resistance +1, arcane scroll of transdimensional web (5th CL)^{CD}, arcane scroll of command undead (3rd CL), arcane scroll of transdimensional solid fog (9th CL)^{CD}, rod of mastery: elf, spell component pouches (2) (10), cold iron daggers (2) (8), alchemist's fire (20), tanglefoot bag (50), 203 gp.

Imp Familiar, Male Imp: Tiny Outsider (Evil, Lawful, extraplanar); CR 1; HD 13; hp 63 (½ masters hp+16 false life); Init+3; Spd 20ft., fly 50 ft. (perfect); AC 28, touch 15, flat-footed 25 (+4 mage armor, +2 size, +3 Dex, +5 natural); Base Atk +3; Grp -5; Atk: +8 melee (1d4 +poison, sting); Full Atk +8 melee (1d4 +poison, sting); SA Poison, Spell-like abilities; SQ Alternate forms*, darkvision 60 ft, deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, fire resist 5, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +6, Will +13; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (dungeoneering) +6, Listen +7, Move Silently +9, Search +6, Spellcraft* +6 {this is subsumed by the Master's Granted Skill Ranks}, Spot +7, Survival +1 (+3 following tracks); Granted Skills: Concentration +16, Craft (alchemy) +1, Knowledge (arcana) +16, Knowledge (geography) +5, Knowledge (Local: Core) +5, Knowledge (Local: Sheldomar) +5, Knowledge (nature) +5, Knowledge (planes) +5, Knowledge (religion) +15, Spellcraft +18; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

***Imp Familiar Will-o-Wisp Form: Male Imp:** Small Aberration (Air); CR 1; HD 13; hp 63 (½ masters hp+16 false life); Init +9; Spd fly 50 ft. (perfect); AC 33, touch 29, flat-footed 24 (+4 mage armor, +1 size, +9 Dex, +9 deflection); Base Atk +3; Grp -6; Atk +13 melee touch (2d8 electricity, shock); Full Atk +13 melee touch (2d8 electricity, shock); SA Spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft, deliver touch spells, speak with master, Improved Evasion, granted abilities;

AL LE; SV Fort +3, Ref +12, Will +13; Str 1, Dex 29, Con 10, Int 10, Wis 12, Cha 14.

***Imp Familiar Hamatula Form: Male Imp;** Medium Aberration; CR -; HD 13; hp 63 (½ masters hp+16 false life); Init +6; Spd 30 ft.; AC 33, touch 16, flat-footed 27 (+4 mage armor, +6 Dex, +13 natural); Base Atk +3; Grp +15; Atk +9 melee (2d8+6, claws); Full Atk +9/+9 melee (2d8+6, claws); SA Improved Grab, Impale; SQ Alternate forms (see below), darkvision 60 ft, deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +9, Ref +9, Will +13; Str 23, Dex 23, Con 23, Int 10, Wis 12, Cha 14

Impale (Ex): a barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): to use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Wyneck: Female Half-Orc Drd13; Medium Humanoid; CR 13; HD 13d8+26; hp 94; Init -1; Spd 40 ft.; AC 11, touch 9, flat-footed 11 (+2 leather armor, -1 Dex); Base Atk +9; Grp +10; Atk +10 melee (1d6+1, staff); Full Atk +10/+4 melee (1d6+1, staff); SA none; SQ Wildshape* (4/day, 13 hours), Darkvision 60 ft.; AL NE; SV Fort +10, Ref +3, Will +15; Str 12, Dex 8, Con 14, Int 10, Wis 21(25), Cha 6.

Skills and Feats: Handle Animal +16, Hide -1 (+4 in shambling mound form, +12 in swamp or forest in shambling mound form), Listen +22, Move Silently -1 (+4 in shambling mound form), Spot +22, Survival +24; Track, Spell Focus: Conjuraton, Natural Spell, Augment Summoning, Rapid Spell^{CD}.

Languages: Common, Orcish.

Druid Spells Prepared (6/7/7/6/5/4/3/2; base DC = 17 + spell level, 18 + spell level for conjuration spells; CL 13):
0 – create water, cure minor wounds x3, guidance, resistance;
1st – entangle x2, faerie fire, vigor, lesser^{SC} x2, ~~longstrider~~, pass without trace; 2nd – barkskin, camouflage, mass^{SC}, easy trail^{SC}, nature's favor^{SC}, summon dire hawk^{RW}, warp wood, woodland veil^{RW}; 3rd – ~~greater magic fang~~ x2, vigor, mass lesser^{SC}, rapid summon dire hawk^{RW}, spike growth, thornskin^{SC}; 4th – arc of lightning^{SC}, flame strike, freedom of movement x2, languor^{SC}; 5th – animal growth, commune with nature, stonesskin, wall of thorns; 6th – anti-life shell, greater dispel magic, fires of purity^{SC}; 7th – heal, rapid summon nature's ally 6.

Possessions: Necklace of wisdom +4, pearl of power 1st x5, pearl of power 2nd, lesser rod of extend, flask of curses, spell staff (brilliant aura CL 13th), divine scroll of summon nature's ally 6 (CL 11), divine scroll of entangle (1st CL), divine scroll of reduce animal (CL 3), divine scroll of tree shape (3rd CL), leather armor (10), staff, club, spell component pouches (2), 5gp.

