

SHE7-05

Bones of Contention

A One-Round D&D[®] LIVING GREYHAWK[™]

Sheldomar Valley Metaregional Adventure

Version 0.4

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The “high and the mighty” is how your old pap put it, when discussing the powerful men and women who made things happen and ruled the world. Hard to believe, but you seem to have entered that lofty sphere yourself, and your companions with you. How else to explain why disparate factions of weal and woe dog your heels in a desperate scramble for thaumaturgy that has drawn the attention of the high and mighty in the Sheldomar Valley? A one-round Sheldomar Valley Metaregional woodlands adventure for APLs 10-14 and Part 6 of the Secrets of the Suss Series. Racially diverse parties are recommended.

Note: This adventure is of particular interest to PCs that are members of the Silent Ones, Seekers, and Knights of Luna metaorganizations.

Resources: *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Lquette], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Players Handbook II* [David Noonan], *Races of the Wild* [Skip Williams], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

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

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

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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:

Determine the character level for each of the PCs participating in the adventure.

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.

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.

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.

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. Characters native to the Sheldomar Valley pay

one Time Unit per round, all others pay two Time Units 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.

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

ADVENTURE BACKGROUND

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 little over four years 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, the adventurers stripped him of an unusual medallion he wore about 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. A few months 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.

Several months ago, elves began 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 vanished as well. Eventually Lady Amerayne, handmaiden of Queen Yolande, summoned a group of adventurers to unravel this mystery. The adventurers followed a trail made by villagers enslaved by orcs. In the course of a major battle, the PCs learned that the orcs were systemically preying on the elves, using artifact-level magic in the form of *rods of mastery*. Amerayne thanked the adventurers and dismissed them while the Fey Court studied this issue and rendered a decision.

The Fey Court met and was shaken over the rebirth of this threat, which had previously menaced their entire nation a millennium in the past. Further, they realized that a pure elven group was unlikely to succeed against *rod of mastery*: *elf* wielders. Reluctantly, they asked for aid again, and a handful of adventurers responded.

The adventurers fought some difficult battles in the elves' service, ultimately discovering not one but two ancient sites that the Pomarj orcs were actively plundering for relics and knowledge. This information was given to the elves of Celene, as well as some other influential groups in the Sheldomar Valley. Alas, the elves were unable to prevent the orcs from occupying the scattered ruins of Etraika and making off with many fell treasures.

The elves drew on their remaining good-will and made a serious strike at the orcs' main base in the Suss Forest in hopes of smashing the Pomarj forces and recovering the Etraikan materials before the orcs fully employed them. The strongpoint was centered on the old fortress of Nol-Daer and included thousands of humanoids and their slaves.

The orcs had forged a powerful alliance with the Earth Dragon, blending its energy with

experimental data looted from Etraika. The result was a web of "Ley Lines" generated by apparatuses that extracted the life force from sentient creatures as well as from the Oerth itself.

This power was then collected and concentrated in unholy rituals conducted by priests of the Earth Dragon, which inhibited magic use by those who were enemies of the Earth Dragon. The Pomarj was hoping to make their forces immune to the magicks that their neighbors might array against them.

The allied forces of good managed to win the day at Nol-Daer and at many of the outlying Pomarj camps, slaying several orc leaders and recovering many artifacts and documents looted from the ruins of Etraika. The massed humanoids eventually drove off the elves and allies, reclaiming Nol-Daer over mounds of their own dead.

In the days that followed, elven watchers noted two interesting trends. The first is that the Pomarj is systematically withdrawing from Nol-Daer and the southeastern Suss Forest. The second is that they have redoubled their exploration details and augmented them with spell casters. They seem to believe there are more treasures to be found and exploited.

The elves of Celene are unhappy with this prospect and are looking to thwart the Pomarj, perhaps taking the spoils for themselves this time. In addition, "the word" has seeped out regarding the activity in the Suss Forest, and other powers are coming to investigate, to protect, or to plunder.

ADVENTURE SUMMARY

Introduction: The PCs are individually recruited for the mission (see Player Handouts). They meet in Treehome in the Principality of Ulek and set off from there.

Encounter One: The PCs have a chance to interview an associate of the Suss Rangers and Knights of Luna who is familiar with the area before making preparations and setting out to find the Etraikan ruins that the Pomarj is seeking.

Encounter Two: PCs have the opportunity to research some leads and buy provisions in Treehome.

Encounter Three: The PCs search the Suss Forest for the Etraikan site or Pomarj activity. They encounter an NPC group who are searching for the ruins as well and may hear rumors of others

operating in the area. This could be played into neutral rivalry or outright hostility and combat.

Encounter Four: PCs may meet a gnoll ranger, a warder of Etraika. He aids PCs that are good to him and does battle with those who appear as trespassers.

Encounter Five: The PCs arrive at the actual Etraikan ruins site. A Pomarj force is there by default. Other NPC groups may arrive on the scene as well, possibly affecting the combat. If the PCs arrive too late, the site will be destroyed by its defenders.

Encounter Six: With control of the Etraikan site, the PCs can explore the ruins or guard them and summon any patrons that they have developed. The ruins are guarded by constructs, traps and unnaturally long-lived Etraikans. One of the Etraikans, a former Suel Mage of Power, begins casting a spell that will devastate the area for miles around when completed.

Encounter Seven: This is a descriptive section used to account for possible PC actions in moving from Encounter 4 & 5 to Encounter 6.

Encounter Eight: The devastation of the area attracts some very powerful forest entities who storm the area to wreak vengeance on the intruders (PCs and Pomarj alike). The PCs likely flee the area with whatever they have learned or acquired.

Conclusion: The PCs decide how to apportion the knowledge and items that they have gained amongst competing factions.

PREPARATION FOR PLAY

It is important in this event to determine which (if any) PCs possess one or both of two items offered in previous events in this series. Check to see which PCs have the Medallion of Etraika from *SHE4-04 Advanced Dweomercraft*. Further, note whether the possessing PC claims to be a pureblood Suel human (the player's assertion is enough evidence, no feats or documentation is necessary). Check also to see if any PCs have a polished opalescent sphere carved into a replica of the moon Celene, given to them by the Handmaiden Amerayne in *SHE6-02 Brooding Boughs* or *SHE6-06 Steeped in Atrocity*. Race doesn't matter for the spheres. Multiple copies of either item are permissible at the table.

DM Note: PCs may attempt to use divinations to locate the Etraikan ruins (*divination, find the*

path, commune, etc.) These spells are of little use initially, as the ruins being sought are shielded from examination until the sphere is opened. The spells work normally once the PCs or other agents open the sphere of force around Kaarl's tower. Until that point PCs using divinations will be led to Etraikan sites from earlier scenarios in this series, or to the ruins under the watch of Amuk-Nur in Encounter Four.

INTRODUCTION

Issue player handouts to the players based on the appropriate PC background with this series.

- Player Handout 1: For PCs who have played previous events in this series and have good relations with Handmaiden Amerayne of the Celene court. These PCs have a small opalescent sphere that Amerayne gave them in *SHE6-02 Brooding Boughs* or *SHE6-06 Steeped in Atrocity*.
- Player Handout 2: For PCs who are from the Sheldomar Valley metaregion but who have not earned at least one favor with Handmaiden Amerayne or the Knights of Luna.
- Player Handout 3: For PCs from outside the Sheldomar Valley metaregion.
- Player Handout 4: Additional information for PCs who own a Medallion of Etraika, found in the scenario *SHE4-04 Advanced Dweomercraft*.

When the players finish reading the handouts, read the following:

As you enter the hamlet of Treehome, the scents and sounds of hearths and homes penetrate your senses. Colorful doors of various sizes are set into the surrounding hillsides, testament to the burrowing nature of many of the residents. Small above-ground shops line the road across from the hillside burrows. Three huge trees stand in the center of the village, supporting a number of buildings built into their intertwining branches.

Though many of the gnomes of the town bustle about their business, a fair portion of them amble about, clearly taking pleasure in the warm, sunny day. Most of the residents

stop to watch you pass, clearly interested in such well appointed and interestingly equipped people as yourselves. Though they whisper about you to one another, they also greet you warmly when you approach any of them.

Development: Proceed to Encounter 1.

ENCOUNTER 1: A GRACIOUS HOST

The PCs can walk into and about Treehome without issue. The town is small, and they quickly arrive at the three trees in its center.

Nestled at the base of the trees is a low building made of logs with a stairway leading up and around the largest tree. A signboard swings in the breeze, depicting a sleeping badger. As you approach, a gnome lass with braided black tresses, attired in worn leathers stained in various shades of green steps forward from the porch of the Badger's Refuge tavern, from which the rich aromas of fresh bread and lamb roast emanate. "Welcome to Treehome! I am Preema," she says with a quick bow. "You must be the adventurers sent by the Knights. Rooms have been booked for you inside, and the mid-day meal will be served shortly. If you'll accompany me inside, we can get acquainted while you eat."

Preema has been contracted by the Suss Rangers, acting in concert with the Knights of Luna. She has been watching for the PCs and makes contact with them if they appear in Treehome. Her initial attitude is Friendly, and she gladly assists PCs that simply identify themselves and act decently toward her. Should PCs disparage the gnomes, the Principality of Ulek, the Suss Rangers, or the Knights of Luna, her attitude becomes Unfriendly, and she departs without a word.

The Badger's Refuge prides itself on its table, and Preema points out the specialties of the house as the trays arrive. The roast pheasant, pork pie, and carrot cake are particularly sumptuous. Over the clatter of tableware, Preema answers questions as best she is able and gives the party a map of the Suss Forest (Player Handout #5: Player Map of the Suss Forest).

Who are you? Preema Wyndrifflyrde, ranger extraordinaire, lifelong Treehome resident and Liegeman of the Prince. The Suss Rangers

and Knights of Luna requested that I aid you in preparing to locate the last remains of Etraika.

Purpose? The Pomarj is investing heavily in exploring parties, indicating that perhaps there are additional Etraikan structures in the Suss. These foul orcs cannot be allowed to find it. Etraikan magicks could change the course of the war with the Pomarj drastically. Because of your assistance in the past, the Knights believe that you have the capability of finding it and handling any confrontations that might develop with the Pomarj's agents.

Knights of Luna? The elven knights are frequent visitors here because Treehome is so close to the border. They've often assisted when the Pomarj threatened. Courageous people honored by many here. They have paid for your accommodations.

Treehome? Treehome is the closest settlement to the Suss Forest, making it an ideal base of operations. It's just a small gnomish village, though there are a few dwarves and humans who've made their homes here. It's named for the trees in the center, though most of us live in proper burrows.

Etraika? The legendary Lost City of the Suel, supposedly destroyed a thousand years ago. Long hidden deep within the Suss Forest and warded by fanatical guardians, the Knights tell me that parts of the city have been recently discovered. You might want to talk to ole Granny Evinrude who knows all the local legends and loves company.

Suss Forest? Dark and forbidding, it's home to a great many aberrations – and many things seem to grow faster and more twisted there. Bugs are a particular problem, especially now. You might want to buy some of Addy's bug repellent before you travel there. And nearly everyone who spends much time in the forest contracts Suss Fever.

Recently Rangers and local woodsmen all report a gathering tension in the Suss Forest. Animals are skittish and unfriendly there of late. Hunting is poor. There is an unnatural quiet as of a gathering storm.

Suss Fever? It's a severe disease that seems to afflict nearly everyone who spends more than a couple days in the forest east of the Jewel. Its symptoms include a high fever, chills, and swollen joints. Folks that survive the fever on their own

seem to develop a lifelong immunity. (See Encounter 3 for details)

Pomarj? Our greedy eastern neighbor stole a good chunk of the Principality, but we're taking it back – that "Disputed Territory" isn't gonna be in dispute much longer.

Lately, the Pomarj's explorers have been out in force, though, examining everything from shipwrecks to abandoned refuse pits in the southern Suss Forest with extreme interest.

Nol-Daer? The site of an offensive led by the elves of Celene and the Knights of Luna earlier this year (SHE7-I1 *Domino Theory*), the Pomarj citadel at Nol-Daer has been reduced to a small camp, serving as a nexus for their searching parties.

Celene? Some folks hereabouts think the elves were cowards to close their borders and refuse to help us in the Principality of Ulek. I suspect they've had a pretty tough time keeping the Pomarj from stealing a big chunk of their land, too. The Suss Rangers and Knights of Luna have been pretty helpful, though, so I'm glad to return the favor.

Development: PCs that wish to explore the village can proceed to Encounter 2. PCs that wish to immediately begin searching the forest may proceed to Encounter 3.

ENCOUNTER 2: ALL AROUND THE TREEHOUSE

After a fine meal, you've an opportunity to explore the village and make preparations for your journey into the Suss tomorrow morning.

DM Note: This is a role-play encounter. In timed venues such as a convention, it is recommended to spend no more than 30 minutes on Encounter 2.

Treehome is laid out simply with most homes built into the surrounding hillsides while above-ground shops stand across the road. The following locations may be of interest to PCs:

BADGERS REFUGE TAVERN AND INN

The lower portion of the building seems rather normal, but its upper stories sit up within three large trees. Wooden walkways and steps lead up around the trees into the small buildings that you now know are rooms for guests. Tavern Owner

Olenn Greeneye gladly provides PCs with anything that will make their short stay more comfortable. Business has been good for him of late – a couple of groups that were interested in the Suss have come through. His wife Imma mentions that she didn't much care for the creepy Keos – high-falutin' wizards that treated her like a simpleton when her magic's every bit as good as theirs! (She proudly uses *prestidigitation* to clean and shine a nearby table.)

ADDY ASHHEART'S ALCHEMY ITEMS

Everything Addy sells, he made personally. He learned several of his alchemy secrets from his father and has passed them onto his son, Oddo, who helps run the shop. The store is a deep burrow on the side of a large hill on the edge of Treehome. The walls are charcoal colored and burnt, due to projects or experiments that have gotten out of hand. Addy sells bug repellant, charging 20 gp per 5 dose jar (each dose offers complete protection for 24 hours), plus Special Substance and Items from Table 7-8 in the PHB, and potions of *mage armor*, *jump*, *spider climb*, *fly*, and *protection from evil* (DMG prices).

FONKIN FUMBLEBERRY'S FABULOUS WAR GIZMOS

This store's proprietor is utterly obsessed with weapons. The store is within a sizable burrow in the side of a small hill within Treehome. The smell of oil and grease assails anyone's nose that enters this establishment. Fonkin carries a selection of every weapon and ammunition in the PHB – small-sized weapons also come in masterwork versions. Fonkin mentions that an adventuring group came in just yesterday and bought a lot of ammunition for a trip into the forest seeking "Suel artifacts of power." He shares a description of the Seeker group for a small tip (5+ gp).

EVINRUDE'S ECLECTIC EMPORIUM

The Emporium sells a wide variety of general items and trinkets – from flour to fabric, rope to shovels, rowboats to tinderboxes, lanterns to lollipops. Emerick Evinrude claims that he can arrange to get practically anything non-magical that someone might need within a week. On the porch of the store, a venerable gnomish woman sleeps in a rocking chair. If awakened, Granny Evinrude gladly tells stories of her youth and the terrible flood that changed the course of the Jewel so that it's actually a couple miles closer to Treehome than it used to be. If the Lost City is

mentioned, she tells how the city was so evil that the forest itself buried every trace of it; and when the Suss is angered, non-sylvans are well-advised to stay out of the woods.

CHAPEL OF THE SPARKLING WIT

The chapel to Garl Glittergold is maintained by Father Twindleglow (clr 10) and his acolyte Tevins (clr2). The jovial old cleric apologizes because he has no healing potions to sell because a group of dour Suel foreigners bought out his entire stock the other day. He still has scrolls and wands of *cure light wounds* available for purchase, however (DMG prices).

Father Twindleglow, male gnome clr10: hp 55.

Tevins, male gnome clr2: hp 13.

Development: When the PCs conclude their research and provisioning, proceed to Encounter 3.

ENCOUNTER 3: SEARCHING OUT THE COMPETITION

The PCs can begin searching the Suss Forest wherever and however they wish, based on clues and abilities they have or simply by a brute force method. The intent is to locate any Etraikan ruins that have not been plundered to date, recovering items and preventing the Pomarj forces from getting access to them.

DM Note: In a timed venue, such as at a convention, consider guiding the PCs along a bit so that this encounter takes no more than 15 minutes. There is a programmed encounter on the second day of searching (see second read-aloud text section below).

Departing Treehome, the morning sun bright on your face, anything seems possible. Soon, however, the light, breeze, and friendly spaces of the gnome village fade from memory as you penetrate the edges of the brooding and untamed forest proper.

The weight of the dense canopy presses in on you, blocking the light of the sun, but not the warmth. The sultry heat quickly makes travel in any type of heavy clothes or armor uncomfortable, and ravenous insects swarm at any exposed skin. Oddly, the normal forest creatures seem to have "gone to ground". Though you do see occasional tracks on the ground, the birds and animals themselves are

unseen and unheard. Only the insects seem to be on their normal routine.

PCs who take any reasonable measures against insects like using netting or repellent (see Addy Ashheart's Alchemy in Enc. 2), smearing on mud, etc. suffer no ill effect. Others suffer a -2 circumstance penalty to Concentration checks for the duration of the event, except when underground.

This encounter is basically a long, exhausting push through dense woods and underbrush. Use the DM Aid #1: Map #1 Overview Map and the mechanics below to determine where they are searching, the time spent, and what they find.

For combat purposes, the forest 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 step (per *PHB* pages 148 and 163). See the appropriate Encounter Map and the *DMG* p. 87 for more specific forest terrain rules.

For overland travel purposes, refer to the movement and fatigue standards from DM Aid #5- Movement and Fatigue to determine the PCs' progress and fatigue level. Basically, it takes 15 miles of travel to simply traverse a hex, as when the PCs are moving to or from the areas they wish to search. Searching takes twice the effort and time, so it costs 30 miles of movement if the PCs wish to adequately search a hex for the excavation sites.

The search time is halved (reduced to 15 miles per hex) if the PCs use some assets. If they use a flying familiar, a PC using *overland flight* (or equivalent), orc-finding spells with a radius of miles (*commune with nature*, etc.) or have a total of 15 or more combined ranks of Survival, then it costs 15 miles of travel to both traverse and search a hex.

Searching hexes is difficult and dangerous work. PCs who "hustle" or travel for more than 8 hours are subject to fatigue and exhaustion per DM Aid #1. In addition, any PC spending over 2 days east of the Jewel must make a Fort save (DC 18) each day or contract Suss Fever from the numerous leeches, mosquitoes, and biting flies that plague the area. Suss Fever has an incubation time of 1 day, and the infection causes 1d6 Dex and 1d3 Con damage each day (treat as a form of Filth Fever, *DMG* p. 29). A PC can make a Survival DC 15 check to gain a +2 bonus on his saves to avoid contracting the disease and may

grant the same bonus to one other character for every 1 point by which his Survival check result exceeds 15. Any PC who heals from the disease naturally has lifelong immunity to Suss Fever, but those magically healed are open to immediate re-infection.

Calculate the days spent in travel and in searching, as the time spent changes the results of Encounters 5 through 7 below (see DM Aid: Timeline).

The following encounter takes place on the second day of searching the Suss Forest, regardless of what hex the PCs are searching. They discover some evidence of a competing group or groups sponsored by other regional organizations.

The smell hits you first, and you alter your path to investigate. Ahead lays a small clearing bearing the scars of violent conflict. Arrows jut from the trees and scorch marks are etched into the greenery. Roughly two dozen orcs lie freshly dead here, slain by bow-shaft and fire.

A movement from some brush ahead (70 ft.) catches your eye. What appears to be a small party of humans rise vertically into the air, sitting atop some sort of rectangular cloth item. A blonde man at the rear of the group waves noncommittally at you as they begin to move off.

The group is a band of mercenaries acting for unknown patrons atop a *carpet of flying*. They met and defeated the orcs, who were investigating a small set of ruins here. The ruins appear to be abandoned tree homes, long rotted and fallen to earth. A DC 15 Knowledge (history or architecture/engineering) check reveals elven features in the construction.

There is nothing of value or interest in the ruins or on the corpses.

The group of humans departs unless forced down by spells or missile fire. They are uninterested in parley and are initially Unfriendly to the PCs (they see them as rivals). Any interference with the group changes their attitude to Hostile, though they still attempt to depart without combat. Any lethal damage done to them by a PC results in deadly combat, though they are no match for the PCs at any level. They surrender quickly when it appears that they are overwhelmed. The only information they can share is that they are searching for ruins for unknown

benefactors, who use a *sending* each day to keep in touch.

In fact, this group is employed by the Silent Ones, who use *greater scrying* on them as well as the *sending*. The Silent Ones note any who they see interfering with their hired help, but do not intervene in any case.

APL ALL (EL 9)

Balock and Dardin, N Male Human Ftr5: hp X; see *DMG*, p. 117.

Symbria, N Female Human Wiz5: hp X; with *carpet of flying*; see *DMG*, p. 125.

Withyring, N Female Human Dru5: hp X; see *DMG*, p. 115.

Development: PCs may continue to search out ruins sites in the Suss. When they get close to the relevant map hex, proceed to either encounter 4 (if traveling south or east) or encounter 5 (if traveling west).

ENCOUNTER 4: THE LAST GUARDIAN

PCs who decide to search the mouth of Troll Creek may happen upon one of the last warders of Etraika. He is guarding the ruins of what was once an Etraikan waypost for their slave trafficking on the Jewel River.

The ground here is soft and oozes moisture with each footfall. The area is littered with tracks of creatures large and small, though no animals larger than mosquitoes are in evidence.

The ruins that you have spotted are visible about 100 feet ahead. Concealed as they are by moss and creeper, they would have been nigh impossible to locate by a visible search. The few standing walls do seem to reflect Suel construction. A noticeable "crunch" sounds from beneath someone's feet. Peering closely at the area you find a ribcage, obscured by marsh grass and half-sunken in the mire.

(Heal DC 15 identifies it as humanoid, DC 20 as orc, long dead) (DC 15 Search finds an arrowhead in the chest cavity).

Looking more carefully into the grass and brush, other bones are in evidence.

You see a clearing ahead to the northeast, about half way to the ruins.

Spot DC 20 to see a 4 ft. high stone pyramid in the clearing. If PCs investigate the clearing, they automatically spot the stone pyramid. Read the following:

The clearing is about 40 feet in diameter, where the brush is all less than 2 feet tall. The pyramid is composed of moss and lichen covered skulls. The empty eye sockets stare accusingly at you. There is a weathered headstone at the foot of the skulls.

The writing on the headstone is illegible unless the grime is first wiped away. Anyone within 5 feet of the stone can then read the following:

“Allow the dead their peace. We ward them and this place, and your lives are forfeit if you remain. Leave now.”

If the PCs depart the area, there is no encounter here. They may remain in the area talking among themselves for as long as they like. If they draw weapons and cast spells or proceed toward the ruins, Amak-nur activates the traps around the clearing and attacks.

As far as Amak-nur knows, he is the last survivor of a tribe of gnolls who committed their lives to warding the evils of Etraika from any who sought to unearth them. The relentless pressure from Pomarj explorers has reduced the gnoll warders to near extinction. Amak-nur would love to continue the legacy with new recruits, but must be persuaded to stop and listen if PCs desire good relations. His initial attitude varies from Unfriendly to Hostile (see Tactics section for details). Once Amuk-nur takes any lethal damage he grows desperate and defiant, resulting in a -5 penalty to PCs attempting a Diplomacy check to befriend him.

Amak-nur knows that there are other Etraikan ruins further east along Troll Creek, as his ancestors followed them there when they were swept along the Jewel River during a flood three centuries ago. The Pomarj forces wiped out the warders at the eastern site months ago, but he knows approximately where it was. He will not share this information unless his attitude is made Helpful through Diplomacy (i.e. he cannot be Intimidated to that level, as Intimidate results top out at Friendly).

APL 10 (EL 13)

Amak-nur, Male Gnoll Rgr1/Scout4/Ftr1/Wiz1/Unseen Seer 4/ Spell Sword 2: hp 123; see *Appendix 1*.

Lesser Spell Turret Trap: Search DC 34; magic device; visual (*true seeing*; 120 ft.); see *Appendix 1*.

APL 12 (EL 15)

Amak-nur, Male Spell Warped Gnoll Rgr1/Scout4/Ftr1/Wiz1/Unseen Seer 4/ Spell Sword 2: hp 153; see *Appendix 2*.

Lesser Spell Turret Trap (2): Search DC 34; magic device; visual trigger (*true seeing*; 120 ft.); see *Appendix 2*.

Greater Spell Turret Trap: Search DC 34; magic device; visual trigger (*true seeing*; 120 ft.); see *Appendix 2*.

APL 14 (EL 17)

Amak-nur, Male Spell Warped Gnoll Rgr1/Scout4/Ftr4/Wiz1/Unseen Seer 4/ Spell Sword 2: hp 207 each; see *Appendix 3*.

Lesser Spell Turret Trap: Search DC 34; magic; visual trigger (*true seeing*; 120 ft.); see *Appendix 3*.

Greater Spell Turret Trap (2): Search DC 34; magic; visual trigger (*true seeing*; 120 ft.); see *Appendix 3*.

Tactics: Save for his animal companions, Amak-nur is alone. He cannot afford mercy. If the PC party has any orc or half-orc or goblinoid party members, he shoots to kill regardless of the races of the rest of the group. If there is none of the above in the party, he still shoots to kill unless there is at least one elf, half-elf, gnome or halfling in the party, in which case he sends a warning shot (he has seen evil dwarves and humans in plenty and initially considers them as Pomarj lackeys).

Treasure: As the last Warder remaining in this area, Amuk-nur has an impressive collection of items formerly used by his companions. These items have been looted from Etraika, those who attacked the city, and dozens of interlopers down through the centuries. He buried the items in a lead-lined coffer months ago, when his last comrade died of wounds. He does not provide

information about the treasure under any compulsion or charm, physical or magical, including *speak with dead*, due to his training and bitter mission. If he is befriended (made Helpful), he allows the PCs to borrow items until the conclusion of this adventure (and possibly beyond, see the Bargain of Amuk-nur in the adventure treasure section. He has the following items to lend:

Sword of the planes

Rod of lordly might

+2 vorpal sword

+2 brilliant energy axe

+1 animated, heavy fortification large steel shield

+2 winged shield

Development: PCs who befriend Amak-nur are directed to the site in Encounter 5. PCs that do not spend additional search time still eventually discover Encounter 5. In the latter case, note the additional days spent in searching.

ENCOUNTER 5: THE GOOD, BAD & UGLY

DM Note: Optional Encounter: In a timed (convention) setting, use the “Day 7-8” encounter below for all days from 1-8. Use the “Day 9 or later” if appropriate. Home games or other venues where time is not critical may use the “Day 1-5” and “Day 6” encounters below if desired.

Eventually the PCs should arrive at this site, the actual Etraikan ruins being excavated by Pomarj troops. Refer to the timeline in DM Aid: Time Line to establish the reception the PCs find at the site. Use *DM Aid: MAP #3 – Etraikan Excavation* for this encounter.

DM Note: Check for Suss Fever daily per the details in Encounter 3.

The PCs encounter one of the groups below, based on the number of days it has taken to arrive at this point.

ON DAYS 1-5 (OPTIONAL ENCOUNTER), READ THE FOLLOWING:

The swampy ground ahead is torn up; vegetation piled in untidy heaps on and around low mounds of black mud and rounded river stones. Orcs and apparent slaves swarm over

the site, digging, carting, chopping and piling busily in the hot sun. There are about three dozen assorted dwarf, human, and gnome slaves engaged here, with about the same number of orc guards, laborers, and overseers. Several tents line the tree-shaded areas around the excavation.

When the PCs are spotted, the orcs quickly round up the slaves, using them as shields of a sort. These overseer orcs are unremarkable specimens (*Monster Manual* standard) who fight to the death with intruders. The Pomarj leaders emerge from their tents 2 rounds after intruders are sighted.

APL 10 (EL 12)

Male Orc Shaman Leader Clr9/Ftr1: hp 76; see *Appendix 1*.

Male Orc Explorers Scout4/Ftr2/ Occult Slayer2 (3): hp 61 each; see *Appendix 1*.

APL 12 (EL 14)

Male Orc Shaman Leader Clr11/Ftr1: hp 104; see *Appendix 2*.

Male Orc Explorers Scout5/Ftr2/ Occult Slayer3 (3): hp 75 each; see *Appendix 2*.

APL 14 (EL 16)

Male Orc Shaman Leader Clr13/Ftr1: hp 122; see *Appendix 3*.

Male Orc Explorers Scout5/Ftr2/ Occult Slayer5 (3): hp 89 each; see *Appendix 3*.

ON DAY 6 (OPTIONAL ENCOUNTER), READ THE FOLLOWING:

The swampy ground ahead is torn up; vegetation piled in untidy heaps on and around low mounds of black mud and rounded river stones. Orcs and apparent slave laborers rush madly about the site, dodging missiles and explosions raining down on them from a half-dozen flying humans. There are about three dozen assorted dwarf, human, and gnome slaves fleeing battles here, with about the same number of orc warriors, who are returning fire at the airborne humans. Several tents line the tree-shaded areas around the excavation.

The PCs have arrived as a group of human spellcasters battle the Pomarj excavation team. The Pomarj immediately target PCs if they spot them. The spellcasters only target the PCs if one of them takes offensive action against any of the spellcasters.

APL 10 (EL 12)

Male Orc Shaman Leader Clr9/Ftr1: hp 76; see *Appendix 1*.

Male Orc Explorers Scout4/Ftr2/ Occult Slayer2 (3): hp 61 each; see *Appendix 1*.

APL 12 (EL 14)

Male Orc Shaman Leader Clr11/Ftr1: hp 104; see *Appendix 2*.

Male Orc Explorers Scout5/Ftr2/ Occult Slayer3 (3): hp 75 each; see *Appendix 2*.

APL 14 (EL 16)

Male Orc Shaman Leader Clr13/Ftr1: hp 122; see *Appendix 3*.

Male Orc Explorers Scout5/Ftr2/ Occult Slayer5 (3): hp 89 each; see *Appendix 3*.

APL ALL (EL 20+)

Johenna, Female Suel Human Sor15: hp 70 see *DMG* p.124.

Raynar, Borshal, Damin, Solarc, Chastain Male Suel Humans Wiz15 (5): hp 70 see *DMG* p. 124.

Greater Air Elemental (9): hp 189; see *MM* p. 96.

Greater Earth Elemental (9): hp 204; see *MM* p. 97.

The humans make short shrift of the orcs, with or without PC assistance. Several slaves are killed in the melee, which does not appear to deter the human attackers. The Suel humans respond with deadly intent if the PCs attack them.

Development: When the battle is over, paraphrase the description below (the section “On days 7-8” and pick up from there.

ON DAYS 7-8, READ THE FOLLOWING:

The swampy ground ahead is torn up; vegetation piled in untidy heaps on and around low mounds of black mud and rounded river stones. The bodies of orcs, dwarves, gnomes, and humans litter the area. The non-orcs appear to have been slave laborers. Several burned and collapsed tents line the tree-shaded areas around the excavation. In the center of the site is a tunnel sloping downward.

The bodies were all created on Day 7, when a party of high-level mages overwhelmed an orc party with slave laborers. The orcs were all slain by spells, showing evidence of fire, lightning, and acid damage. Some of the slaves show the same fatal markings, though four were hacked to death by enraged orc overseers. A Search check (DC 10) reveals that the bodies have been stripped of valuables.

Development: Proceed to Encounter 6.

ON DAY 9 OR LATER

The site is a wasteland, a literal “ground zero” for a small measure of the original Suel Invoked Devastation. In this case read the text below:

You are pressing forward, still struggling to complete the mission, even with all the delays you have suffered. Suddenly your skin tingles with unknown energies. Looking to the horizon, you see a tornado-like maelstrom of black and white energies stab downward from the heavens. When it touches the ground, your feet spasm, and you are bounced several inches off the ground, even though the impact is miles away. The cloud vanishes, and all is still, though there is a glow emanating from the impact site, still miles away.

PCs who continue to approach the site will eventually see the following:

It is clear that this is the place. The marshy ground is distorted in a rough circle at least 300 feet in diameter. All the vegetation is dead, blackened and blasted as from an explosion. In the center of the dead zone is a large pit, with wisps of smoke trickling from it.

As you approach the pit, you note that the ground you walk on varies in temperature. Some areas are warm to the touch and others quite cold.

The pit is about 100 feet across and as deep. It is impossible to determine exactly what lay inside, except to say that it was a structure of wood and stone. What remains are shattered and blackened pieces of rubble, none larger than a man's fist.

A movement on the level ground catches your eye, and you bend to see it better. Before your very eyes a blade of new grass emerges from the blackened ground. It is bright verdant green and you can see it growing before you, reaching several inches in length in minutes. When you look around, the story is repeated. All around the blast zone, including the walls and floor of the pit, plants are sprouting and growing at impossible speed.

The exceptional germination and growth rate are a result of the exposure to the roiling positive (and negative) energy that bathed the area a short time ago. Animal life in the surrounding area also shows growth and mutations, but it will take more time and is outside the scope of this adventure. Note that the entire area detects as both evil and good for 24 hours, as the negative and positive energies dissipate.

Development: If the PCs decide to explore or camp above the Etraikan ruins, proceed to Encounter 6. If they decline to do so, on Days 1-8 go to Conclusion A, on Day 9 or later go to Encounter 8.

ENCOUNTER 6: WHAT LIES BENEATH?

The PCs can choose to depart, camp on the ruins' site and call for support, or explore the Etraikan ruins themselves. PCs who choose to depart without opening or exploring the ruins should proceed to Conclusion A. If the party camps and calls for support, use Option A. If the party chooses to explore the ruins themselves, use Option B.

(A) CAMP AND CALL FOR SUPPORT OPTION

PCs who have positive connections (current unused favors/influence or metaorganization membership) with Handmaiden Amerayne of Celene, the Knights of Luna, the Silent Ones, the Seekers or other powerful factions in the Sheldomar Valley can make camp on the ground above the ruins and call for a party to open and explore the site. This assumes that PCs have

means to communicate with the appropriate group. (Note that Handmaiden Amerayne communicates with any PCs working for her each afternoon at 6 PM via a *sending*.) If this approach is taken, read the following:

You make contact with (fill in group name here), and they respond without hesitation. "Astounding! Well done! This is excellent news. Give us an hour to pull things together here, and we will arrive at your location and relieve you."

The party that arrives is a dozen strong (see entry below) and linked to their place of origin with a *Rary's telepathic bond* spell. They immediately ask the PCs to step back and watch the perimeter while they open and explore the ruins. They spend about ten minutes using *fabricate* spells to craft a supported tunnel 40 ft. down into the excavated ruins site and then descend, leaving one member at the tunnel mouth to "keep an eye out" on the PCs and other surface threats. Unseen by the PCs, they use a series of *disintegrate* scrolls (there are 5 remaining *walls of force*) to penetrate the barriers. They then enter the ruins and trigger Kaarl and Gustav's furious response.

After about 10 additional minutes pass, there is a quiet "chuff" and a wave of force pulses out of the tunnel mouth (this is Kaarl blasting the Silent Ones (or others the PCs are working with) and beginning his *spell ritual of devastation*. Ash, sand, twigs, and other debris suddenly swirl into the air and dance on a fickle wind that begins to churn around the opening into the ground.