***Druid Deinonychus (Raptor) Form^: Female Half-Orc Drd13;** Medium Animal; CR 13; HD 13d8+52; hp 120; Init +2; Spd 70 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); Base Atk +9; Grp +10; Atk +14 melee (1d8+5, talons, +1 greater magic fang); Full Atk: +14 melee (1d8+5, talons, +1 greater magic fang) and +9/+9 melee (1d3+3, foreclaws, +1 greater magic fang) and +9 melee (2d4+3, bite, +1 greater magic fang); SA Pounce; SQ Low-light vision; AL NE; SV Fort +12, Ref +6, Will +15; Str 19, Dex 15, Con 19, Int 10, Wis 21(25), Cha 6.

^courtesy of MM errata

***Druid Shambling Mound Form: Female Half-Orc Drd13;** Large Plant; CR 13; HD 13d8+39; hp 107; Init +2; Spd 20 ft., swim 20ft.; AC 20, touch 9, flat-footed 20 (-1 size, +11 natural); Base Atk +9; Grp +18; Atk +13 melee (2d6+5, slam); Full Atk +13/+13 melee (2d6+5,slam); SA Improved Grab, constrict 2d6+7; SQ Darkvision 60 ft., Low-light vision, Plant Traits; AL NE; SV Fort +11, Ref +4, Will +15; Str 21, Dex 10, Con 17, Int 10, Wis 21(25), Cha 6.

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

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

***Druid Dire Bat Form: Female Half-Orc Drd13;** Large Animal; CR 13; HD 13d8+39; hp 107; Init +6; Spd 20 ft., fly 40 ft.(good); AC 20, touch 15, flat-footed 14 (-1 size, +6 Dex, +5 natural); Base Atk +9; Grp +16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite); SA none; SQ Low-light vision; AL NE; SV Fort +11, Ref +10, Will +15; Str 17, Dex 22, Con 17, Int 10, Wis 21(25), Cha 6.

Advanced Dire Ape Companion, Male Ape; Large Animal; CR -; HD 9d8+21; hp 63; Init +3; Spd 30 ft./Climb 15 ft.; AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1size); Base Atk +6; Grp +21; Atk +13 melee (1d6+8, claw, +1 greater magic fang); Full Atk: +13/+13 melee (1d6+7, claw, +1 greater magic fang) and +8 (1d8+4, bite, +1 greater magic fang); SA Rend (2d6+10); SQ Low-light vision; AL N; SV Fort +8, Ref +8, Will +7; Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +5, Spot +6, Tumble +6; Alertness, Toughness, Improved Unarmed Strike, Improved Grapple.

Chain Thugs (6): Male Orc Barbi/Ftr6/Exotic Weapon Master 1; Medium Humanoid; CR 8; HD 1d12+7d10+16; hp 70; Init +0; Spd 40 ft.; AC 15, touch 12, flat-footed 13 (+3 studded leather, +2 Dex); Base Atk +8; Grp +5; Atk +18 melee (2d4+13, +1 spiked chain); Full Atk +16/+16/+11 melee (2d4+13, +1 spiked chain); SA Flurry of Strikes (with spiked chain), Reckless rage; SQ darkvision 60 ft.; AL NE; SV Fort+12, Ref +5, Will +1; Str 24 (26),

Dex 14, Con 14, Int 6, Wis 6, Cha 6. *Exotic Weapon Master*, *Complete Warrior*, page 30.

Skills and Feats: Craft Weaponsmith +2, Jump +18, Listen +2; *Exotic Weapon Proficiency*: Spiked Chain, *Weapon Focus* (Spiked Chain), *Combat Reflexes*, *Reckless Rage*^{RS}, *Power Attack*, *Extra Rage*^{CW}, *Close Quarters Fighting*^{CW}.

Exotic Weapon Stunt (Ex): *Flurry of Strikes*: When wielding an exotic double weapon or spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Languages: Common, Orcish.

Possessions: *Gloves of ogre power* +2, +1 *spiked chain*, cold iron spiked chain, *cloak of resistance* +1, *potion of fly* (5th CL), *potion of enlarge person* (5th CL), *potion of invisibility* (3rd CL), *potion of lesser restoration* (3rd CL), *oil of magic weapon* (1st CL), *potion of cure light wounds* (1st CL), masterwork studded leather armor, cold iron spiked gauntlet, silvered spiked gauntlet, club, tanglefoot bags (2), acid flask, thunderstone x2, 5gp.

DM Aid 1-Movement Chart

Summarized Movement from PHB pp. 163-164

Speed	15 ft.	20 ft.	30 ft.	40 ft.
Walk/hour normal	1.5 miles	2 miles	3 miles	4 miles
Walk/hour off trail	.75 miles	1 mile	1.5 miles	2 miles

Note: all movement in this event is considered "off trail" rate because of the forest's heavy undergrowth. Ground movement that does not follow some sort of trail is at $\frac{1}{4}$ normal movement rate.

Approximate distances	Time if tracking successfully (shortest distance)			
Trisomme-Hilorrin: 20 mi.	27 hours	20 hours	13 hours	10 hours
Hilorrin-Enc. 5: 12 mi.	16 hours	12 hours	8 hours	6 hours
Enc. 5-Enc. 6: 17 mi.	23 hours	17 hours	11 hours	9 hours
Enc. 7-Enc. 8: 12 mi.	16 hours	12 hours	8 hours	6 hours

New Feats

Arcane Mastery (*Complete Arcane*)

Prerequisite: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefit: You can take 10 on caster level checks (as if the caster level check was a skill check).

Arcane Preparation (*Complete Arcane*)

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell – but without an increase in casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Chain Spell (*Complete Arcane*)

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that 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 a Reflex saving throw 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 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.