DM Notes: Keep track of how long it takes PCs to prep (if desired) and get below to the ruins, as the wave of eldritch force was the harbinger of the beginning of a timed spell-ritual casting. Also, keep in mind that there is a *dimensional anchor* effect inside the spherical cavern around the tower, which makes an instantaneous escape very difficult. The *dimensional anchor* effects dissipate 24 hours after the sphere is opened.

Inside the ruins, the former lord of Etraika, Kaarl Hartur, has seen that his refuge is overrun by inferior (non-Suel) forces bent on controlling him and stripping his possessions from him. Filled with rage and despair, he has begun casting spells to eradicate his treasures and those who would wrest them from him. Kaarl is unstoppable in this, and he ignores the PCs and others around him as he goes about his casting. His son, Gustav, is at his side. Gustav is eager to attack intruders and does so at first opportunity.

Development: If the PCs decide to explore, go to (B) below. If they elect to remain on the surface, the area is hit by the spell ritual in 5 minutes (see below for the effects on PCs).

(B) EXPLORE THE RUINS OPTION

A crude tunnel slopes downward at about a 45 degree angle. Moving down through the earth, you pass several abandoned picks and shovels. Flickering light emanates from the tunnel terminus. The tunnel ends in a dark, foggy curtain that your vision cannot penetrate.

The area inside is under a *Mordenkainen's private sanctum* spell effect. An exploring party of mages has breached the actual spherical walls of force.

You stand at the lip of a large spherical cavern, revealing a battered but serviceable tower of the sort favored by wizards and their ilk. The tower is dimly illuminated by feeble remnants of magical torches. The ground around the tower is littered with decayed corpses arrayed for a battle long ago. The roof of the cavern presses down on the partially collapsed top of the tower. The ground floor door hangs loosely from one hinge, yawing open. The windows are all shuttered. A set of fresh bodies is scattered in and around the doorway.

The old corpses are decomposed humanoids and humans from the sack of Etraika one thousand years ago. The size and style of the rusted and rotted armor and weaponry may indicate the user with a Knowledge (history) check (DC 10) (orcs and humans) or (DC 15) (orcs, hobgoblins, Suel humans). The equipment is unserviceable, and the remaining bone shards do not support a *speak with dead* spell.

The fresh bodies are attired in high-quality robes, and they bear many ornate staves and wands, along with at least one masterwork weapon each.

This party of high level mages was hit by a *disjunction* and their items and defensive magicks were all permanently dispelled. They were subsequently slain by the *symbols* at the tower entrance. A Search DC 10 reveals the remnants of the now-inert *symbols of death, pain and insanity*.

The current inhabitants of the tower are related Suel humans, a son, Gustav, and his father, an epic level Suel Mage of Power (Kaarl).

Both are cognizant that the protective sphere has been breached, and they begin to act immediately, per the Tactics section below.

PCs can gain entrance through the doors on the ground floor or roof or by using magic that does not involve dimensional travel (*dimension door*, *blink*, *teleport*, *ethereal jaunt*, etc.), as these are blocked for 24 hours (*dimensional lock* effect) after the sphere is opened. A description of the rooms follows. The grounds have not been tended in centuries, so the furnishings are universally moldering, dank, and fragile.

DM Note: The only occupants are on the 4th floor, so the other descriptions can be used or omitted to fit the time frame of the event, except for documenting the areas which are trapped or have obstacles from the *guards and wards* spell in place.

Ongoing Spell Effect: There is an active *guards and wards* spell in the tower, which has the following effects (Caster Level 12 at APL 10, 14 at APL 12, 16 at APL 14):

Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No.

All doors in the warded area are arcane locked. Saving Throw: None. Spell Resistance: No.

Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. Saving Throw: Reflex negates; see text for web. Spell Resistance: No.

Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes.

All the interior doors are covered by a *silent image* to appear as if it were a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: No.

There are *stinking clouds* in two places, centered on the 2nd floor staircase and the 4th floor staircase. The vapors return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. Saving Throw: Fortitude negates; see text for *stinking cloud*. Spell Resistance: No. The Fort save is DC22 at APL 10, DC23 at APL 12, DC24 at APL 14.

Ground Floor

Foyer: The door is iron reinforced, locked (DC 30), and barred from the inside. The foyer shows signs of dried blood on the floor, though no bodies are in evidence.

Dining Room: The room boasted a fine china service, most of which was pounded to shards on the floor as the tower shifted in the Jewel river. The table for eight is upended in the center of the room.

Kitchen: Crockery and rusted metal pans litter the floor amidst a toppled iron stove and a brick oven.

2nd Floor

Living Area: Two moldy stuffed chairs and a moth-eaten couch rest against the south wall.

Gustav's Room: This area is richly appointed, though the tapestries are faded and the furnishings show signs of long wear. A bed, a roll-top desk with a chair, and a wardrobe adorn the room. Papers on the desk (in Ancient Suel) reveal that these are the chambers of Gustav Hartur, the son of the Mage of Power. His effects clearly show an interest in arcane magic and experimentation. A partially completed *rod of mastery* stands against the desk. If examined, the rod is decorated with carved gnoll figures.

Kaarl's Room: This room is spartan, with a rather longish wooden cot and a rough-hewn oak table with a bench along each side. A rusted metal washbasin sits in the north corner. A journal on the desk (in Ancient Suel) reveal that these are the quarters of Kaarl Hartur, a Suel Mage of Power who fled here from the ruin of the Suel Imperium. The history of Etraika, including its fall, is summed up in *Player Handout #6: Summary of Kaarl Hartur's Journal*. Five Medallions of Etraika are scattered on the desk as well. If checked, they radiate dim abjuration and conjuration magic.

3rd Floor

Family Room: This room appears to be where the Hartur family met to amuse themselves with games and reading materials. Books fallen from sagging shelves litter the floor. Much of the paper has decomposed to dust at this point so few tomes are legible. Chess pieces, marbles, and small lead figures lie strewn about as well, their original containers and play-boards heaped along the south wall.

Bedroom (south): This seems to have been a guest room. The furnishings are decaying but show little signs of usage.

Bedroom (west): A woman clearly dwelt here, as the room is decorated in once-bright hues. A toppled vanity spills numerous grooming implements and perfumes onto the floor. A mosaic on the west wall depicts a raven-haired woman of middle age, though there is no mention of who she is or of her place in the family.

4th Floor

Magic Lab:

This room contains an alchemical lab, several shelves with unusual equipment, and a marked circle on the floor. In the circle stands a Suel man of some 60 years wearing simple homespun clothes with his eyes rolled back in his head, who is performing a ritual of sorts. He clutches a staff in his right hand and a globe in his left. The head of the staff and the globe both pulse with eldritch power. From each of these foci spins a small maelstrom, like a tornado. As time passes, the funnels of the tornados approach one another.

A door on the east wall stands ajar, and a gaunt and grim-looking Suel emerges and looks at you, violet eyes blazing. He holds a humming rod in his left hand, leveling it at you as he shouts, "Leave us to our work, or perish with us in the maelstrom!"

If the PCs stand their ground, he continues:

"Very well," the Suel man continues, baring pointed teeth, "You then have about one minute to live. Use it wisely!"

PCs have 12 rounds at this point before the maelstrom is unleashed. Taking the stairs down and out of the tower is 120 feet; the tower is 60 feet from the tunnel; the tunnel is 40 foot long; and PCs need to be 150 feet from the tunnel's mouth to avoid being incinerated by the maelstrom. (370

ft. total) Remember that *teleport*, *dimension door*, and similar spells do not work within the sphere of force.

The caster in the protective circle is Kaarl Hartur, in the flesh. He and his son Gustav were entombed here centuries ago. The positive energy surge has given father and son a near-limitless life span in this place, which could come to an end with the sphere of force being breached. Kaarl Hartur has continued to hope that the remaining Suel houses would arrive to reclaim him and his “family.” When the PCs (or others) opened the force sphere, he was awakened and he looked upon the intruders with his eyes and *permanent greater arcane sight* and saw that his fears of being discovered by an inferior species had come true. Kaarl will perish before sharing his secrets with lesser races of men and others. He has begun casting his smaller scale Invoked Devastation to erase his tower and works from the face of Oerth.

The gaunt figure is Gustav Hartur, who attempts to drive off the PCs or slay them outright, to prevent any disruption in Kaarl’s casting ritual.

Gustav engages the PCs if they come below, seeking to delay them until Kaarl’s spell takes effect. It has a multi-round casting time, which began when the PCs first saw its effects outside. Kaarl’s spell is very visible, looking much like two tornados reaching from his outstretched palms towards a union in front of his chest. The cyclones of eldritch energy draw closer together each round. After one round of watching, PCs can calculate how many rounds until they touch, and the spell goes off.

DM Note #1: Kaarl is an Ancient Suel Mage of Power, a 20+ level arch-mage armed with powerful tools and spell knowledge lost to the modern world, sequestered inside a protective circle. He is unstoppable in his casting, impervious to any PC efforts to affect him (including *antimagic*), and he in turn ignores the PCs completely, save to look on them with both rage and disdain. A Spellcraft or Knowledge (arcana) check (DC 30) reveals that the magic is Epic level, too powerful for PCs to effect in any way. The PCs must focus on defeating his son Gustav, the occupant from the room below and on their escape from “ground zero” before the spell takes effect.

DM Note #2: This encounter has a cinematic flavor. Unless the PCs are deliberately wasting time, allow the combat to go to fruition before

imposing the *devastation* effect detailed below. Any PC who casts at Kaarl or strikes at his protective bubble sees their spell/attack fizzle harmlessly on the sphere around Kaarl, and they are pushed back 1d4 x5 ft from a “feedback” effect.

Tactics: Gustav has many protective spells up. He usually casts from another floor of the tower or within its walls (using *Earth Glide*), using a *projected image* near Kaarl to draw PC fire. Note that the nimblewrights are disguised to appear as Gustav.

Initial sight:

A grim-looking aged Suel man stands erect in the center of the room, clearly engaged in some casting ritual. Surrounded by a 5-foot sphere of iridescent light, he intones from a black-clad tome. The words of Ancient Suel reverberate in the room, and the air moves as he speaks. Twin vortices of eldritch energy spring from the palms of his outstretched hands, one of brilliant light and one of deepest dark. There is another dark, foggy mass on the opposite side of the room.

This *Mordenkainen’s private sanctum* is a red herring. The traps shown in the encounter are located inside the *sanctum* ready to target any who enter. The spell turret targets any valid target within range, in or out of the *sanctum*.

Round 1:

With each passing round the vortices whirl faster and more violently. The walls shudder and quake, and the air howls. First flakes, then chunks, of masonry fall from the walls and ceiling. The vortices creep closer together, reaching out to one another.

Round 3:

All the inner walls of the tower collapse, crashing to the ground amidst shattering glass and furnishings. Kaarl begins to rise slowly into the air, as the sphere around him begins to radiate a pinkish hue.

Round 6:

All the floors save the very roof of the tower buckle and plummet to ground level, with all that they carry.

Use the falling damage rules, plus 4d6 for each level of tower floor that falls atop a given PC.

The sphere color darkens to a solid red as his voice rises in timbre past that of a mortal man.

Round 9:

The winds blast about the inner tower, which cracks from the top down. Kaarl is risen to the top of the tower, and the sphere around him pulses an angry crimson. The walls of the tower shatter, falling in a hail of stone to the ground below. The rooftop falls as a mighty disk, which passes through Kaarl before impacting on the rubble below.

The effects are as per a wind wall spell inside the entire tower. The roof falls for 6d6 on any in the area directly below it.

Round 12:

A roiling wave of positive and negative energies blast down from the heavens onto the tower ruins. A roughly cylindrical area 300 feet in diameter is scoured for a full minute, alternating with light and darkness too blinding to look upon.

APL ALL (EL 21)

Kaarl Hartur, Suel Mage of Power, Male Suel Human: hp (not applicable); see *Appendix 4*. Kaarl is effectively untouchable by PCs and does not engage them in combat.

APL 10 (EL 14)

Gustav Hartur, Male Suel Human Wiz6/Mindbender1/EarthDreamer5: hp 73; see *Appendix 1*.

Nimblewright (2): hp 106 each; see *Appendix 1*.

Greater Command: Halt Trap: Search DC 30; magic device; proximity; see *Appendix 1*.

Spell Turret Trap: Search DC 29; magic device; visual trigger (*true seeing*; 120 ft.); see *Appendix 1*.

APL 12 (EL 16)

Gustav Hartur, Male Suel Human Wiz6/Mindbender1/Earthdreamer5/ Fatespinner2: hp 85; see *Appendix 2*.

Advanced Nimblewright/Rog3 (2): hp 146 each; see *Appendix 2*.

Forcecage Trap: Search DC 32; magic device; proximity; see *Appendix 2*.

Spell Turret Trap: Search DC 29; magic device; visual trigger (*true seeing*; 120 ft.); see *Appendix 2*.

Phantom Battle Trap: Search DC 29; magic device; proximity; see *Appendix 2*.

APL 14 (EL 18)

Gustav Hartur, Male Suel Human Wiz6/Mindbender1/Earthdreamer5/ Fatespinner4: hp 113; see *Appendix 3*.

Advanced Nimblewright/Rog3/Sor1/UnseenSeer4 (2): hp 161 each; see *Appendix 3*.

Forcecage & Veil & Silence Trap: Search DC 32; magic device; proximity; see *Appendix 3*.

Spell Turret Trap: Search DC 29; magic device; visual trigger (*true seeing*; 120 ft.); see *Appendix 3*.

Phantom Battle Trap: Search DC 29; magic device; proximity; see *Appendix 3*.

Split Ray Enervation Trap: Search DC 29; magic device; proximity; see *Appendix 3*.

If the PCs flee the impending arcane onslaught in time to make an escape, read the following (adjust the text if they are caught in the effect):

You flee the area at top speed and are a hundred yards away, when suddenly your skin tingles with unknown energies. Looking to the tunnel mouth, you see a tornado-like maelstrom of black and white energies stab downward from the heavens. When it touches the ground, your feet spasm and you are bounced several inches off the ground. The cloud vanishes and all is still, though there is a glow emanating from the impact site, which fades after about a minute.

Treasure: The “unusual equipment” mentioned above is used for the manufacture of rods of mastery and for life-force draining “machines” (as seen in SHE7-I1 *Domino Theory*).

As such, they are sought by several factions. See the *HUNTED AR* entry for details.

Development: PCs who flee from Kaarl's casting must get more than 150 feet away from the tunnel mouth leading to Kaarl Hartur's Tower before he completes his spellcasting ritual, or they are borne off to the Positive Energy plane by the swirling eddies of positive and negative energies unleashed, no save (though an active *antimagic shell* works if the caster succeeds on a DC 21 Caster Level check). See the *Swept Away AR* entry for details. Any PCs that survive the Devastation and remain near the tower site proceed to Encounter 7.

ENCOUNTER 7: CATCH UP

This encounter is descriptive text that is generally needed on Day 9 or later, when the PCs reach the devastated area around Kaarl's blasted tower (*DM AID MAP #3*). Modify the text as needed to account for PC actions in earlier encounters.

The marshy ground is distorted in a rough circle at least 300 feet in diameter. All the vegetation is dead, blackened and blasted as from an explosion. In the center of the dead zone is a large pit, with wisps of smoke trickling from it.

As you approach the pit, you note that some areas of the ground you walk on are warm to the touch, and others are quite cold.

The pit is about 100 feet across and as deep. It is impossible to determine exactly what is inside, except to say that it was a structure of wood and stone. What remains are shattered and blackened pieces of rubble, none larger than a man's fist.

A movement on the level ground catches your eye, and you bend to see it better. Before your very eyes, a blade of new grass emerges from the blackened ground. It is bright verdant green, and you can see it growing before you, reaching several inches in length in minutes. When you look around the story is repeated. All around the blast zone, including the walls and floor of the pit, plants are sprouting and growing at impossible speed.

Knowledge (nature) check DC 10 reveals that in addition to rapid growth, all the plants are mutated slightly (leaf shape, trunk pattern, thorned, etc.)

Development: After reading this descriptive text, proceed to Encounter 8.

ENCOUNTER 8: FURY OF NATURE

When Kaarl Hartur begins casting his reduced scale "Invoked Devastation", it triggers a swift and extremely violent response from the heart of the Suss Forest. The ancient denizen at the heart of the Suss well remembers and fears the seething, scouring energies released a thousand years ago by the ruler of Etraika, and it responds in haste to cull out this cancer that has risen again in its domain. The Elder and its Orcwort stewards arrive 20 minutes after Kaarl begins casting. Some arrive via magic roughly similar to a *tree stride* spell, while others simply stride through the woods at a frightening clip. Even with their speedy response they arrive too late, and are enraged by the destruction they see as they approach the site.

DM Note: This is a cinematic finish to the event and the series and is meant to be overpowering to the PCs, possibly removing them from LG play. Encourage the PCs to flee the scene and leave the forest to its wardens. Use *DM AID MAP #5*.

Time passes. The feeling of tension in the surrounding woods increases as the air stills and the creatures go utterly silent. Minutes pass, and then a musky, wild-scented wind begins blowing from the east. A distant roaring sound rises in the east as well. Perhaps it is the wind?

As the wind picks up, the roaring resolves into rhythmic crashes in the forest, like footsteps made by titans. Fierce bellows echo forth, as do terrified screams.

Some humanoids emerge from the forest cover into the scattered trees about the site you stand on. You can make out some wild elves and skulks, clothed as savages. Some aranea clamber through the trees in hybrid form. What appear to be orc exploration parties and hobgoblin exploration parties in battle formation emerge as well. Both face the dark forest with weapons raised.