Close-Quarters Fighting (*Complete Warrior*)

Prerequisite: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed grapple check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation. For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Extra Rage (*Complete Warrior*)

Prerequisite: Rage or frenzy ability.

Benefit: You rage or frenzy two more times per day than you otherwise could.

Special: You may take this feat multiple times. Its effects stack.

Improved Familiar (*Complete Warrior*)

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level, and base attack bonus.

Benefit: When choosing a familiar, the creatures listed on page 100 of *Complete Arcane* are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful thru chaotic, good thru evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar. The spellcaster must have at least the arcane spellcaster level and base attack bonus indicated on pg 100 of *Complete Arcane* in order to acquire the familiar. Improved familiars otherwise use the rules presented on pages 52 and 53 of the *Player's Handbook*.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link and the ability to share spells with the familiar.

Improved Evasion (Ex): If a familiar is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and only half damage on a failed save.

Inside Connections (*Races of Destiny*)

Prerequisite: Choose a specific organization.

Benefit: You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Knowledge (local), and Sense Motive checks made in conjunction with that organization.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new organization. The DM should limit characters to selecting only those organizations with which they have a positive or neutral relationship. For instance, a character might not be allowed to select an enemy organization, or one whose existence and/or operations aren't well known to him.

Insightful Reflexes (*Complete Adventurer*)

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Rapid Spell (*Complete Divine*)

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

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

Reckless Rage (*Races of Stone*)

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses stack with the effects of rage, greater rage, and mighty rage.

Sculpt Spell (*Complete Arcane*)

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area has changed to a ball deals the same amount of damage, but affects a 20-foot radius spread. A sculpted spell uses a spell slot one level higher than the spell's actual level.

Staggering Strike (*Complete Adventurer*)

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its non-lethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Steady Concentration (*Races of Stone*)

Prerequisite: Concentration 8 ranks.

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Sudden Empower (*Complete Arcane*)

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effects of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Sudden Silent (*Complete Arcane*)

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effects of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

Transdimensional Spell (*Complete Divine*)

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*. You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread. A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Urban Tracking (*Races of Destiny*)

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check for every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town. The DC of the check, and the number of checks required to track down your quarry, depend on the community size and the conditions; see table on page 154, *Races of Destiny*. If you fail a Gather Information check, you can retry after 1 hour of questioning. The DM should roll the number of checks required secretly, so the player doesn't know exactly how long the task will require.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check), but you take a -5 penalty on the check.

New Items

Belt of One Mighty Blow (Miniatures Handbook)

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon gain an extra 3d6 points of damage. The belt can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 1,500 gp.

Gloves of Fortunate Striking (Miniatures Handbook)

Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate strike at the enemy to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must use the second result even if it is lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again after he uses the gloves. The gloves can be used only after they are worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint divination; CL 3rd; Craft Wondrous Item, *true strike*; Price 2,000 gp

Feathered Armor & Shield Enhancement (Arms and Equipment Guide)

A suit of armor or a shield with this ability appears to be created from thousands of iridescent feathers. This characteristic has no effect on the armor's or shield's weight, armor check penalty, or other statistics. *Feathered armor* or a *feathered shield* allows the wearer to fly up to 50 minutes per day (as the *fly* spell).

Caster level: 5th; Prerequisites: Craft Magic Arms and Armor, *fly*; Market price: +2 bonus.

Rod of Mastery: Elf (or Human or Gnome, etc., i.e. the "target race")

The Suel mage of power, Kaarl Hartur, created these rods by distilling the powers of a *rod of rulership* to focus on a single specific race. The rods are universally black, bearing twisted visages of the race to which they are attuned. The wielder

can enthrall the targeted type of creatures within 120 feet whenever the device is active (activating the device is a standard action). Creatures totaling 500 hit dice can be enthralled and ruled. All creatures except the target race are completely immune to the Rod's power. Those who are affected are entitled to a DC 30 Will save to negate the effect. Ruled creatures obey as though under a permanent *dominate monster* effect, except that they respond to verbal orders (no telepathic links are created). Any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out.

The rod also provides a *sanctuary* effect, per the spell, to the wielder against the target race only (other races are unaffected). The Will save is DC 30 and must be re-rolled every round in order to target the wielder.

The rod requires that the essence of a vampire of the target race be bound within. It bestows four negative levels on any non-evil creature attempting to wield it. The negative levels remain as long as the rod is in hand and disappears when the rod is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the rod is wielded. The rod goes dormant unless bathed liberally with fresh blood of the target race once per week.

Minor artifact: Strong enchantment and evil; CL 20th. Weight 5 lbs.

Charm of the Tree Dwellers

This carved wooden charm can be carried or worn as a brooch (does not take a body slot). When the charm is grasped and a command word is spoken, the wearer is imbued with the ability to move as per the druid's Woodland Stride ability. The effect lasts one continuous hour, after which the charm crumbles to dust.

Moderate transmutation; CL 5th, Craft Wondrous Items, *surefooted stride*, Price 250 gp. Weight: negligible.

New Spells

Arc of Lightning (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Backbiter (Spell Compendium)

Necromancy

Level: Sorcerer / wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink.

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made. The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to non-lethal damage. Once

the weapon attacks its wielder (whether successfully or not), the spell is discharged. Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

Bands of Steel (Spell Compendium)

Conjuration (Creation)

Level: Sorcerer / wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The interlocking hoops become briefly hot then disappear even as similar, larger bands streak from your outstretched hand toward the creature you indicate. With a satisfying metallic clank, the bands wrap around the indicated creature.