In the distance, something similar to a tidal wave rises and moves swiftly along the forest floor. The very trees and other plants seem to melt and flow into the entity as it passes, becoming part of it until it passes, when they resume their forms. As the wave of vegetation

approaches the blast site, it rears to a height of thirty feet and is at least two hundred feet across. The wave passes over deer and other creatures, who seem to take little notice of it. It engulfs fleeing aranea and a party of wild elves as well, leaving them behind, bewildered but intact.

When it rolls over the orcs and humans, however, they emerge in radically different form. Where stood armored humans and orcs now stand a gaggle of vegapymies and wood woses with wooden equipment. The altered creatures (including altered PCs) take up the howling of the forest minions and join in the assault on any remaining intruders. The undulating wave picks up speed as it approaches the blast area, emitting a shrill keening as it rolls relentlessly forward.

The forest elder and its embodiments are out for blood. The elder has vivid memories of the destruction and mutations caused by the Etraikans a millennium ago, and it moves swiftly to wreak havoc on the outlanders it believes are causing these effects. The wood woses and other minions rampage around the edge of the forest. They purposefully avoid the aranea, elves, and forest creatures while rending and pulverizing the humans, goblins, orcs, and all others they can reach. Surviving humanoids break and run shrieking past the PCs to the Jewel River. As the other opponents are exhausted, the forest elder and orcworts move on the PCs with murderous intent (though PCs who are full wild, grey, or high elves will be spared if they do not resist). PCs who are engulfed by the waves are transformed, as are any of their metallic equipment. The elder chases down non-elfen PCs for 10 rounds or until all PCs are 100+ feet ahead. Then it roars in frustration ...and finds a new target.

The elder is the heart of the Suss Forest. Its usual form is a thinly spread patina of cells distributed through the forest. It is aware of day-to-day activities but takes little notice of them. It is roused by clear threats such as clear-cutting or fires. The devastation wrought by Etraikans long ago was a terrible wound, and the elder is enraged by another occurrence. It gathers itself into a useful form and uses a *tree stride-like* ability to move quickly to the devastated area.

APL ALL (EL 21+)

Suss Elder, Titanic Androgynous Plant
Ooze: hp infinite within Suss Forest area; movement 40 ft.; alters metals into wood

(destroying any enhancements in the process) on contact (no save); alters non-forest creatures into Wood Woads on contact (no save). The Elder pursues as long as PCs remain east of the Jewel River.

Wood Woad (40); hp 66 each; see *Appendix 4*.

Development: PCs who survive can return to Treehome for rewards and debriefing. PCs altered by the Elder see the *Vegetative State* AR entry. Proceed to the Conclusion section.

CONCLUSION

The PCs can make it back to Treehome uneventfully, where they can meet again with Preema, Handmaiden Amerayne, and Knight-Captain Laith Filiadir.

After the rigors of days in the deep woods, any skirmishes on the way back to Treehome seem inconsequential. At the Badger's Refuge, you are greeted warmly by Preema, who asks that you relax, bathe, and sample the foods and drink she has arranged for you. A few minutes after your arrival, Handmaiden Amerayne and Knight-Captain of Luna Laith Filiadir step in to the tavern and make their way to you.

CONCLUSION A: IF THE PARTY DID NOT EXPLORE KAARL'S TOWER

"Well met again," says Amerayne. "We are glad to see that you have survived the perils of the Suss Forest. Although your mission ended incomplete, we of Celene appreciate your valor and dedication, interceding on our behalf. Please rest well at this fine inn at our expense. Should you return to our fair land, use this writ, and you will be welcomed with open arms." She hands each of you an elaborate scroll, then she bows and departs with Knight Filiadir in tow.

Award PCs the *Bestowal of Handmaiden Amerayne*.

CONCLUSION B: IF THE PARTY ENTERED KAARL'S TOWER ON THEIR OWN

"Well met again," says Amerayne. "We are glad to see that you have survived the perils of the Suss Forest. Your foray appears to be a great success, and we of Celene do appreciate your valor and dedication, interceding on our

behalf. Please rest well at this fine inn at our expense. Should you return to our fair land, use this writ, and you will be welcomed with open arms."

Amerayne asks that the party turn over any Etraikan relics relating to the *rods of mastery* or the life-force powered "machinery". She shows interest in other items but does not balk if PCs retain them. If this is accomplished, she hands each of you an elaborate scroll, then she bows and departs with Knight Filiadir in tow

If the relics are given to Amerayne, award PCs the *Bestowal of Handmaiden Amerayne* and the *Comradeship of the Suss Rangers and Knights of Luna*.

Award any PCs that retain any relics related to the *rods of mastery* or the life-force powered "machinery" the *HUNTED* AR selection. These PCs are also stripped of the *Bestowal* and *Comradeship* awards listed above.

CONCLUSION C: IF THE PARTY ENTERED KAARL'S TOWER WITH THE AID OF THE SILENT ONES (OR OTHER NPC GROUP)

"Well met again," says Amerayne. "We are glad to see that you have survived the perils of the Suss Forest. Your foray appears to be a great success, and we of Celene do appreciate your valor and dedication, interceding on our behalf, though we do rue the involvement of other parties ill-pleased with our fair land. Be that as it may, we hope that you will rest well at this fine inn at our expense. Should you return to our fair land, use this writ, and you will be welcomed with open arms."

The door to the tavern opens again and in strides a pair of (insert the NPC group that the PCs operated with here, ex. Silent Ones). "Oho!" cries larger of the two, "Our comrades braved the tide of destruction beside you and now you are cutting us out of the treasures so gained? Foul, I deem that."

Amerayne asks that the party turn over any Etraikan relics relating to the *rods of mastery* or the life-force powered "machinery" to her. She shows interest in other items but does not balk if PCs retain them. If this is accomplished, she hands each of you an elaborate scroll, then she bows and departs with Knight Filiadir in tow.

If the relics are given to Amerayne, award PCs the *Bestowal of Handmaiden Amerayne* and the *Comradeship of the Suss Rangers and Knights of Luna*.

Award any PCs that retain any relics related to the *rods of mastery* or the life-force powered "machinery" the *HUNTED* AR selection. These PCs are also stripped of the *Bestowal* and *Comradeship* awards listed above.

Any PCs who give relics to the Seekers, the Silent Ones, or an official national government does not get the *HUNTED* award, but does receive the *Disfavor of Celene* award on the AR.

CONCLUSION ALL: IF THE PARTY BEFRIENDED (FRIENDLY OR HELPFUL REACTION) AMUK-NUR, THE GNOLL WARDER

When you stop in to see Amuk-nur and return his Warder items to him, he is grateful. He struggles for words and finally blurts out, "The line of Warders will perish without new blood. Other horrors from foul Etraika surely fester in the Suss, waiting to wreak havoc on the Oerth again. Join me! Together we can seal away this dark memory."

Award PCs who befriend Amuk-nur the Oathsworn to the *Etraikan Warders*.

CONCLUSION ALL:

Any PC caught in the blast from Kaarl Hartur's *Invoked Devastation* casting are awarded the *Swept Away* AR entry.

CONCLUSION ALL:

Any PC altered by the *Suss Forest Elder* is awarded the *Vegetative State* AR entry.

EPILOGUE

In Enstad, Fey Queen Yolande reclines on a gossamer seat, woven of spider silk. She motions for Handmaiden Amerayne to rise and sips lightly at a crystal cup. The Queen's eyes remain cool, her voice steady. "Very well, Amerayne. I acknowledge the contribution of the outlanders to our weal and Celene's borders. I will weigh their service in my measure of the wider world." Her eyes bore in on Amerayne's as she continues, "As I will

weigh your deeds in circumventing my restrictions on involving outlanders.”

“Leave me now.”

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 4

Kill or befriend Amak-nur.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

Optional Encounter 5

Defeat the orcs.

APL 10: 270 xp.

APL 12: 330 xp.

APL 14: 390 xp.

Encounter 6

Kill or incapacitate Gustav Hartur.

APL 10: 420 xp.

APL 12: 480 xp.

APL 14: 540 xp.

Discretionary Roleplaying Award

APL 10: 270 xp.

APL 12: 315 xp.

APL 14: 360 xp.

Total possible experience

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. 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.

Encounter 4:

APL 10: L: 641 gp, C: 73 gp, M: +1 deathward mithril chain shirt with masterwork armor spikes (441 gp), +1 longsword (191 gp), quiver of elvenkind (666 gp), staff of unyielding oak (266 gp), bracers of arcane freedom (191 gp), goggles of foe finding (208 gp), skirmisher boots (266 gp), potion of heroism (62 gp), 2 potions of heroics (Shot on the Run) (62 gp each), 2 potions of heroics (Woodland Archer) (62 gp each), 2 potions of heroics (Spring Attack) (62 gp each), arcane scroll of gust of wind (12 gp), arcane scroll of greater invisibility (58 gp), 2 tanglepatches (16 gp each), potion of barkskin +3 (50 gp), potion of shield of faith +4 (50 gp), arcane thieves' tools (116 gp), belt of the champion (375 gp), headband of intellect +2 (333 gp), amulet of health +2 (333 gp), gloves of dexterity +2 (333 gp), panther mask (225 gp), ring of entropic deflection (666 gp), vest of resistance +2 (333 gp).

Encounter 5:

APL 10: L: 678 gp, C: 202 gp, M: +1 deathward full plate (470 gp), +1 heavy steel shield (192 gp), potion of barkskin +2 (25 gp), potion of displacement (62 gp), periapt of wisdom +2 (333 gp), cloak of resistance +2 (333 gp), 3 cloaks of resistance +1 (83 gp each), 3 +1 mighty (+2) composite longbow (433 gp each), 3 skirmisher boots (266 gp each), 3 brooches of shielding (125 gp each), 3 potions of cat's grace (25 gp each), 3 potions of enlarge person (4 gp each), 3 potions of shield of faith +2 (4 gp each).

Encounter 6:

APL 10: L: 4 gp, C: 138 gp, M: gloves of fortunate striking (166 gp), 2 skill shards (4 gp each), 3 scrolls of true strike (2 gp each), 2 scrolls of blur (12 gp each), 2 scrolls of fly (31 gp each), scroll of slide (2 gp), scroll of shield (8 gp), headband of intellect +4 (2666 gp), amulet of health +2 (333 gp), tunic of steady spellcasting (208 gp), Boccob's blessed book (1041 gp), 2 greatreach bracers (166 gp each), 2 boots of agile leaping (50 gp each), 2 chronocharms of horizon walker (41 gp each), 2 chronocharms of the grand master (41 gp each), 2 oils of greater magic fang (62 gp each), 2 oils of barkskin +2 (25 gp each), 2 Quaal's feather tokens: whip (41 gp each), pearl of power: 1st (83 gp), vest of resistance +1 (83 gp).

Encounter 4:

APL 12: L: 711 gp, C: 743 gp, M: +1 deathward mithril chain shirt with masterwork armor spikes (441 gp), +1 longsword (191 gp), quiver of elvenkind (666 gp), staff of unyielding oak (266 gp), bracers of arcane freedom (191 gp), goggles of foe finding (208 gp), skirmisher boots (266 gp), potion of heroism (62 gp), 2 potions of heroics (Shot on the Run) (62 gp each), 2 potions of heroics (Woodland Archer) (62 gp each), 2 potions of heroics (Spring Attack) (62 gp each), arcane scroll of gust of wind (12 gp), arcane scroll of greater invisibility (58 gp), 2 tanglepatches (16 gp each), potion of barkskin +3 (50 gp), potion of shield of faith +4 (50 gp), arcane thieves' tools (116 gp), belt of the champion (375 gp), headband of intellect +2 (333 gp), amulet of health +2 (333 gp), gloves of dexterity +2 (333 gp), panther mask (225 gp), ring of entropic deflection (666 gp), vest of resistance +2 (333 gp).

Encounter 5:

APL 12: L: 678 gp, C: 202 gp, M: +1 deathward full plate (470 gp), +2 heavy steel shield (442 gp), potion of barkskin +2 (25 gp), potion of displacement (62 gp), periapt of wisdom +2 (333 gp), cloak of resistance +3 (750 gp), 3 cloaks of resistance +1 (83 gp each), 3 +1 mighty (+2) human bane composite longbow (933 gp each), 3 skirmisher boots (266 gp each), 3 brooches of shielding (125 gp each), 3 potions of cat's grace (25 gp each), 3 potions of enlarge person (4 gp each), 3 potions of shield of faith +2 (4 gp each), metamagic rod of extend, lesser (??).

Encounter 6:

APL 12: L: 4 gp, C: 178 gp, M: gloves of fortunate striking (166 gp), 2 skill shards (4 gp each), 3 scrolls of true strike (2 gp each), 2 scrolls of blur (12 gp each), 2 scrolls of fly (31 gp each), scroll of slide (2 gp), scroll of shield (8 gp), headband of intellect +6 (6000 gp), amulet of health +2 (333 gp), tunic of steady spellcasting (208 gp), Boccob's blessed book (1041 gp), 2 greatreach bracers (166 gp each), 2 boots of agile leaping (50 gp each), 2 chronocharms of horizon walker (41 gp each), 2 chronocharms of the grand master (41 gp).

each), 2 oils of greater magic fang (62 gp each), 2 oils of barkskin +2 (25 gp each), 2 Quaal's feather tokens: whip (41 gp each), pearl of power: 1st (83 gp), vest of resistance +1 (83 gp), arcane scroll of greater invisibility CL14 (116 gp), 2 dusts of disappearance (291 gp each), 2 necklace of fireballs, type 1 (137 gp each).

Encounter 4:

APL 14: L: 711 gp, C: 743 gp, M: +1 deathward buckler (345 gp), millennial chain mail (679 gp), +1 everbright bloodstone longsword (858 gp), quiver of elvenkind (666 gp), quiver of (acid) energy (1250 gp), 3 staves of unyielding oak (266 gp each), bracers of arcane freedom (191 gp), goggles of minute seeing (104 gp), skirmisher boots (266 gp), potion of heroism (62 gp), 2 potions of heroics (Shot on the Run) (62 gp each), 2 potions of heroics (Woodland Archer) (62 gp each), 2 potions of heroics (Spring Attack) (62 gp each), arcane scroll of gust of wind (12 gp), arcane scroll of greater invisibility (58 gp), 2 tanglepatches (16 gp each), potion of barkskin +5 (100 gp), potion of shield of faith +4 (50 gp), arcane thieves' tools (116 gp), belt of the champion (375 gp), headband of intellect +2 (333 gp), amulet of health +4 (1333 gp), gloves of dexterity +4 (1333 gp), panther mask (225 gp), ring of entropic deflection (666 gp), vest of resistance +4 (1333 gp), bow of the wintermoon (283 gp), lesser crystal of return (83 gp), eternal wand of silence (368 gp), elixir of hiding (20 gp), elixir of sneaking (20 gp), wand of freedom of movement: 5 chg. (175 gp), wand of vampiric touch: 5 chg. (93 gp).

Encounter 5:

APL 14: L: 678 gp, C: 202 gp, M: +2 deathward full plate (886 gp), +2 heavy steel shield (442 gp), potion of barkskin +2 (25 gp), potion of displacement (62 gp), periapt of wisdom +4 (1333 gp), cloak of resistance +3 (750 gp), 3 +2 chain shirt (354 gp each), 3 cloaks of resistance +1 (83 gp each), 3 +1 mighty (+2) human bane composite longbow (933 gp each), 3 skirmisher boots (266 gp each), 3 brooches of shielding (125 gp each), 3 potions of cat's grace (25 gp each), 3 potions of enlarge person (4 gp each), 3 potions of shield of faith +4 (50 gp each), 3 potions of cure light wounds (4 gp each),

potion of invisibility (25 gp), potion of barkskin +4 (75 gp), metamagic rod of extend, lesser (312 gp).

Encounter 6:

APL 14: L: 4 gp, C: 113 gp, M: gloves of fortunate striking (166 gp), 2 skill shards (4 gp each), 3 scrolls of true strike (2 gp each), 2 scrolls of blur (12 gp each), 2 scrolls of fly (31 gp each), scroll of slide (2 gp), scroll of shield (8 gp), headband of intellect +6 (6000 gp), amulet of health +4 (1333 gp), tunic of steady spellcasting (208 gp), Boccob's blessed book (1041 gp), 2 greatreach bracers (166 gp each), 2 boots of agile leaping (50 gp each), 2 chronocharms of horizon walker (41 gp each), 2 chronocharms of the grand master (41 gp each), 2 oils of greater magic fang (62 gp each), 2 oils of barkskin +2 (25 gp each), 2 Quaal's feather tokens: whip (41 gp each), pearl of power: 1st (83 gp), vest of resistance +1 (83 gp), arcane scroll of greater invisibility CL14 (116 gp), 2 dusts of disappearance (291 gp each), 2 necklace of fireballs, type 1 (137 gp each), ring of the darkhidden (166 gp), ring of greater counterspells (1333 gp), 2 rings of counterspells (333 gp each), 2 infinite scrollcase (233 gp each), metamagic rod of empower, lesser (750 gp), 2 arcane scrolls of unseen servant, protection from good (2 gp each), 2 arcane scrolls of blur, shield CL4, bull's strength, see invisible, mirror image, false life, web (12 gp each), 2 arcane scrolls of anticipate teleportation, fly, heroism (31 gp each), 4 arcane scrolls of resist energy CL11 (45 gp each), arcane scroll of superior invisibility CL 16 (266 gp), arcane scroll of maze (250 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (2,300 gp).

APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

APL 14: L: X gp, C: X gp, M: X gp – Total: X gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Bestowal of Amerayne: Amerayne rewards your diligent service by offering access to elven lore, goods, and craftsmanship. She grants access to the Elven Spell Lore feat in recompense. She consults with the master artisans of Enstaad and beckons them to display their wares for your selection. You may purchase these items at full price when in Celene: *owlfeather armor*, *hawkfeather armor*, *bracers of blinding strike*, *sandals of the light step*, and *vest of free movement*. Travel to Celene at a later time for additional purchases requires the expenditure of 1 TU. If you do not already have one, Amerayne also gifts you with her token, a polished opalescent sphere carved into a replica of the moon Celene. If checked, it radiates faint auras of divination and conjuration magic.

Comradeship of the Suss Rangers and the Knights of Luna: The Knights recognize your service in the succor of Celene and offer friendship, training, and items from their forest arsenals. You have lifetime access to the Rauther prestige class unless future actions warrant its removal. You gain access to *armband of confrontation*, *standard of valor*, *medal of steadfast honor*, *crystal of alacrity* and *shield of vigor*. You may purchase these items at full price when in Celene. Travel to Celene at a later time for additional purchases requires the expenditure of 1 TU.

Oathsworn to the Etraikan Warders: Amuk-Nur is grateful for the PCs' arrival. Any PC who befriended him gains may purchase any one of the following: *sword of the planes*, *rod of lordly might*, *winged shield*, the weapon enhancements *vorpai* and *brilliant energy* and the armor/shield enhancements *animated* and *heavy fortification*. Mark this part of the favor USED after a purchase is made. In addition, a PC that befriended Amuk-Nur and aids him by spending 10 TUs serving with the Warders in a game year may purchase one of the above items at a 25% discount in cost.

Disfavor of Celene: The court of the queen is displeased with this PC. He is barred from further travel into or through the realm of Celene. Any AR entries that require physical access to Celene are nullified until this disfavor is removed.

Swept Away!: This PC has been caught in a roiling wave of positive and negative energy which

swept him to a small stable area on the Positive Material Plane. Unless the PC has means to make an immediate escape, the healing energies of the plane begin acting on him. The PC is forced to constantly inflict damage on himself to avoid "death by healing". The PC can ultimately escape the plane per the rules in the LGCS. In addition, the PC's skin and belongings all glow a brilliant yellow/orange for a the next 10 adventures, illuminating as a *sun rod* and acting as per *glitterdust* on a hiding or *invisible* PC.

Vegetative State: The PC has been overrun by the Suss Elder and has been permanently changed into a Wood Woad under the mental control of the Elder during this event. All metal items possessed by the PC are permanently changed into non-magical wooden replicas. When this event is over, the PC regains his mind and can leave the area if desired. The only way to recover the PC is to voluntarily die and have a druid of at least 15th level cast a *reincarnate* on him, with any result of a nonplayable PC being replaced with a sylvan elf.

HUNTED! You have elected to retain relics related to the *rods of mastery* or to life-force powered "machines" from Etraika. The elf-mages of Celene send word to the Seekers and the Silent Ones of your actions, and the Pomarj forces seek you as well. While in possession of the *rod* or relics, you expend 2 extra TUs per round played avoiding capture by the groups in pursuit. Furthermore, you are considered Hunted by many forces of good in the Sheldomar Valley metaregion and cannot participate in any scenario sponsored by them without first surrendering the *rod* and/or relics. In addition, roll a d6 at the beginning of each scenario with a result of "1" indicating an assault by Pomarj agents that leaves you 1d8 x 10 percent wounded at the scenario Introduction. The Hunted effect remains in place until you surrender the *rod* and/or relics to a non-evil NPC organization or have the item stripped from you through death, enslavement, etc. PC use of a *rod of mastery* is an evil act that should be noted on the character AR and reported to Steven Conforti.

Goods Recovered!: A PC who received the CAPTURED AR in SHE6-02 *Brooding Boughs* and who completes play of *Bones of Contention* may recover one item that was taken from him or her when enslaved. The item is found on orcs defeated in this event, even though they are not listed in the scenario text. Judges should refer to the PC's Master Item List to see what was lost in

SHE6-02 and allow the player to select one item to be recovered from the remaining lost items.

Item Access

APL 10:

+1 deathward mithril chain shirt (Adventure; MIC)
Blunt arrow (Adventure; RW)
Boccob's blessed book 10 (Adventure, DMG)
Boots of agile leaping (Adventure; MIC)
Bracers of arcane freedom (Adventure; MIC)
Chronocharm of the Grand Master (Adv.; MIC)
Chronocharm of the Horizon Walker (Adv.; MIC)
Cold iron serpentstongue arrow (Adventure; RW)
Gloves of fortunate striking (Adventure; MH)
Goggles of foe finding (Adventure; MIC)
Greatestreach bracers (Adventure; MIC)
Potion of heroics (Adventure; SpC),
Quaal's feather token: whip (Adventure; DMG)
Quiver of elvenkind (Adventure; CC)
Skill shard (+2 concentration) (Adventure; MIC)
Skirmisher boots (Adventure; MIC)
Staff of unyielding oak (Adventure; MIC)
Tanglepatch (Adventure; MIC),
Tunic of steady spellcasting (Adventure; MIC)
Vest of resistance (Adventure; MIC)

APL 12 (all items from APL 10 plus):

Arcane thieves tools (Adventure; MIC)
Belt of the champion (Adventure; MIC)
Boccob's blessed book 12 (Adventure, DMG)
Dust of disappearance (Adventure; DMG)
Necklace of fireballs-type 1 (Adventure; DMG)
Panther mask (Adventure; MIC)
Ring of entropic deflection (Adventure; MIC)
Ring of the darkhidden (Adventure; MIC)

APL 14 (all items from APL 10-12 plus):

+1 deathward buckler (Adventure; MIC)
+1 everbright bloodstone longsword (Adv.; MIC)
Boccob's blessed book 14 (Adventure, DMG)
Bow of the wintermoon (Adventure; MIC)
Elixirs of hiding & sneaking (Adventure; DMG)
Eternal wand of silence (CL3) (Adventure; MIC)
Goggles of minute seeing (Adventure; DMG)
Infinite scrollcase (Adventure; MIC)
Lesser crystal of return (Adventure; MIC)
Lesser metamagic rod of empower spell (Adventure; MIC)
Millennial chain mail (Adventure; MIC)
Quiver of acid energy (Adventure; MIC)
Ring of counterspells (Adventure; DMG)
Ring of greater counterspells (Adventure; MIC)

Addendum:

Boccob's blessed book 10 (Adventure, DMG):

6th— flesh to stone, guards and wards, ruby ray of reversal, superior resistance
5th— feeblemind, Mordenkainen's private sanctum, permanency, phantasmal thief, Rary's telepathic bond, refusal, spiritwall
4th—greater invisibility, Otiluke's resilient sphere, wall of evil
3rd—arcane sight, bands of steel, fly, heart of water, heroism, secret page, stinking cloud, tongues
2nd— bear's endurance, blur, chain of eyes, darkvision, false life, fox's cunning, glitterdust, scorching ray, see invisibility
1st— charm person, distract assailant, grease, mage armor, ray of enfeeblement, shield, slide, true strike
0— all LG-legal cantrips

Boccob's blessed book 12 (Adventure, DMG):

7th— greater arcane sight, limited wish, project image, necrotic curse,
6th— flesh to stone, guards and wards, ruby ray of reversal, superior resistance
5th— feeblemind, Mordenkainen's private sanctum, permanency, phantasmal thief, Rary's telepathic bond, refusal, spiritwall
4th—greater invisibility, greater mirror image, heart of earth, Otiluke's resilient sphere, wall of evil
3rd—arcane sight, bands of steel, dispel magic, fly, heart of water, heroism, secret page, stinking cloud, tongues
2nd— bear's endurance, blur, chain of eyes, darkvision, false life, fox's cunning, glitterdust, scorching ray, see invisibility

1st— *charm person, distract assailant, grease, mage armor, ray of enfeeblement, shield, slide, true strike*
0— all LG-legal cantrips

Boccob's blessed book 14 (Adventure, DMG):

8th— *chain dispel, maze, superior invisibility, unyielding form of inevitable death*
7th— *brilliant aura, greater arcane sight, limited wish, project image, necrotic curse,*
6th— *flesh to stone, guards and wards, ruby ray of reversal, superior resistance*
5th— *feeblemind, Mordenkainen's private sanctum, permanency, phantasmal thief, Rary's telepathic bond, refusal, spiritwall*
4th— *greater invisibility, greater mirror image, heart of earth, Otiluke's resilient sphere, wall of evil*
3rd— *alter fortune, arcane sight, bands of steel, dispel magic, fly, heart of water, heroism, secret page, stinking cloud, tongues*
2nd— *bear's endurance, blur, chain of eyes, darkvision, false life, fox's cunning, glitterdust, scorching ray, see invisibility*
1st— *charm person, distract assailant, grease, mage armor, ray of enfeeblement, shield, slide, true strike*
0— all LG-legal cantrips

APPENDIX 1 – APL 10

ENCOUNTER 4

WARDER

CR 13

Male Gnoll Ranger 1/ Scout 4/ Fighter 1/ Wizard 1/
Unseen Seer 4/ Spell Sword 2

CN Medium humanoid (gnoll)

Init +5; **Senses** Darkvision 60 ft., Listen +7, Spot +10

Languages Common, Gnoll

AC 21, touch 15, flat-footed 16; Expeditious Dodge, Skirmish+1 AC or Improved Skirmish +3 AC (+5 Dex, +5 armor, +1 natural)

Miss Chance 50% on ranged attacks

hp 123 (15 HD); regeneration/fast healing; DR

Fort +18, **Ref** +16, **Will** +12

Speed 40 ft. in +1 *Deathward Mithril Chain Shirt with masterwork Armor Spikes* (8 squares), base movement 40 ft.

Melee +1 longsword +16 (1d8+7/ 19-20 x2) or

Melee +1 longsword +16/+11/+6 (1d8+7/ 19-20 x2) or

Ranged masterwork might Composite longbow(+4) +17 (1d8+5/x3) or

Ranged masterwork mighty Composite longbow (Str +4) +17/+12/+7 (1d8+5/x3)

Base Atk +11; **Grp** +15

Atk Options Skirmish (+4d6+2/+1 AC), Improved Skirmish (+6d6+2/+3 AC), Favored Enemy (Undead +2, Elementals +4)

Special Actions Speak w/ Animals or Plants 3/day, Ignore Spell Failure (10%)

Combat Gear +1 deathward mithril chain shirt with masterwork armor spikes (MIC), +1 longsword, quiver of elvenkind (CC), staff of unyielding oak (MIC), bracers of arcane freedom (MIC), goggles of foe finding (MIC), skirmisher boots (MIC), potion of heroism, potion of heroics (Shot on the Run) x2 (SpC), potion of heroics (Woodland Archer (RW)) x2 (SpC), potion of heroics (Spring Attack) x2 (SpC), arcane scroll of gust of wind (CL 3rd), arcane scroll of greater invisibility (CL 7th), tanglepatch x2 (MIC), potion of barkskin +3, potion of shield of faith +4, 30 cold iron serpentstongue arrows (RW), 10 silver serpentstongue arrows (RW), 10 blunt arrows (RW), tanglefoot bags x4, alchemist's fire, silver spiked gauntlet, cold iron spiked gauntlet, masterwork mighty composite longbow (Str +4)

Wizard Spells Prepared (CL 5th, 7th for divination spells):

3rd— *anticipate teleportation, flame arrow, lesser telepathic bond*

2nd— *false life, silent shield, chain of eyes, listening lorecall*

1st— *arrow mind, benign transposition, guided shot x2, scholar's touch*

0— *dancing lights, detect magic, message, prestidigitation*

† Already cast

Abilities Str 18, Dex 20, Con 18, Int 13, Wis 10, Cha 6

SQ Alternate Class Features: Ranger: Spiritual Connection, Darkvision 60 ft., Ignore Spell Failure (10%)

Feats Point Blank Shot, Precise Shot, Track, Expeditious Dodge (RW), Mobility, Swift Hunter (CS), True Believer (Obad Hai) (CD), Improved Skirmish (CS), Scribe Scroll, Silent Spell, Craft Wondrous Items, Sanctify Relic (CD), Alertness, Run.

Skills Disable Device +19, Hide +13, Knowledge: Arcana +7, Listen +7, Move Silently +6, Search +19, Sense Motive +4, Spellcraft +4, Spot +10, Survival +10

Possessions combat gear plus *amulet of proof against detection and location, arcane thieves' tools (MIC), belt of the champion (MIC), headband of intellect +2, amulet of health +2, gloves of dexterity +2, panther mask (MIC), ring of entropic deflection (MIC), vest of resistance +2 (MIC), spell component pouches x4, 73gp*

Spellbook spells prepared plus 0— *resistance, acid splash, detect poison, read magic, flare, light, ray of frost, ghost sound, disrupt undead, touch of fatigue, mage hand, mending, open/close, arcane mark* ;1- *shield*; 2- *bull's strength, see invisibility, gust of wind, bear's endurance, cat's grace, knock*; 3- *clairvoyance/clairaudience, haste*

Sources Expeditious Dodge (RW), Swift Hunter (CS), True Believer (Obad Hai) (CD), Improved Skirmish (CS), Sanctify Relic (CD), *arcane thieves' tools (MIC), belt of the champion (MIC), panther mask (MIC), ring of entropic deflection (MIC), vest of resistance +2 (MIC), +1 deathward Mithril chain shirt w/ masterwork armor spikes (MIC), quiver of elvenkind (CC), staff of unyielding oak (MIC), bracers of arcane freedom (MIC), goggles of foe finding (MIC), skirmisher boots (MIC), potion of heroics (Shot on the Run) x2 (SpC), potion of heroics (Woodland Archer-RW) x2 (SpC), potion of heroics (Spring Attack) x2 (SpC), tanglepatch x2 (MIC), 30 cold iron serpentstongue arrows (RW), 10 silver serpentstongue arrows (RW), 10 blunt arrows (RW)*

WEASEL FAMILIAR

CR --

Male Animal

N Tiny magical beast (weasel)

Init +2; **Senses** Low-light Vision, Scent, Listen +6, Spot +9

AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural)

hp 61 (15 HD)

Fort +12, **Ref** +9 (improved Evasion), **Will** +11

Speed 20 ft. (4 squares), base movement 20 ft., climb 20 ft.;

Melee bite+15 (1d3-4)

Space 2.5 ft.; **Reach** 0 ft.

Base Atk +11; **Grp** -1

Atk Options Attach

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

SQ Low-light vision, Scent, Empathic Link, Share Spells

Feats Weapon Finesse: Bite, Agile

Skills Balance +12, Climb +10, Disable Device +14, Escape Artist +4, Hide +16, Knowledge: Arcana +4, Listen +6, Move Silently +8, Search +16, Sense Motive +5, Spellcraft +1, Spot +9, Survival +11

LESSER SPELL TURRET

CR 10

Description This spell turret is located 20 feet up a tree, located on the encounter map. While inactive, the spell turret merges with the tree and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize gnolls, animals, plants and constructs. It will not activate upon seeing them. It is further hidden by moss, blocking its *true seeing* until removed. If the turret detects an unrecognized creature, it will activate. The turret emerges from the tree with a flash of colorful light, looking like the snarling head of a gnoll. Once activated, the spell turret immediately begins casting its spells in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 34; **Type** magic

Trigger visual (*true seeing*; 120 ft.), **Init** +5

Effect *summon golem: iron golem* (CL 17th, PHB2 pg. 126), *chain greater dispel magic* (CL 17, PHB pg. 223), *maximized widened fireball* (Reflex DC 17 for half damage, PHB pg. 231), *enlarged maze* (PHB pg. 252), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 7, hardness 5, 200 hp.

Disarm Disable Device DC 34

Dispel DC 28

Sources Spell Turrets (DMG2), *summon golem: iron golem* (PHB2), Energy Substitution (Car)

ENCOUNTER 5

SHAMAN BOSS

CR 10

Male orc cleric 9 / fighter 1

CE Medium humanoid (orc)

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

Languages Common, Orc

AC 22, touch 10, flat-footed 22

(+9 armor, +3 shield)

hp 76 (10 HD)

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

Weakness Light Sensitivity: orcs are dazzled in bright sunlight or within a daylight spell

Speed 20 ft. in +1 *deathward full plate* (4 squares), base movement 30 ft.

Melee short spear +10 (1d6+3) or

Melee short spear +10/+5 (1d6+3) or

Ranged shortspear +7 (1d6+3) or

Ranged shortspear +7/+2 (1d6+3)

Base Atk +7; **Grp** +10

Special Actions Shielded Casting

Combat Gear +1 *deathward full plate* (MIC), +1 *heavy steel shield*, *potion of barkskin* +2, *potion of displacement*, short spear x3,

Cleric Spells Prepared (CL 9th, DC =14 + spell level, 16+ spell level for Enchantment, 17 + spell level for Enchantment (compulsion)):

5th— *greater command* (D), *greater command*

4th— *dominate person* (D), *divine power*, *greater magic weapon*, *freedom of movement*

3rd— *suggestion* (D), *blindness/deafness*, *dispel magic*, *energy vortex* (SpC), *magic vestment*,

2nd— *enthrall* (D), *calm emotions*, *hold person* x3 , *silence*

1st— *command* (D), *blessed aim* (SpC), *command*, *comprehend languages*, *divine favor*, *shield of faith*

0— *detect magic* x3, *read magic* x2, *resistance*

D: Domain spell. Deity: Gruumsh. Domains: Domination, Tyranny

‡ Already cast

Abilities Str 16, Dex 10, Con 15, Int 6, Wis 18, Cha 10

SQ Darkvision 60ft., Light Sensitivity

Feats Combat Casting, Spell Focus: Enchantment(from Domination Domain), Greater Spell Focus : Enchantment, Divine Fortune (PHB2), Shielded Casting (RS), Improved Toughness (CW)

Skills Concentration +7, Spellcraft + 5, Climb -2

Possessions combat gear plus *periapt of wisdom* +2, *cloak of resistance* +2, 127 gp.