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled. A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Branch To Branch (Spell Compendium)

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

With the last guttural utterance, your fingers thicken and your arms lengthen slightly. You have the impression that you would feel more at ease in a canopy of trees.

You gain a +10 competence bonus on Climb checks made in trees. As long as you remain at least 10 feet above the ground, you can brachiate (swing by branches and vines) in medium or dense forest, but not in sparse forest. When you brachiate, you gain a 10-foot enhancement bonus to your land speed and ignore the hampered movement penalties for undergrowth and other terrain features. You can charge while you are brachiating, but you can't run. Naturally, some local conditions, such as areas of sparse forest, clearings, wide rivers, or other breaks in the forest canopy, might force you to return to the ground.

Burning Blood (Spell Compendium)

Necromancy

Level: Sorcerer / wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature; see text

Duration: 1 minute/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The taste of copper fills your mouth and bloody spatters punctuate your last few words that unlock the spell. You gag slightly as the blood in your mouth congeals, but disappears even as you release the spell.

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save. *Burning blood* does not affect creatures of the construct, elemental, ooze, plant or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

Camouflage (Spell Compendium)

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Upon finishing the spell, your skin and clothing change color, warping tint and hue to match your surroundings.

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

Camouflage, Mass (Spell Compendium)

Transmutation

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

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

Target: Any number of creatures, no two of which are more than 60 ft. apart.

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Reaching out to your environment, you wrap your allies in the patterns and shifting colors of their surroundings, concealing them from prying eyes.

This spell functions like *camouflage*, except the effect is mobile with the group. The spell is broken for any individual who moves more than 60 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its camouflage. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet.

Chain of Eyes (Spell Compendium)

Divination

Level: Cleric 3, druid 4, sorcerer / wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

With the creature's will to resist brushed aside, you gaze out from its eyes to see your own satisfied smile.

You can use another creature's vision instead of your own. While this spell gives you no control over the subject, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again. Each transfer attempt allows the new target a saving throw and spell resistance. If a target resists, the spell ends.

Distract Assailant (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer / wizard 1

Components: V, S, M

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Buzzing under your breath like a fly, you swat at the sky and toss the fly's wing in your hand into the air. The target of your spell becomes distracted, starting at shadows and looking about for unseen assailants.

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Earthen Grasp (Spell Compendium)

Transmutation [Earth]

Level: Sorcerer / wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Animated earthen arm

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

You raise your arm above your head, your fingers flexed like talons. Nearby, an arm made of earth but as large as a person erupts from the ground, its hand grasping at the air.

You bring forth from the ground an arm made of dense, compacted earth or soil that can grapple your foes. You can cause the arm to rise only out of earth, mud, grass, or sand, and the spell fails if you attempt to cast it in an area with the wrong materials (including stone). Treat the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength of 14 +2 per three caster levels (16 at 3rd level, 18 at 6th level, and so on). The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or adjacent square. Doing so does not provoke attacks of opportunity. If the arm can target multiple creatures, you can choose one.

If you are unable to choose a target, the arm attacks a random creature within reach (possibly including your allies). Each round when it successfully pins a target, the hand deals lethal damage equal to 1d6 points + its Str modifier. The earthen arm has AC 15, hardness 4, and 3 hit points per caster level. If reduced to 0 or fewer hit points, it crumbles to dust.

Material Component: A miniature hand sculpted from clay.

Easy Trail (Spell Compendium)

Abjuration

Level: Druid 2, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes

You sweep your arm as if to push aside a branch and simultaneously call out for the plants around you to move aside. Obediently, the plants surrounding you oblige.

Anyone in the area of the spell (including you) finds the undergrowth held aside while they pass. This effect essentially provides a trail through any kind of undergrowth, and you treat any trackless terrain as having a trail (PH 164). Once the effect of the spell passes, the plants return to their normal shape. The DC to track anyone who traveled within the area of this spell increases by 5 (the equivalent of hiding the trail). This spell has no effect on plant creatures (that is, they aren't pushed or held aside by its effect).

Fires of Purity (Spell Compendium)

Evocation [Fire]

Level: Druid 6, Purification 6, sorcerer / wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (harmless); see text

You touch the target, and it bursts into flames that do not harm it, although the heat you feel from the fire seems quite real to you. The creature you touch bursts into magical flames that do not harm the subject, but are capable of harming anyone else who comes into contact with the creature. With a successful melee attack, the subject deals an extra 1 point of fire damage per caster level (maximum +15). If the defender has spell resistance, it applies to this effect. Creatures that make successful melee attacks against the subject are susceptible to the same damage unless they attack with weapons that have reach, such as longswords. The subject of *fires of purity* takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, the subject takes no damage on a successful save.

Fist of Stone (Spell Compendium)

Transmutation [Earth]

Level: Sorcerer / wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

The complicated gestures of the spell end with a punch of your fist, which now have the texture and look of stone.

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty or a -2 penalty if you have the Multiattack feat (MM 304), as part of a full-attack action. However, you can not gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Fly, Swift (Spell Compendium)

Transmutation

Level: Bard 2, druid 3, sorcerer / wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You squawk twice like an eagle and suddenly long for the freedom of the skies.

This spell functions like *fly* (PH 232), except as noted above.

Guided Shot (Spell Compendium)

Divination

Level: Ranger 1, sorcerer / wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a guttural utterance made with unmoving lips, you magically focus your attention on a distant foe. Upon aiming your weapon, you note how clearly defined your intended target is.

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by anything less than total concealment. This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Languor (Spell Compendium)

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 round/level
Saving Throw: Will partial
Spell Resistance: Yes

With a low thrumming sound, a blue beam lances from your finger to strike your foe and weaken him.

You must succeed on a ranged touch attack with the ray to strike a target. This ray causes creatures it hits to become weak and slow for the spell's duration. A struck creature takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+10). In addition, a subject that fails a Will save is *slowed*. The spell's slow effect counters and is countered by *haste*.

Listening Lorecall (Spell Compendium)

Divination
Level: Druid 2, ranger 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level

You feel conscious of your ears as they warm noticeably. Sounds that seem as though they should be muffled become clear to you.

You gain a +4 insight bonus on Listen checks. In addition, if you have 5 or more ranks in Listen, you gain blindsense out to 30 feet. If you have 12 or more ranks in Listen, you gain blindsight out to 15 feet. A *silence* spell or effect negates the blindsense or blindsight granted by a *listening lorecall* spell.

Locate City (Races of Destiny)

Divination
Level: Bard 1, ranger 1, sorcerer / wizard 1
Components: V
Casting Time: 1 round
Range: 10 miles / level
Area: 10 miles / level radius circle, centered on you
Duration: Instantaneous

You sense the distance and direction to the nearest community of a minimum size designated by you at the time of casting. For instance, you could choose to find the nearest community at least as large as a village, or you could choose to locate only the nearest metropolis. This spell measures the distance to the "nearest" community as the minimum distance one would have to travel to reach the city without moving through solid objects. Thus, a caster on the surface isn't likely to locate a subterranean city half a mile beneath his feet, even if the next closest community is 5 miles away overland.

Master's Touch (Spell Compendium)

Divination
Level: Bard 1, sorcerer / wizard 1
Components: V, F
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 minute/level (D)

Holding aloft an item you wish to use effectively, you address it directly with a command to obey your desire to wield it.

You gain proficiency with a single weapon or shield you hold in your hands when the spell is cast. The lack of a somatic component means the spell can be cast in the middle of a fight while you keep ready whatever items stand between you and danger. Proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies. For example, if you hold a short sword and a rapier, with a buckler strapped to your off hand, you could cast the spell three times, once for each weapon and once for the shield. This spell does not grant proficiency for a kind or category of item (such as short swords) but only for the one specific item held in your hand at the time the spell is cast (this short sword). Should you set that item down or otherwise lose your grip on it, the proficiency does not transfer to a different item of the same kind you might pick up. However, if you recover the original item before the spell's effect runs out, you are still proficient with that specific weapon or shield for the duration.

Focus: The item in whose use you wish to be proficient.

Nature's Favor (Spell Compendium)

Evocation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess (maximum +5).

Omen of Peril (Spell Compendium)

Divination

Level: Cleric 1, druid 1, Liberation 1, ranger 1

Components: V, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Based on an assessment of your immediate surroundings and chosen path of travel, you receive one of three visions that reflect the next hour's journey: safety, peril, or great danger.

The base chance for receiving an accurate reply is 70% +1% per caster level, to a maximum of 90%; the DM makes the roll secretly.

If the *omen of peril* is successful, you receive one of three visions, which lasts just a second or two:

Safety: You aren't in any immediate danger. If you continue on your present course (or remain where you are if you have been stationary for some time before casting the spell), you will face no significant monsters, traps, or other challenges for the next hour or so.

Peril: You will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.

Great danger: Your very life is at grave risk. You will likely face powerful NPCs or deadly traps in the next hour.

If the roll fails, you get one of the two incorrect results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolled secretly. Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the character's likely courses of action and what dangers they're likely to face. The exact form that an *omen of peril* takes depends on whether you worship a specific deity, venerate nature as a druid, or simply uphold abstract principles. A druid might see a white dove for safety, a dark cloud obscuring the sun for peril, and a forest fire for great danger. A cleric of Fharlanghn might get a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger. Unlike the more powerful *augury* spell, an *omen of peril* doesn't respond to a specific question. It indicates only the level of danger likely for the next hour, not what form the danger will take.

Focus: A set of marked sticks, bones, or similar tokens worth at least 25 gp.

Orb of Acid, Lesser (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer / wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Electricity, Lesser (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sorcerer / wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The air crackles around your outstretched hand and the smell of ozone assaults your nostrils as a ball of electrical energy, its surface crackling with bolts of lightning, streaks from your open palm.

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

Orb of Force (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer / wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Phantasmal Assailants (Spell Compendium)

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 point at your intended target. Instantly, shadowy shapes form at your flank and rush toward the creature you indicate, surrounding it. Others nearby do not notice the images that plague your target.

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by 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 on you with the same effect.

Phantom Guardians (Races of Destiny)

Illusion (Figment)

Level: Sorcerer / wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One illusory figure/level

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of one or more Small or Medium figures of a chosen humanoid race. Each figure is effectively a *minor image*, and can appear dressed in any way the caster chooses. When the spell is cast, each figure is given a brief set of orders to follow for the spell's duration, such as "walk back and forth along that wall" or "stand by this gate." The orders can be different for each figure. These instructions can't be changed later. The illusory figures can't speak or react to their surroundings – they are typically used to scare off would-be intruders (as the spell's name suggests).

Material Component: A piece of charcoal.