Description

Sources Divine Fortune (PHB2), Shielded Casting (RS), Improved Toughness (CW), *blessed aim* (SpC), *energy vortex* (SpC), +1 *deathward full plate* (MIC)

ORC EXPLORERS

CR 8

Male orc scout 4 / fighter 2 / occult slayer 2

CE Medium humanoid (orc)

Init +9; **Senses** Darkvision 60ft., Listen +8, Spot +8

Languages Common, Orc

AC 18, touch 14, flat-footed 14; Skirmish +1 AC, Uncanny Dodge

(+4 Dex, +4 armor)

hp 61 (8 HD)

Fort +11, **Ref** +10, **Will** +9

Weakness Light Sensitivity: orcs are dazzled in bright sunlight or within a daylight spell

Speed 40 ft. in masterwork chainshirt (8 squares), base movement 40 ft.

Melee falchion +9 (2d4+3 / 18-20 / x2) or

Melee falchion +9/+4 (2d4+3 / 18-20 / x2) or

Ranged +1 *mighty*(+2) *composite longbow* +12 (1d8+3 / x3) or

Ranged +1 *mighty*(+2) *composite longbow* +12/+7 (1d8+3 / x3)

Base Atk +7; **Grp** +9

Atk Options Point Blank Shot, Precise Shot, Skirmish (+1d6+2, +1AC with 10ft. movement), weapon bond (+1d6 to casters with composite longbow)

Special Actions trackless step, mind over magic 1/day (CL 7, spell turning to spell targeted at Occult slayer)

Combat Gear +1 mighty(+2) composite longbow, masterwork chainshirt, skirmisher boots (MIC), brooch of shielding, potion of cat's grace, potion of enlarge person, potion of shield of faith +2, , tanglefoot bag x3, falchion

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

SQ trap finding, battle fortitude +1, uncanny dodge, trackless step, fast movement 10ft., magical defense +1, weapon bond, Darkvision 60ft., Light Sensitivity

Feats Point Blank Shot, Precise Shot, Iron Will, Weapon Focus: Composite Longbow, Improved Initiative, Great Fortitude

Skills Escape Artist +10, Knowledge: Arcana +4, Knowledge: Dungeoneering +5, Knowledge: Nature +5, Listen +8, Spellcraft +9, Spot +8, Tumble +12

Possessions combat gear plus *cloak of resistance* +1,25gp.

Description

Sources Scout (CAAd), Occult Slayer (CW), *skirmisher boots* (MIC)

ENCOUNTER 6

GUSTAV HARTUR

CR 12

Male Human (Suel) Wiz6/Mindbender1/EarthDreamer5
NE Medium Humanoid (Suel Human)

Init +1; **Senses** Darkvision 60', Tremor Sense (10'), see *invisibility*, *arcane sight*, Earth Sight (30'), Listen +3, Spot +3

Aura Moderate Evil

Languages Ancient Suel, Ancient Baklunish, Draconic, Infernal, Celestial (& *read magic*, Telepathy & *tongues* effects)

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)

hp 73 (+19 temporary hit points) (12 HD)

Fort +14, **Ref** +12, **Will** +18

Speed 30 ft. (6 squares), base movement 30 ft., Swim (via *heart of water*) 30 ft

Melee dagger +4 (1d4-1/19-20 x2)

Ranged spell +6 (by spell)

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

Base Atk +5; **Grp** +4

Atk Options Re-roll attack roll 1/day, take 10 on Concentration checks

Special Actions Earth Glide (6 rounds/standard action), Earth Sight (6 rounds/standard action), *freedom of movement* (swift action, 12 rounds via *heart of water*), Mobile Spellcasting, Earth Sense (move action tremorsense 20').

Combat Gear Gloves of Fortunate Striking, Skill Shard (+2 concentration) x2, Arcane Scroll of *true strike* (1st CL) x3, Arcane Scroll of *blur* (3rd CL) x2, Arcane Scroll of *fly* (5th CL) x2, Arcane Scroll of *slide* (1st CL), Arcane Scroll of *shield* (4th CL), dagger.

Wizard Spells Prepared (CL 12th):

6th—chain *dispel magic*, *superior resistance*, <Open Slot>

5th— *Mordenkainen's private sanctum* †, *phantasmal thief*, sculpted *Evard's black tentacles*, *spiritwall*

4th—chain *grease*, *greater invisibility*, *Otiluke's resilient sphere*, *wall of evil*

3rd—empowered *ray of enfeeblement*, *heart of water* †, *heroism*, sculpted *glitterdust* x2

2nd— *chain of eyes* †, *false life* †, *glitterdust*, *scorching ray*, sculpted *grease* x2

1st— *distract assailant* x2, *grease*, *mage armor* †, *ray of enfeeblement*, *slide*

0— *dancing lights*, *message*, *open/close*, *prestidigitation*

† Already cast

Active Spells (CL 12th unless stated): *mage armor* †, *false life* (+19 hit points) †, *heart of water* †, *chain of eyes*, *superior resistance* (last night) †, *guards and wards* (last night), *Mordenkainen's private sanctum*, (last night), permanent see *invisibility* (10th CL), permanent *arcane sight*, permanent *darkvision*, permanent *tongues*, permanent *read magic* (9th CL).

† Shared with familiar

Abilities Str 8, Dex 12, Con 16, Int 22, Wis 13, Cha 10

SQ Earth Friend, Earth Dream (80%), Darkvision 60'

Feats Earth Sense, Empower Spell, Craft Wondrous Items, Sculpt Spell, Steady Concentration Mobile Spellcasting, Chain Spell

Skills Bluff +5, Concentration +23, Craft: Alchemy +7, Diplomacy +8, Knowledge: Arcana +11, Knowledge: Dungeoneering +11, Knowledge: Nature +11, Knowledge: Planes +7, Knowledge: Religion +7, Intimidate +4, Sense Motive +6, Spellcraft +23

Possessions combat gear plus Headband of Intellect +4, Amulet of Health +2, Tunic of Steady Spellcasting, Boccob's Blessed Book (below), Spell Component Pouches x3, Small Silver Rod, 138gp

Spellbook (Boccob's Blessed Book) spells prepared plus 0— all cantrips; 1— *charm person*, *true strike*, *shield*; 2— *fox's cunning*, *bear's endurance*, *darkvision*, see *invisibility*, *blur*; 3— *arcane sight*, *bands of steel*, *fly*, *secret page*, *stinking cloud*, *tongues*; 5— *feeblemind*, *permanency*, *Rary's telepathic bond*, *refusal*; 6— *flesh to stone*, *guards and wards*, *ruby ray of reversal*.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude is improved by one step. **(RoS)**

Earth Dream (Sp) By attuning himself to the earth dream, an earth dreamer can pull knowledge from the mountains. This ability works like the divination spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer. An earth dreamer's chance of receiving an answer is 80% and the dream only reveals correct answers. Using this ability takes 10 minutes, and the earth dreamer can use it once per day. **(RoS)**

Lesser Tremorsense (Ex) An earth dreamer is so in tune with the earth that he gains the tremorsense

ability with a range of 10 feet. His Earth Sense feat still functions beyond that range, but he can now sense and pinpoint foes within 10 feet without an action. **(RoS)**

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas. Using this ability is a standard action. Each use last for 6 (3+CON) rounds. **(RoS)**

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning him for 1 round unless he succeeds on a DC 15 FORT save. Using this ability is a standard action. Each use lasts for 6 (3+CON) rounds. **(RoS)**

Telepathy (Su) A mindbender unlocks one of the most basic elements of his craft, gaining the ability to communicate telepathically with any creature within 100 feet that has a language. **(CA)**

Sources Mindbender (CA), Earth Dreamer (RoS), Gloves of Fortunate Striking (MIC), Skill Shard (MIC), *slide* (SpC), *superior resistance* (SpC), *phantasmal thief* (SpC), *spiritwall* (SpC), *wall of evil* (SpC), *heart of water* (CM), *chain of eyes* (SpC), *distract assailant* (SpC), Earth Sense (RoS), Steady Concentration (RoS), Mobile Spellcasting (CA), Tunic of Steady Spellcasting (MIC), *bands of steel* (SpC), *refusal* (SpC), *ruby ray of reversal* (SpC).

WEASEL FAMILIAR

CR --

Male Animal

N Tiny magical beast (weasel)

Init +2; **Senses** Low-light Vision, Scent, Listen +1, Spot +3

Languages Speak with master

AC 21, touch 14, flat-footed 19

(+2 size, +2 Dex, +3 natural, +4 armor (shared *mage armor*))

hp 36 (+19 shared *false life*) (12 HD)

Fort +11, **Ref** +11 (improved Evasion), **Will** +18

Speed 20 ft. (4 squares), base movement 20 ft., climb 20 ft., Swim (via *heart of water*) 20ft.;

Melee bite+9 (1d3-4)

Space 2.5 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** -7

Atk Options Attach, Deliver Touch Spells

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5

SQ Low-light vision, Scent, Empathic Link, Share Spells

Feats Weapon Finesse, Agile

Skills Balance +12, Climb +10, Escape Artist +9 Hide +10, Move Silently +8, Spot +3, Bluff +2, Concentration +15, Craft: Alchemy +0, Diplomacy +5, Knowledge: Arcana +4, Knowledge: Dungeoneering +4, Knowledge: Nature +4, Knowledge: Planes +0, Knowledge: Religion +0, Intimidate +1, Sense Motive +6, Spellcraft +16

THING 1 & THING 2

CR 7

(EACH)

Neuter Advanced Nimblewright (11 HD) Rogue 1

CE Medium Construct

Init +12; **Senses** Low-light vision, Darkvision 60', Listen +4, Spot +4

Aura moderate evil

Languages Ancient Suel, Elven, Dwarven

AC 34, touch 23, flat-footed 21

(+12 Dex, +4 armor (*mage armor*), +1 dodge (haste), +7 natural)

Miss Chance 20% ranged attacks (via *entropic shield*) (20% concealment via *blur* if cast)

hp 106 (12 HD);

Immune Construct Immunities: Mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, any effect requiring a FORT save (unless effect works on objects or is harmless), massive damage.

SR 27

Fort +4, **Ref** +18, **Will** +8

Weakness Cold effect slows for 3 rounds, Fire effect stuns for 1 round

Speed 70 ft. (14 squares), base movement 40 ft.

Melee Rapier-hand (natural weapon) +21/+21/+21(*hasted*) (2d6+6/15-20 x2)

Ranged Tanglefoot bag +21 (*hasted*) (glue/entangle, DC 15 REF partial)

Space 5 ft.; **Reach** 5 ft.(or 15ft. 1 round/day w/ swift action)

Base Atk +8; **Grp** +14

Atk Options Combat Expertise, Dodge, Spring Attack, Staggering Strike, Tripping Thrust, Sneak Attack +1d6

Special Actions Extend reach to 15ft (1 round, swift action, 1/day), Stand from prone (swift action, doesn't provoke), +5 dodge versus a single ranged attack (immediate action, 1/day), Move half (round down) movement speed (swift action, movement doesn't provoke, 1/day).

Combat Gear Greatreach Bracers, Boots of Agile Leaping, Chronocharm of Horizon Walker, Chronocharm of the Grand Master, Oil of *greater magic fang* (5th CL), Oil of *barkskin* (3rd CL), Quaal's Feather Token: Whip, Tanglefoot Bag

Spell-Like Abilities (CL 11th, all at will):

3rd—*haste* †

2nd—*cat's grace* †

1st—*disguise self* †, *entropic shield* †, *feather fall*

‡ Already cast

Abilities Str 22, Dex 34, Con -, Int 10, Wis 19, Cha 20

SQ Construct Traits, Trap Finding

Feats Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse, Staggering Strike

Skills Balance +19, Disguise +6, Jump +44, Hide +13, Move Silently +13, Tumble +28,

Possessions combat gear plus Pearl of Power: 1st (used for the day), Vest of Resistance +1

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a REF save (DC 21) or be knocked prone as if tripped (STR based) **(MM2 and MM2 errata)**

Sources Nimblewright (MM2), Staggering Strike (CAAd), Greatreach Bracers (MIC), Boots of Agile Leaping (MIC), Chronocharm of the Horizon Walker (MIC), Chronocharm of the Grand Master (MIC), Vest of Resistance (MIC).

GREATER COMMAND: HALT TRAP CR 6

Description Greater Command: Halt is cast when triggered

Search DC 30; **Type** Magic device

Trigger Proximity, **Init** +3

Effect Greater Command: Halt, 9th level cleric, DC 17 Will negates

Duration automatic reset

Destruction AC 19; hp 27

Disarm Disable Device DC 30

Dispel DC 20

Sources DMG

SPELL TURRET CR 5

Description This spell turret is located on a small pedestal set in the middle of the floor, 2' high. While inactive, the spell turret merges with the pedestal and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize Suel humans, constructs and Kaarl and Gustav's familiars. It will not activate upon seeing them. If the turret detects an unrecognized creature, it will activate. The turret emerges from the pedestal with a flash of colorful light, looking like the snarling head of a badger. Once activated, the spell turret immediately begins casting its spells at the closest observed target creature in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 29; **Type** magic device

Trigger visual (*true seeing*; 120 ft.), **Init** +2

Effect *confusion* (CL 7th, Will DC 16, PHB), *fear* (CL , Will DC 16, 7th, PHB), *phantasmal killer* (CL7th, Will DC 16 plus Fort DC 16 for 3d6 damage, PHB), *Otiluke's resilient sphere* (CL7th, PHB), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 17; hardness 8; hp 150

Disarm Disable Device DC 20

Dispel DC 18

Sources Spell Turret (DMG2)

APPENDIX 2 – APL 12

ENCOUNTER 4

WARDER

CR 13

Male Spell Warped Gnom Ranger 1/ Scout 4/ Fighter 1/
Wizard 1/ Unseen Seer 4/ Spell Sword 2

CN Medium aberration (augmented humanoid)

Init +6; **Senses** Darkvision 60', Listen +7, Spot +10

Languages Common, Gnom, Orc, Elven

AC 24, touch 16, flat-footed 18; Expeditious Dodge, Skirmish+1AC or Improved Skirmish +3AC (+6 Dex, +5 armor, +3 natural)

Miss Chance 50% on ranged attacks

hp 153 (15 HD); regeneration/fast healing; DR

SR 25; Spell Absorption

Fort +20, **Ref** +17, **Will** +12

Speed 40 ft. in +1 Deathward Mithril Chain Shirt with masterwork Armor Spikes (8 squares), base movement 40 ft.

Melee +1 longsword +18 (1d8+10/ 19-20 x2) or

Melee +1 longsword +18/+13/+8 (1d8+10/ 19-20 x2) or

Ranged masterwork might Composite longbow (+4) +18 (1d8+7/x3) or

Ranged masterwork might Composite longbow(+4) +18/+13/+8 (1d8+7/x3)

Base Atk +11; **Grp** +17

Atk Options Skirmish (+4d6+2/+1 AC), Improved Skirmish (+6d6+2/+3 AC), Favored Enemy (Undead +2, Elementals +4)

Special Actions Speak with Animals or Plants 3/day, Ignore Spell Failure (10%)

Combat Gear +1 deathward Mithril chain shirt with masterwork armor spikes (MIC), +1 longsword, quiver of elvenkind (CC), staff of unyielding oak (MIC), bracers of arcane freedom (MIC), goggles of foe finding (MIC), skirmisher boots (MIC), potion of heroism, potion of heroics (Shot on the Run) x2 (SpC), potion of heroics (Woodland Archer (RW)) x2 (SpC), potion of heroics (Spring Attack) x2 (SpC), arcane scroll of gust of wind x2 (CL 3rd), arcane scroll of obscuring mist, tanglepatch (MIC), potion of barkskin +3, potion of shield of faith +4, 30 cold iron serpentstongue arrows (RW), 10 silver serpentstongue arrows (RW), 10 blunt arrows (RW), tanglefoot bags x2, alchemist's fire, silver spiked gauntlet, cold iron spiked gauntlet, masterwork mighty composite longbow (+6)

Wizard Spells Prepared (CL 5th, 7th for divination spells):

3rd— *anticipate teleportation*, *flame arrow*, *lesser telepathic bond*, *silent see invisibility*, *silent listening lorecall*

2nd— *false life*, *silent shield*, *chain of eyes*, *listening lorecall*, *silent guided shot*, *chain of eyes*, *silent benign transposition*

1st— *arrow mind*, *benign transposition*, *guided shot* x2, *scholar's touch*

0— *dancing lights*, *detect magic*, *message*, *prestidigitation*

† Already cast

Abilities Str 22, Dex 22, Con 22, Int 17, Wis 10, Cha 6

SQ Alternate Class Features: Ranger: Spiritual Connection, Darkvision 60ft., Ignore Spell Failure (10%), Spell Absorption, Wizard: Focused Specialist

Feats Point Blank Shot, Precise Shot, Track, Expeditious Dodge (RW), Mobility, Swift Hunter (CS), True Believer (Obad Hai) (CD), Improved Skirmish (CS), Scribe Scroll, Silent Spell, Craft Wondrous Items, Sanctify Relic (CD), Alertness, Run.