Phantom Stag (Spell Compendium)

Conjuration (Creation)

Level: Druid 5

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One quasi-real, staglike creature

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: No

Putting your fingers to your lips to whistle, you blow a deer's call, and a great ghostly stag appears before you.

You conjure a Large, corporeal staglike creature that bears you or a person you designate into combat or overland at great speed. A *phantom stag* has a black body and head with sharp, silvery antlers, and smoke-colored, insubstantial hooves that make no sound. It has no saddle, bridle, or bit, but it is exceptionally alert to the nudges and balance changes of its rider. The *phantom stag* has an AC of 20 (-1 size, +6 natural armor, +5 Dex) and 40 hit points +5 hit points per caster level. It attacks with its antlers at a +10 bonus, dealing 1d8+9 points of damage (doubled on a successful charge). It can also trample Medium or smaller foes, who must succeed on a Reflex save (18 + ½ your caster level) or take 1d6+9 points of damage as the stag moves thru their space. A *phantom stag* has a speed of 20 feet per caster level, to a maximum of 300 feet. It can bear rider's weight plus up to 10 pounds per caster level in other gear. It ignores terrain elements such as undergrowth, rubble, or mud that would slow its movement. *Phantom stags* gain certain powers according to caster level. A mount's abilities include those associated with any lower caster levels.

14th level: The *phantom stag* can fly at its speed (average maneuverability). The *phantom stag* gains a +4 deflection bonus to AC.

16th level: The *phantom stag's* antlers have the ghost touch (DMG 224) and wounding (DMG 226) weapon special abilities. The *phantom stag* gains a +6 deflection bonus to AC.

18th level: The *phantom stag* can use *etherealness* on behalf of its rider (as the spell, PH 228, caster level 18th). The *phantom stag* gains a +8 deflection bonus to AC.

Refusal (Spell Compendium)

Abjuration

Level: Sorcerer / wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect and Area: Invisible ward that occupies two 10-ft. squares/level (S)

Duration: 1 hour/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

A metallic stretching sound, as if a thin sheet of metal were bowed then released, echoes forth from your outstretched hand. You can see for just an instant a glowing grid that defines the protected area of your spell.

You create a special ward that prevents unauthorized spellcasters or creatures with spell-like abilities from entering an area. Any creature that has spells prepared, spell slots available for casting without preparation, or innate spell-like abilities must succeed on a Will save or be halted by an invisible barrier that prevents passage. The DC of the Will save increases by a number equal to the spell level the creature has prepared or is capable of casting (so that a 10th level sorcerer who hasn't yet depleted his 5th level spell slots for the day adds 5 to the save DC). You can choose to designate a password or special condition (such as character race, alignment, possession of a token, or any other observable or detectable characteristic) by which spellcasting characters and creatures can enter the *refusal*-warded area. Creatures that have no spellcasting capability or spell-like abilities (including spellcasters who have used up their spell slots and

creatures with spell trigger or spell completion magic items) can pass through the barrier with no difficulty. Spellcasters and creatures that have spell-like abilities and that are already in the area you protect when you create the ward are not compelled to leave or restricted in their movement within it (and spells and spell-like abilities can pass through the barrier in either direction with no difficulty). However, if such creatures leave the area, they must succeed on saving throws as described above to return. Creatures attempting to use any teleportation spell or effect to enter the warded area make the normal saving throw. They are shunted harmlessly to the nearest safe space outside the warded area if they fail.

Material Component: A pinch of dust from a wizard's tomb.

Scholar's Touch (Races of Destiny)

Divination

Level: Bard 1, cleric 1, sorcerer / wizard 1

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: One book/round

Duration: Concentration, up to 1 round/level

With this spell you can touch a book or scroll and absorb the knowledge contained within as if you had just read it. This is equivalent to a solid reading but not deep study – the character does not gain perfect recall of the information, just whatever he would have gotten from reading it completely once. If you can't read the language of the source, the spell has no effect. This spell cannot be used to prepare spells or to cast magical scrolls, nor does it have any effect when reading a magical book (such as a *tome of understanding*).

Material Component: A scrap of parchment and a pinch of tinder.

Focus: A thin crystal disc.

Shadow Binding (Spell Compendium)

Illusion (Shadow)

Level: Sorcerer / wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As the links of chain in your hand dissipate to feed the arcane energies of your spell, a multitude of ribbonlike shadows instantaneously explodes outward from an indicated point nearby.

Creatures in the area that fail a Will save are entangled and unable to move. Breaking free of a shadow binding requires a DC 20 Strength check or a DC 20 Escape Artist check, taken as a full-round action.

Material Component: A few links of iron chain.

Sniper's Shot (Spell Compendium)

Divination

Level: Assassin 1, ranger 1, sorcerer / wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While muttering a short chant you focus your awareness, looking only at the areas of your foe that seem most vital to its survival. Your ranged attacks made before the start of your next turn can be sneak attacks regardless of the distance between you and your target. You must still fulfill the other conditions for making a sneak attack against the target. This spell doesn't grant you the ability to make a sneak attack if you don't already have that ability.

Spikes (Spell Compendium)

Transmutation

Level: Cleric 3, Druid 3

Components: V, S, M

Casting Time: 1 standard action
Range: Touch
Target: Wooden weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +2 enhancement bonus on its attacks and also gains a +1 enhancement bonus per caster level on melee damage rolls (maximum +10) and its threat range is doubled. This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace. This effect does not stack with other effects that increase a weapon's threat range, such as Improved Critical.

Material Component: A small thorn.

Summon Dire Hawk (Races of the Wild)

Conjuration (Summoning)
Level: Druid 2, Sky 2
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5ft./2 levels)
Effect: One summoned dire hawk
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a dire hawk (see stat block below). It appears where you designate and acts immediately, on your turn. You may command the dire hawk telepathically as a free action, allowing you to direct its actions as you desire.

DIRE HAWK: Medium Animal; CR 2; HD 5d8+10; hp 32; Init +6; Spd 10 ft./Fly 80ft.(average); AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural); Base Atk/Grp: +3/+4; Atk: +9melee (d4+1, talon), Full Atk: +9/+9 melee (d4+1/x2, talon) and +4 (d6/x2, bite); Space/Reach 5/5; SQ Low-light vision; AL N; SV Fort +6, Ref +10, Will +6; Str 12, Dex 22, Con 15, Int 2, Wis 15, Cha 11.

Skills and Feats: Listen +8, Move Silently +8, Spot +10*; Alertness, Weapon Finesse.

*A dire hawk receives a +8 racial bonus on Spot checks in daylight.

Thornskin (Spell Compendium)

Transmutation
Level: Druid 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

You push a thorn against your skin to complete the spell. Instead of piercing your skin, the thorn melds into it. An instant later, hundreds of similar thorns sprout all over your body.

Your skin sprouts thorns when this spell is cast, increasing damage you deal with an unarmed strike and making you difficult to grab. As well as dealing lethal damage with your unarmed strikes (if you don't already do so), you deal an extra 1d6 points of piercing damage (so that a human under the effect of *thornskin* would deal 1d3 points of bludgeoning damage + 1d6 points of piercing damage with an unarmed strike). In addition, any creature that hits you with a natural weapon or unarmed strike (including successful grapple checks) takes 5 points of piercing damage. A creature's damage reduction, if any, applies to the damage from the spell. The damage from *thornskin* is treated as piercing for the purpose of overcoming damage reduction.

Material Component: A thorn.

Vigor, Lesser (Spell Compendium)

Conjuration (Healing)
Level: Cleric 1, Druid 1
Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on a fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and is automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Vigor, Mass Lesser (Spell Compendium)

Conjuration (Healing)

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature / 2 levels, no two of which are more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell functions like lesser vigor, except that it affects multiple creatures.

Wall of Gloom (Spell Compendium)

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]

Level: Sorcerer / wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square / level

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: No

Rubbing the fleece between your fingers, you hold up your hand and shout an arcane word. In an instant, a wall of dark shadow appears in the indicated location. Dark whispers, barely perceptible, constantly issue forth from the far side of the wall, causing a cold chill to run up your spine.

You create a barrier of ominous shadow that obscures vision and blocks line of sight, including darkvision. The wall is insubstantial, so creatures can move through it without penalty. Wall of gloom counters or dispels any light spell of equal or lower level.

Material Components: A bit of fleece from a black sheep.

Woodland Veil (Races of the Wild)

Illusion (Glamer)

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

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

Target: One or more creatures, no two of which may be more than 30 feet apart

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell makes the subjects blend in with natural surroundings, hiding them and quieting the sounds they make. All targets gain a +5 competence bonus on Hide and Move Silently checks while outdoors in a natural setting. The spell has no effect in urban settings or indoors (including dungeons). Those affected by this spell can see and hear each other and themselves as if unaffected by the spell. Any affected creature moving more than 30 feet from another target loses the bonuses the spell provides.

Player Handout 1: Intro for Medallion of Etraika holders

A calm voice in your ear says to you, "The Knights of Luna request your assistance in the fair realm of Celene. Say aloud if you will aid, and we will transport you immediately."

If you say aloud anything resembling, "I will, I agree, Yes, etc." then read on. If you say "no", then ask the DM whether you are eligible for a different introduction.

A minute later, a pair of elves wink into being before you. One wears the livery of the Knights of Luna, and the other is outfitted with gear arcane. The Knight bows to you and says, "Thank you for your kind offer to assist us. Please gather your belongings, including creatures, and Sithii will bear us to Celene." The elves wait patiently as you pack.

With a flash, you arrive outside a spire of obvious Elven décor in the midst of a beautiful Elven city. Another elf, clad in the garb of the Knights of Luna, is accompanied by an elf dressed in fine clothes. "Welcome to Trisomme. I am Envoy Caedrus Uel, and my companion here is Knight-squire Narwain Filiadir of Luna. Please, join us."

What you know of the Medallion of Etraika: This small medallion was found on the body of a ghoul just inside a long-lost Academy of Magic in the Suss Forest. The ghoul babbled about being an emissary from the city of Etraika, of which no one with whom you have spoken seems to have any knowledge. The metal from which it is made is an unusual alloy that you have not been able to identify. For months you have carried it, and it has been utterly inert. About a month ago, when you inadvertently touched it, it felt unusual. (Ask your DM for details.)

Player Handout 2: Intro for PCs from the Sheldomar Valley Metaregion

It is the first few days of spring in the Sheldomar Valley. The air is still crisp and clean, and sweet scent of flowers in bloom fills the air. Crops are planted, caravans head out for their first of many runs this year, and children rush out into the streets of every town, village and city, excited to be free of the cold and damp of winter. As you set your feet to make the rounds to your favorite taverns, shops or churches, a squire approaches you with a note. It reads:

“Dear Noble Adventurer,

You have proven time and again that you are willing to step into danger in the service of noble causes. We of the Trade Council commend your efforts and now do seek your services once again.