Skills Disable Device +19, Hide +18, Knowledge: Arcana +9, Listen +7, Move Silently +23, Search +21, Sense Motive +4, Spellcraft +6, Spot +10, Survival +10

Possessions combat gear plus *amulet of proof against detection and location*, *arcane thieves' tools* (MIC), *belt of the champion* (MIC), *headband of intellect* +2, *amulet of health* +2, *gloves of dexterity* +2, *panther mask* (MIC), *ring of entropic deflection* (MIC), *vest of resistance* +2 (MIC), spell component pouches x4, 743gp

Spellbook spells prepared plus 0— *resistance*, *acid splash*, *detect poison*, *read magic*, *flare*, *light*, *ray of frost*, *ghost sound*, *disrupt undead*, *touch of fatigue*, *mage hand*, *mending*, *open/close*, *arcane mark* ;1- *ray of enfeeblement*, *master's touch*, *shield*; 2- *bull's strength*, *see invisibility*, *gust of wind*, *bear's endurance*, *cat's grace*, *knock*; 3- *clairvoyance/clairaudience*, *haste*

Spell Absorption: If spell resistance negates a spell, the creature gains its choice of the following: Might: +4 enhancement bonus to Strength for 1 minute, Agility: +4 enhancement bonus to dexterity for 1 minute, Endurance: +4 enhancement bonus to constitution for 1 minute, Life: gains 5 x negated spell level in temporary hit points, Speed: gains 5 x negated spell level to base movement, Resistance: gain energy resistance 10 to one type of energy of the creature's choice (acid, cold, electricity, fire or sonic) (MM3)

Sources Spell Warped Template (MM3), Expeditious Dodge (RW), Swift Hunter (CS), True Believer (Obad Hai) (CD), Improved Skirmish (CS), Sanctify Relic (CD), *arcane thieves' tools* (MIC), *belt of the champion* (MIC), *panther mask* (MIC), *ring of entropic deflection* (MIC), *vest of resistance* +2 (MIC), +1 deathward Mithril chain shirt w/ masterwork armor spikes (MIC), quiver of elvenkind (CC), staff of unyielding oak (MIC), bracers of arcane freedom (MIC), goggles of foe finding (MIC), skirmisher boots (MIC), potion of heroics (Shot on the Run) x2 (SpC), potion of heroics (Woodland Archer-RW) x2 (SpC), potion of heroics (Spring Attack) x2 (SpC), tanglepatch x2 (MIC), 30 cold iron serpentstongue arrows (RW), 10 silver serpentstongue arrows (RW), 10 blunt arrows (RW)

WEASEL FAMILIAR

CR --

Male Animal

N Tiny magical beast (weasel)

Init +2; **Senses** Low-light Vision, Scent, Listen +6, Spot +9

AC 15, touch 14, flat-footed 13
(+2 size, +2 Dex, +1 natural)

hp 76 (15 HD)

Fort +12, **Ref** +9 (improved Evasion), **Will** +11

Speed 20 ft. (4 squares), base movement 20 ft., climb 20 ft.;

Melee bite+15 (1d3-4)

Space 2.5 ft.; **Reach** 0 ft.

Base Atk +11; **Grp** -1

Atk Options Attach

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

SQ Low-light vision, Scent, Empathic Link, Share Spells

Feats Weapon Finesse: Bite, Agile

Skills Balance +12, Climb +10, Disable Device +14, Escape Artist +4, Hide +20, Knowledge: Arcana +4, Listen +6, Move Silently +23, Search +16, Sense Motive +5, Spellcraft +1, Spot +9, Survival +11

GREATER SPELL TURRET

CR 10

Description This spell turret is located 20 feet up a tree, located on the encounter map. While inactive, the spell turret merges with the tree and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize gnolls, animals, plants and constructs. It will not activate upon seeing them. It is further hidden by moss, blocking its *true seeing* until removed. If the turret detects an unrecognized creature, it will activate. The turret emerges from the tree with a flash of colorful light, looking like the snarling head of a gnoll. Once activated, the spell turret immediately begins casting its spells in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 34; **Type** magic

Trigger visual (*true seeing*; 120 ft.), **Init** +5

Effect *summon golem: iron golem* (CL 17th, PHB2 pg. 126), *maximized fire-substituted chain lightning* (Reflex DC 20 for half damage, PHB pg. 208), *chain greater dispel magic* (CL 17, PHB pg. 223), *time stop* (PHB pg. 294), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 7, hardness 5, 200 hp.

Disarm Disable Device DC 34

Dispel DC 28

Sources Spell Turrets (DMG2), *summon golem: iron golem* (PHB2), Energy Substitution (Car), Chain Spell (Car)

LESSER SPELL TURRET

CR 10

Description This spell turret is located 20 feet up a tree, located on the encounter map. While inactive, the

spell turret merges with the tree and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize gnolls, animals, plants and constructs. It will not activate upon seeing them. It is further hidden by moss, blocking its *true seeing* until removed. If the turret detects an unrecognized creature, it will activate. The turret emerges from the tree with a flash of colorful light, looking like the snarling head of a gnoll. Once activated, the spell turret immediately begins casting its spells in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 34; **Type** magic

Trigger visual (*true seeing*; 120 ft.), **Init** +5

Effect *summon golem: iron golem* (CL 17th, PHB2 pg. 126), *chain greater dispel magic* (CL 17, PHB pg. 223), *maximized widened fireball* (Reflex DC 17 for half damage, PHB pg. 231), *enlarged maze* (PHB pg. 252), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 7, hardness 5, 200 hp.

Disarm Disable Device DC 34

Dispel DC 28

Sources Spell Turrets (DMG2), *summon golem: iron golem* (PHB2), Energy Substitution (Car)

ENCOUNTER 5

SHAMAN BOSS

CR 12

Male orc cleric 11 / fighter 1

CE Medium humanoid (orc)

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

Languages Common, Orc

AC 23, touch 10, flat-footed 23

(+9 armor, +4 shield)

hp 104 (12 HD)

Fort +15, **Ref** +6, **Will** +14

Weakness Light Sensitivity: orcs are dazzled in bright sunlight or within a daylight spell

Speed 20 ft. in +1 *deathward full plate* (4 squares), base movement 30 ft.

Melee short spear +12 (1d6+3) or

Melee short spear +12/+7 (1d6+3) or

Ranged shortspear +9 (1d6+3) or

Ranged shortspear +9/+4 (1d6+3)

Base Atk +9; **Grp** +12

Special Actions Shielded Casting

Combat Gear +1 *deathward full plate* (MIC), +2 *heavy steel shield*, *potion of barkskin* +2, *potion of displacement*, *rod of lesser extend*, short spear x3,

Cleric Spells Prepared (CL 11th, DC =14 + spell level, 16+ spell level for Enchantment, 17 + spell level for Enchantment (compulsion)):

6th— *geas/quest* (D), *harm*

5th— *greater command* (D), *break enchantment*, *true seeing*
 4th— *dominate person* (D), *divine power*, *greater magic weapon*, *freedom of movement* x2
 3rd— *suggestion* (D), *blindness/deafness*, *dispel magic* x2, *energy vortex* (SpC), *magic vestment*,
 2nd— *enthrall* (D), *calm emotions*, *hold person* x3 ,
silence
 1st— *command* (D), *blessed aim* (SpC), *bless*, *bane*,
comprehend languages, *divine favor*, *shield of faith*
 0— *detect magic* x3, *read magic* x2, *resistance*
D: Domain spell. Deity: Gruumsh. Domains: Domination, Tyranny
 † Already cast

Abilities Str 16, Dex 10, Con 16, Int 6, Wis 18, Cha 10
SQ Darkvision 60ft., Light Sensitivity
Feats Combat Casting, Spell Focus: Enchantment(from Domination Domain), Greater Spell Focus : Enchantment, Divine Fortune (PHB2), Shielded Casting (RS), Improved Toughness (CW), Domain Sponaniety (CD)
Skills Concentration +8, Spellcraft + 7, Climb -2
Possessions combat gear plus *periapt of wisdom* +2, *cloak of resistance* +3, 127 gp.

Description
Sources Divine Fortune (PHB2), Shielded Casting (RS), Improved Toughness (CW), Domain Sponaniety (CD), *blessed aim* (SpC), *energy vortex* (SpC), +1 *deathward full plate* (MIC)

ORC EXPLORERS **CR 10**
 Male orc scout 5 / fighter 2 / occult slayer 3
 CE Medium humanoid (orc)
Init +9; **Senses** Darkvision 60ft., Listen +9, Spot +9
Languages Common, Orc

AC 18, touch 14, flat-footed 14; Skirmish +1 AC, Improved Skirmish +3AC, Uncanny Dodge (+4 Dex, +4 armor)
hp 75 (10 HD)
Fort +13 , **Ref** +12 (evasion), **Will** +10
Weakness Light Sensitivity: orcs are dazzled in bright sunlight or within a daylight spell

Speed 40 ft. in masterwork chainshirt (8 squares), base movement 40 ft.
Melee falchion +10 (2d4+3 / 18-20 / x2) or
Melee falchion +10/+5 (2d4+3 / 18-20 / x2) or
Ranged +1 *mighty(+2)human bane composite longbow* +13 (1d8+3 / x3) or
Ranged +1 *mighty(+2) human bane composite longbow* +13/+8 (1d8+3 / x3)
Base Atk +8; **Grp** +10
Atk Options Point Blank Shot, Precise Shot, Skirmish (+2d6+2, +1AC with 10ft. movement), Improved Skirmish (+4d6+2, +3AC with 20ft. movement), weapon bond (+1d6 to casters with composite longbow)
Special Actions trackless step, mind over magic 1/day (CL 7, spell turning to spell targeted at Occult slayer), Auravision (detect magic at will, no spellcraft)

Combat Gear +1 *mighty(+2) human bane composite longbow*, masterwork chainshirt, *skirmisher boots* (MIC), *brooch of shielding*, *potion of cat's grace*, *potion of cure light wounds*, *potion of enlarge person*, *potion of shield of faith* +4 , tanglefoot bag x3, falchion

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 6
SQ trap finding, battle fortitude +1, uncanny dodge, trackless step, fast movement 10ft., magical defense +2, weapon bond, Darkvision 60ft., Light Sensitivity
Feats Point Blank Shot, Precise Shot, Iron Will, Weapon Focus: Composite Longbow, Improved Initiative, Great Fortitude, Improved Skirmish (CS)
Skills Escape Artist +11, Knowledge: Arcana +5, Knowledge: Dungeoneering +5, Knowledge: Nature +5, Listen +9, Spellcraft +12, Spot +9, Tumble +13
Possessions combat gear plus *cloak of resistance* +1,25gp.

Description
Sources Scout (CAAd), Occult Slayer (CW), Improved Skirmish (CS), *skirmisher boots* (MIC)

ENCOUNTER 6

GUSTAV HARTUR **CR 14**
 Male Human (Suel)
 Wizard6/Mindbender1/EarthDreamer5/Fatespinner2
 NE Medium Humanoid (Suel Human)
Init +1; **Senses** Darkvision 60', Tremor Sense (10'), *see invisibility*, *arcane sight*, Earth Sight (30'), Listen +3, Spot +3
Aura Moderate Evil
Languages Ancient Suel, Ancient Baklunish, Draconic, Infernal, Celestial (& *read magic*, Telepathy & *tongues* effects)

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor)
hp 85 (+47 temporary hit points) (14 HD)
Immune 25% to critical hits
Fort +14, **Ref** +12, **Will** +21

Speed 30 ft. (6 squares), base movement 30 ft., Swim (via *heart of water*) 30 ft
Melee dagger +5/+0 (1d4-1/19-20 x2)
Ranged spell +7 (by spell)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +5
Atk Options Re-roll attack roll 1/day, take 10 on Concentration checks, force reroll (friend/enemy) 1/day, 2 points of spin (spell save DCs)
Special Actions Earth Glide (6 rounds/standard action), Earth Sight (6 rounds/standard action), *freedom of movement* (swift action, 14 rounds via *heart of water*), *stoneskin* (swift action, 14 rounds, 140hps via *heart of earth*), Mobile Spellcasting, Earth Sense (move action tremorsense 20').

Combat Gear Gloves of Fortunate Striking, Ring of the Darkhidden, Skill Shard (+2 concentration) x2, Arcane Scroll of *true strike* (1st CL) x3, Arcane Scroll of *blur* (3rd CL) x2, Arcane Scroll of *fly* (5th CL) x2, Arcane Scroll of *greater invisibility* (14th CL) x2,

Arcane Scroll of *slide* (1st CL), Arcane Scroll of *shield* (4th CL), dagger.

Wizard Spells Prepared (CL 14th):

7th—*project image*, *necrotic curse* ‡, *greater arcane sight*
6th—*chain dispel magic*, *superior resistance*, *chain bands of steel*, <Open Slot>
5th—*feeblemind*, *phantasmal thief*, sculpted *Evard's black tentacles*, *spiritwall*
4th—*chain grease*, *greater mirror image*, *heart of earth* ‡, *Otiluke's resilient sphere*, *wall of evil*
3rd—*dispel magic*, *empowered ray of enfeeblement*, *heart of water* ‡, *heroism*, sculpted *glitterdust* x2
2nd—*false life* x2 ‡, *glitterdust*, *scorching ray*, sculpted *grease* x2
1st—*distract assailant* x2, *grease*, *mage armor* ‡, *ray of enfeeblement*, *slide*
0—*dancing lights*, *message*, *open/close*, *prestidigitation*

‡ Already cast

Active Spells (CL 14th unless stated): *mage armor* ‡, *false life* (+19 hit points) ‡, *heart of earth* ‡, *heart of water* ‡, *superior resistance* (last night) ‡, *guards and wards* (last night), permanent *Mordenkainen's private sanctum* (13th CL), permanent *see invisibility* (10th CL), permanent *arcane sight* (12th CL), permanent *darkvision* (12th CL), permanent *tongues* (12th CL), permanent *read magic* (9th CL), permanent *Rary's telepathic bond* x2 (one w/ each Nimblewright).

‡ Shared with familiar

Abilities Str 8, Dex 12, Con 16, Int 24, Wis 13, Cha 10

SQ Earth Friend, Earth Dream (80%), Darkvision 60'

Feats Earth Sense, Empower Spell, Craft Wondrous Items, Sculpt Spell, Steady Concentration Mobile Spellcasting, Chain Spell

Skills Bluff +5, Concentration +25, Craft: Alchemy +8, Diplomacy +8, Knowledge: Arcana +17, Knowledge: Dungeoneering +12, Knowledge: Nature +12, Knowledge: Planes +8, Knowledge: Religion +8, Intimidate +4, Profession: gambler +6, Sense Motive +6, Spellcraft +26

Possessions combat gear plus Headband of Intellect +6, Amulet of Health +2, Tunic of Steady Spellcasting, Boccob's Blessed Book (below), Spell Component Pouches x3, Small Silver Rod, 178gp

Spellbook (Boccob's Blessed Book) spells prepared plus 0— all cantrips; 1— *charm person*, *true strike*, *shield*; 2— *chain of eyes*, *fox's cunning*, *bear's endurance*, *darkvision*, *see invisibility*, *blur*; 3— *arcane sight*, *fly*, *secret page*, *stinking cloud*, *tongues*; 4— *greater invisibility*; 5— *Mordenkainen's private sanctum*, *permanency*, *Rary's telepathic bond*, *refusal*; 6— *flesh to stone*, *guards and wards*, *ruby ray of reversal*; 7— *limited wish*.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude is improved by one step. **(RoS)**

Earth Dream (Sp) By attuning himself to the earth dream, an earth dreamer can pull knowledge from the

mountains. This ability works like the divination spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer. An earth dreamer's chance of receiving an answer is 80% and the dream only reveals correct answers. Using this ability takes 10 minutes, and the earth dreamer can use it once per day. **(RoS)**

Lesser Tremorsense (Ex) An earth dreamer is so in tune with the earth that he gains the tremorsense ability with a range of 10 feet. His Earth Sense feat still functions beyond that range, but he can now sense and pinpoint foes within 10 feet without an action. **(RoS)**

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas. Using this ability is a standard action. Each use last for 6 (3+CON) rounds. **(RoS)**

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning him for 1 round unless he succeeds on a DC 15 FORT save. Using this ability is a standard action. Each use lasts for 6 (3+CON) rounds. **(RoS)**

Telepathy (Su) A mindbender unlocks one of the most basic elements of his craft, gaining the ability to communicate telepathically with any creature within 100 feet that has a language. **(CA)**

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use 2 (fatespinner class level) points of spin. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point for point basis. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day. **(CA)**

Fickle Finger of Fate (Ex) Once per day as an immediate action, he can force any other creature – friend or enemy- to reroll a roll that is has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll. **(CA)**

Sources Mindbender (CA), Earth Dreamer (RoS), Fatespinner (CA), Gloves of Fortunate Striking (MIC), Skill Shard (MIC), *slide* (SpC), *necrotic curse* (CM), *superior resistance* (SpC), *phantasmal thief* (SpC), *spiritwall* (SpC), *greater mirror image* (CM), *wall of evil*

(SpC), *heart of water* (CM), *heart of earth* (CM), *bands of steel* (SpC), *distract assailant* (SpC), Earth Sense (RoS), Steady Concentration (RoS), Mobile Spellcasting (CA), Tunic of Steady Spellcasting (MIC), *chain of eyes* (SpC), *refusal* (SpC), *ruby ray of reversal* (SpC).

WEASEL FAMILIAR

CR --

Male Animal

N Tiny magical beast (weasel)

Init +2; **Senses** Low-light Vision, Scent, Listen +1, Spot +3

Languages Speak with master

AC 21, touch 14, flat-footed 19

(+2 size, +2 Dex, +3 natural, +4 armor (shared *mage armor*))

hp 42 (+49 shared *false life* and *heart of earth*) (14 HD)

Immune 25% to critical hits

Fort +11, **Ref** +11 (improved Evasion), **Will** +21

Speed 20 ft. (4 squares), base movement 20 ft., climb 20 ft., Swim (via *heart of water*) 20ft.;

Melee bite+10 (1d3-4)

Space 2.5 ft.; **Reach** 0 ft.