Politicians and merchants of Keoland and the Ulek States are in discussions pertaining to the improvement of the trade routes on the East side of the Lortmils. The expedition being fitted out will travel through the Lortmils upstream to the headwaters of the Old River and evaluate the measures needed to upgrade the current trail. The goal is to replace the current bandit-plagued, pack mule track with a patrolled pass capable of supporting wagon and barge traffic through to Thrutch and Courwood. This road would expand trade opportunities and create more efficient supply routes for the allied forces operating in the region.

If you are interested, you can sign on with the Tackett & Figg Teamster Company and join the expedition as scout, guard, or general explorer at large. Travel east and gather information on geographical issues, the local inhabitants, and the general safety and security of the area. Before we invest money, resources, and man-power in the area, we must be sure of the probable success of the endeavor. Your findings will help speed along the decision to proceed or desist and lay the groundwork for a stronger and more united Valley.

Report all findings to the trail boss as you explore, and upon your return come in and brief the Trade Council liaison as well. You will be compensated for your efforts, commensurate with the detail and suitability of your findings.

The parchment has several Trade Council signatures, each one larger than the next.

Travel overland brings you new sights, new sounds, new cuisine and new customs. Every tavern has its own songs; every temple its own rites. Rumors abound throughout the region, each one more grand than the next. After a difficult passage over the present “pass” you find yourself in Courwood, taking a brief respite before the group heads back out for more surveys. Looking over the rim of your mug, you note two elves approaching you, one attired in a fine clothes, the other dressed for battle, his green cloak embroidered with the symbol of the Knights of Luna.

“Greetings, foreigner, I am Envoy Caedrus Uel, and my companion here is Knight-Squire Narwain Filiadir of Luna. I have been asked to seek the aid of those...”, he pauses, somewhat at a loss for the right words “...those of a different culture than our own to assist us in matters of great importance to Celene and to the lands bordering the Suss Forest. Would you be so kind as to accompany us into our lands, to Trisomme, and speak with agents of the Queen of this issue?”

Envoy Caedrus Uel and Knight-squire Narwain Filiadir of Luna lead you into the lands of Celene, where few save the native elves have trod in many years. Their knowledge of the paths serves well, as many a time they stride purposefully into what appears to be a solid wall of vegetation, only to emerge on a secretive path leading deeper into the realm. A day, a night, and a morning are thus consumed in travel, ere the dark-clad Knight waves his arm toward a darkened mass in the treetops and says, “We are come to Trisomme. Beyond yon outpost is the town proper.”

Player Handout 3: Intro for All Others

Taking a well earned load off your feet and treating yourself to a good meal and a cold beverage, you find yourself in the Black Dragon Inn in the grand city of Greyhawk. Spring has arrived and with it has come the increased hustle and bustle of caravans with trade goods that seem to come and go in this city at all hours of the day and night. The common room is teeming with customers of all walks of life.

Setting down your utensils and pushing away the remains of your meal, you spy two older gentlemen entering the common room, looking around a bit perplexed as they scan the inn's patrons. They seem out of place. Their fine robes and ink-stained fingers mark them as some scholars, and they are obviously looking for someone. After conferring for a brief moment, they make their way to your table. "Excuse me, my friend and I were wondering if we could have a moment of your time? We have a little matter with which we could use some help, and you appear like you might suit our needs."

They seat themselves opposite you at the table and lean over to speak in hushed tones. "You see, I am Wilam Homas, and this is my cousin, Valt Fenswort. We are scholars for hire here in Greyhawk, perhaps you have heard of our enterprise? Homas, Fenswort and Lienk, Answers for the Ages Company? No? Well, no matter. Our partner, Jedidiah Lienk, is more than a month overdue from an expedition. He set off to research some findings of Ancient Suel heritage in the Suss forest and has yet to return or send word as he had planned to do. Jedidiah is a wizard of amazing intellect, but, well, let me be frank, of little use in the wilderness. He took three of our most promising apprentice wizards with him, and we fear for their well-being. He planned on heading to Courwood in the County of Ulek and then east into the Suss. Would you be willing to travel to Courwood for us and look for our partner? Any information gathered about the area would be useful, as we'd have something more to go on than we do now."

If asked about a reward, the mages hem and haw a bit, suggesting that Jedidiah will likely handle that, but that if not they'll "come up with something".

As you head out of Greyhawk, you find the spring weather conducive for travel. Days pass with no incident save the active flora and fauna of the countryside. Just on the outskirts of your destination of Courwood, two riders mounted on beautiful Elven horses approach you. One wears fine clothes; the other is dressed for battle, his green cloak embroidered with the symbol of the Knights of Luna.

"Greetings, foreigner. I am Envoy Caedrus Uel, and my companion here is Knight-squire Narwain Filiadir of Luna. I have been asked to seek the aid of those...", he pauses, somewhat at a loss for the right words "...those of a different culture than our own to assist us in matters of great importance to Celene and to the lands bordering the Suss Forest. Would you be so kind as to accompany us into our lands, to Trisomme, and speak with agents of the Queen of this issue?"

Something in the back of your mind itches. Perhaps your current task and this new plea have something in common...

Your Elven guides lead you into the lands of Celene, where few save the native elves have trod in many years. Their knowledge of the paths serves well, as many a time they stride purposefully into what appears a solid wall of vegetation, only to emerge on a secretive path leading deeper into the realm. A day, a night, and a morning are thus consumed in travel, ere the dark-clad Knight waves his arm toward a darkened mass in the treetops and says, "We are come to Trisomme. Beyond yon outpost is the town proper."