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

Atk Options Attach, Deliver Touch Spells

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5

SQ Low-light vision, Scent, Empathic Link, Share Spells

Feats Weapon Finesse, Agile

Skills Balance +12, Climb +10, Escape Artist +9 Hide +10, Move Silently +8, Spot +3, Bluff +2, Concentration +17, Craft: Alchemy +0, Diplomacy +5, Knowledge: Arcana +9, Knowledge: Dungeoneering +4, Knowledge: Nature +4, Knowledge: Planes +0, Knowledge: Religion +0, Intimidate +1, Profession: gambler +6, Sense Motive +6, Spellcraft +18

THING 1 & THING 2

CR 9

(EACH)

Neuter Advanced Nimblewright (15 HD) Rogue 3

CE Medium Construct

Init +12; **Senses** Low-light vision, Darkvision 60', Listen +3, Spot +11

Aura moderate evil

Languages Ancient Suel, Elven, Dwarven

AC 34, touch 23, flat-footed 21

(+12 Dex, +4 armor (*mage armor*), +1 dodge (*haste*), +7 natural)

Miss Chance 20% ranged attacks (via *entropic shield*) (20% concealment via *blur* if cast)

hp 146 (18 HD);

Immune Construct Immunities: Mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, any effect requiring a FORT save (unless effect works on objects or is harmless), massive damage.

SR 28

Fort +7, **Ref** +22 (evasion), **Will** +10

Weakness Cold effect slows for 3 rounds, Fire effect stuns for 1 round

Speed 70 ft. (14 squares), base movement 40 ft.

Melee Rapier-hand (natural weapon) +26/+26/+26(*hasted*) (2d6+6/15-20 x2)

Ranged Tanglefoot bag +26 (*hasted*) (glue/entangle, DC 15 REF partial)

Space 5 ft.; **Reach** 5 ft.(or 15ft. 1 round/day w/ swift action)

Base Atk +13; **Grp** +19

Atk Options Combat Expertise, Dodge, Spring Attack, Staggering Strike, Tripping Thrust, Elusive Target, Whirlwind attack, Sneak Attack +2d6

Special Actions Extend reach to 15ft (1 round, swift action, 1/day), Stand from prone (swift action, doesn't provoke), +5 dodge versus a single ranged attack (immediate action, 1/day), Move half (round down) movement speed (swift action, movement doesn't provoke, 1/day).

Combat Gear Necklace of Fireballs (type 1), Dust of Disappearance, Greatreach Bracers, Boots of Agile Leaping, Chronocharm of Horizon Walker, Chronocharm of the Grand Master, Oil of *greater magic fang* (5th CL), Quaal's Feather Token: Whip, Tanglefoot Bag

Spell-Like Abilities (CL 15th, all at will):

3rd—*haste* †

2nd—*cat's grace* †

1st—*disguise self* †, *entropic shield* †, *feather fall*

† Already cast

Abilities Str 22, Dex 34, Con -, Int 13, Wis 16, Cha 21

SQ Construct Traits, Trap Finding, Evasion

Feats Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse, Staggering Strike, Elusive Target, Whirlwind Attack

Skills Balance +19, Diplomacy +7, Jump +47, Hide +20, Move Silently +13, Search +9, Sense Motive +8, Spellcraft +2, Spot +11, Tumble +35,

Possessions combat gear plus Pearl of Power: 1st (used for the day), Vest of Resistance +1

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a REF save (DC 23) or be knocked prone as if tripped (STR based) (**MM2 and MM2 errata**)

Sources Nimblewright (MM2), Staggering Strike (CA), Greatreach Bracers (MIC), Boots of Agile Leaping (MIC), Chronocharm of the Horizon Walker (MIC), Chronocharm of the Grand Master (MIC), Vest of Resistance (MIC).

FORCECAGE TRAP

CR 8

Description *forcecage* is cast when triggered

Search DC 32; **Type** Magic device

Trigger Proximity, **Init** +4

Effect *forcecage*, 13th level wizard

Duration automatic reset

Destruction AC 22; hp 36

Disarm Disable Device DC 32

Dispel DC 24

Sources DMG

SPELL TURRET

CR 5

Description This spell turret is located on a small pedestal set in the middle of the floor, 2' high. While inactive, the spell turret merges with the pedestal and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize Suel humans, constructs and Kaarl and Gustav's familiars. It will not activate upon seeing them. If the turret detects an unrecognized creature, it will activate. The turret emerges from the pedestal with a flash of colorful light, looking like the snarling head of a badger. Once activated, the spell turret immediately begins casting its spells at the closest observed target creature in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 29; **Type** magic device

Trigger visual (*true seeing*; 120 ft.), **Init** +2

Effect *confusion* (CL 7th, Will DC 16, PHB), *fear* (CL , Will DC 16, 7th, PHB), *phantasmal killer* (CL7th, Will DC 16 plus Fort DC 16 for 3d6 damage, PHB), *Otiluke's resilient sphere* (CL7th, PHB), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 17; hardness 8; hp 150

Disarm Disable Device DC 20

Dispel DC 18

Sources Spell Turret (DMG2)

PHANTOM BATTLE TRAP

CR 5

Description *phantom battle* is cast when triggered

Search DC 29; **Type** Magic device

Trigger Proximity, **Init** +2

Effect *phantom battle*, 7th level wizard, DC 16 Will

Duration automatic reset

Destruction AC 17; hp 22

Disarm Disable Device DC 29

Dispel DC 18

Sources PHB2

APPENDIX 3 – APL 14

ENCOUNTER 4

WARDER

CR 18

Male Spell Warped Gnoll Ranger 1/ Scout 4/ Fighter 4/
Wizard 1/ Unseen Seer 4/ Spell Sword 2

CN Medium aberration (augmented humanoid)

Init +7; **Senses** Darkvision 60', Listen +14, Spot +11

Languages Common, Gnoll, Orc, Elven, Draconic

AC 28, touch 17, flat-footed 21; Expeditious Dodge,
Skirmish+1AC or Improved Skirmish +3AC
(+7 Dex, +6 armor, +2 shield, +3 natural)

Miss Chance 50% on ranged attacks

hp 207 (18 HD); regeneration/fast healing; DR

SR 29; Spell Absorption

Fort +25, **Ref** +19, **Will** +15

Speed 40 ft. in *millennial chain mail* (8 squares), base
movement 40 ft.

Melee +1 *everbright bloodstone longsword* +21
(1d8+10/ 19-20 x2) or

Melee +1 *everbright bloodstone longsword* +21/+16/+11
(1d8+10/ 19-20 x2) or

Ranged *bow of the wintermoon* +25 (1d8+11/x3) or

Ranged *bow of the wintermoon* +25/+20/+15
(1d8+11/x3)

Base Atk +14; **Grp** +20

Atk Options Skirmish (+4d6+2/+1 AC), Improved
Skirmish (+6d6+2/+3 AC), Favored Enemy (Undead
+2, Elementals +4)

Special Actions Speak w/ Animals or Plants 3/day,
Ignore Spell Failure (10%)

Combat Gear +1 *deathward buckler* (MIC), *millennial
chain mail* (MIC), *bow of the wintermoon with lesser
crystal of return* (MIC), +1 *everbright bloodstone
longsword* (MIC), *quiver of elvenkind* (CC), quiver of
acid energy (MIC), *staff of unyielding oak* x3 (MIC),
bracers of arcane freedom (MIC), *skirmisher boots*
(MIC), *eternal wand of silence* (CL 3) ((MIC), *wand of
freedom of movement* (CL 7, 5 charges), *wand of
vampiric touch* (CL 20, 5 charges), *potion of heroism*,
potion of heroics (Shot on the Run) x2 (SpC), *potion of
heroics* (Woodland Archer (RW)) x2 (SpC), *potion of
heroics* (Spring Attack) x2 (SpC), *arcane scroll of gust
of wind* (CL 3rd), *elixir of hiding*, *elixir of sneaking*,
tanglepatch x2 (MIC), *potion of barkskin* +5, *potion of
shield of faith* +4, 30 cold iron serpentstongue arrows
(RW), 10 silver serpentstongue arrows (RW), 10 blunt
arrows (RW), 16 cold iron serpentstongue arrows*
(RW), 4 silver serpentstongue arrows *(RW),
tanglefoot bags x2, alchemist's fire, silver spiked
gauntlet, cold iron spiked gauntlet,

* in quiver of acid energy

Wizard Spells Prepared (CL 5th, 7th for divination
spells):

3rd— *anticipate teleportation*, *flame arrow*, *lesser
telepathic bond*, *silent see invisibility*, *silent listening
lorecall*

2nd— *false life*, *silent shield*, *gust of wind*, *listening
lorecall*, *chain of eyes*, *silent arrow mind*

1st— *arrow mind*, *benign transposition* x2, *ray of
enfeeblement*, *scholar's touch* x2

0— *dancing lights*, *detect magic*, *message*,
prestidigitation

‡ Already cast

Abilities Str 22, Dex 24, Con 24, Int 16, Wis 10, Cha 6

SQ Alternate Class Features: Ranger: Spiritual
Connection, Darkvision 60ft., Ignore Spell Failure (10%),
Spell Absorption, Wizard: Focused Specialist

Feats Point Blank Shot, Precise Shot, Track,
Expeditious Dodge (RW), Mobility, Swift Hunter (CS),
True Believer (Obad Hai) (CD), Improved Skirmish (CS),
Scribe Scroll, Silent Spell, Craft Wondrous Items,
Sanctify Relic (CD), Alertness, Run, Weapon focus :
Longbow, Weapon Specialization: Long Bow, Ranged
Weapon Mastery: Piercing (PHB2), Improved Precise
Shot.

Skills Disable Device +19, Hide +25, Knowledge:
Arcana +9, Listen +14, Move Silently +25, Search
+26, Sense Motive +4, Spellcraft +6, Spot +11,
Survival +10

Possessions combat gear plus *amulet of proof against
detection and location*, *arcane thieves' tools* (MIC),
belt of the champion (MIC), *headband of intellect* +2,
amulet of health +4, *gloves of dexterity* +4, *panther
mask* (MIC), *goggles minute seeing*, *ring of entropic
deflection* (MIC), *vest of resistance* +4 (MIC), spell
component pouches x4, 744gp

Spellbook spells prepared plus 0— *resistance*, *acid
splash*, *detect poison*, *read magic*, *flare*, *light*, *ray of
frost*, *ghost sound*, *disrupt undead*, *touch of fatigue*,
mage hand, *mending*, *open/close*, *arcane mark* ;1-
ray of enfeeblement, *master's touch*, *shield*; 2- *bull's
strength*, *see invisibility*, *gust of wind*, *bear's
endurance*, *cat's grace*, *knock*; 3-
clairvoyance/clairaudience, *haste*

Spell Absorption: If spell resistance negates a spell,
the creature gains its choice of the following: Might:
+4 enhancement bonus to Strength for 1 minute,
Agility: +4 enhancement bonus to dexterity for 1
minute, Endurance: +4 enhancement bonus to
constitution for 1 minute, Life: gains 5 x negated spell
level in temporary hit points, Speed: gains 5 x
negated spell level to base movement, Resistance:
gain energy resistance 10 to one type of energy of
the creature's choice (acid, cold, electricity, fire or
sonic) (MM3)

Sources Spell Warped Template (MM3), Expeditious
Dodge (RW), Swift Hunter (CS), True Believer (Obad
Hai) (CD), Improved Skirmish (CS), Sanctify Relic
(CD), Ranged Weapon Mastery: Piercing (PHB2),
arcane thieves' tools (MIC), *belt of the champion*
(MIC), *panther mask* (MIC), *ring of entropic deflection*
(MIC), *vest of resistance* +4 (MIC), *bow of the
wintermoon* (MIC), +1 *everbright bloodstone
longsword* (MIC), *eternal wand of silence* (CL 3)
((MIC), +1 *deathward buckler* (MIC), *millennial chain
mail* (MIC), *bow of the wintermoon with lesser crystal*

of return (MIC), +1 everbright bloodstone longsword (MIC), quiver of elvenkind (CC), quiver of acid energy (MIC), staff of unyielding oak (MIC), bracers of arcane freedom (MIC), skirmisher boots (MIC), potion of heroics (Shot on the Run) x2 (SpC), potion of heroics (Woodland Archer-RW) x2 (SpC), potion of heroics (Spring Attack) x2 (SpC), tanglepatch x2 (MIC), 30 cold iron serpentstongue arrows (RW), 10 silver serpentstongue arrows (RW), 10 blunt arrows (RW)

WEASEL FAMILIAR

CR --

Male Animal

N Tiny magical beast (weasel)

Init +2; **Senses** Low-light Vision, Scent, Listen +13, Spot +10

AC 15, touch 14, flat-footed 13

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

hp 103 (18 HD)

Fort +14, **Ref** +10 (improved Evasion), **Will** +12

Speed 20 ft. (4 squares), base movement 20 ft., climb 20 ft.;

Melee bite+18 (1d3-4)

Space 2.5 ft.; **Reach** 0 ft.

Base Atk +14; **Grp** +2

Atk Options Attach

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

SQ Low-light vision, Scent, Empathic Link, Share Spells

Feats Weapon Finesse: Bite, Agile

Skills Balance +12, Climb +10, Disable Device +14, Escape Artist +4, Hide +29, Knowledge: Arcana +4, Listen +13, Move Silently +27, Search +16, Sense Motive +5, Spellcraft +1, Spot +10, Survival +11

GREATER SPELL TURRET

CR 10

Description This spell turret is located 20 feet up a tree, located on the encounter map. While inactive, the spell turret merges with the tree and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize gnolls, animals, plants and constructs. It will not activate upon seeing them. It is further hidden by moss, blocking its *true seeing* until removed. If the turret detects an unrecognized creature, it will activate. The turret emerges from the tree with a flash of colorful light, looking like the snarling head of a gnoll. Once activated, the spell turret immediately begins casting its spells in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 34; **Type** magic

Trigger visual (*true seeing*; 120 ft.), **Init** +5

Effect *summon golem: iron golem* (CL 17th, PHB2 pg. 126), *maximized fire-substituted chain lightning* (Reflex DC 20 for half damage, PHB pg. 208), *chain greater dispel magic* (CL 17, PHB pg. 223), *time stop*

(PHB pg. 294), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 7, hardness 5, 200 hp.

Disarm Disable Device DC 34

Dispel DC 28

Sources Spell Turrets (DMG2), *summon golem: iron golem* (PHB2), Energy Substitution (Car), Chain Spell (Car)

LESSER SPELL TURRET

CR 10

Description This spell turret is located 20 feet up a tree, located on the encounter map. While inactive, the spell turret merges with the tree and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize gnolls, animals, plants and constructs. It will not activate upon seeing them. It is further hidden by moss, blocking its *true seeing* until removed. If the turret detects an unrecognized creature, it will activate. The turret emerges from the tree with a flash of colorful light, looking like the snarling head of a gnoll. Once activated, the spell turret immediately begins casting its spells in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 34; **Type** magic

Trigger visual (*true seeing*; 120 ft.), **Init** +5

Effect *summon golem: iron golem* (CL 17th, PHB2 pg. 126), *chain greater dispel magic* (CL 17, PHB pg. 223), *maximized widened fireball* (Reflex DC 17 for half damage, PHB pg. 231), *enlarged maze* (PHB pg. 252), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 7, hardness 5, 200 hp.

Disarm Disable Device DC 34

Dispel DC 28

Sources Spell Turrets (DMG2), *summon golem: iron golem* (PHB2), Energy Substitution (Car)

ENCOUNTER 5

SHAMAN BOSS

CR 14

Male orc cleric 13 / fighter 1

CE Medium humanoid (orc)

Init +0; **Senses** Darkvision 60ft., Listen +4, Spot +4

Languages Common, Orc

AC 24, touch 10, flat-footed 24

(+10 armor, +4 shield)

hp 122 (14 HD)

Fort +16, **Ref** +7, **Will** +16

Weakness Light Sensitivity: orcs are dazzled in bright sunlight or within a daylight spell

Speed 20 ft. in +2 *deathward full plate* (4 squares), base movement 30 ft.

Melee short spear +13 (1d6+3) or

Melee short spear +13/+8 (1d6+3) or

Ranged shortspear +10 (1d6+3) or

Ranged shortspear +10/+5 (1d6+3)

Base Atk +10; **Grp** +13

Special Actions Shielded Casting

Combat Gear +2 *deathward full plate* (MIC), +2 *heavy steel shield*, *potion of barkskin* +4, *potion of displacement*, *potion of invisibility*, *rod of lesser extend*, short spear x3,

Cleric Spells Prepared (CL 13th, DC =15 + spell level, 17+ spell level for Enchantment, 18 + spell level for Enchantment (compulsion)):

7th— *mass suggestion*(D), *repulsion*

6th— *geas/quest* (D), *blade barrier*, *harm*

5th— *greater command* (D), *break enchantment*, *flame strike*, *slay living*, *true seeing*

4th— *dominate person* (D), *dimensional anchor*, *divine power*, *greater magic weapon*, *freedom of movement* x2

3rd— *suggestion* (D), *blindness/deafness*, *dispel magic* x2, *energy vortex* (SpC), *magic vestment*

2nd— *enthrall* (D), *calm emotions*, *hold person* x3 , *silence* x2

1st— *command* (D), *blessed aim* (SpC), *bless*, *bane*, *comprehend languages*, *divine favor*, *obscuring mist*, *shield of faith*

0— *detect magic* x3, *read magic* x2, *resistance*

D: Domain spell. Deity: Gruumsh. Domains: Domination, Tyranny

† Already cast

Abilities Str 16, Dex 10, Con 16, Int 6, Wis 20, Cha 10

SQ Darkvision 60ft., Light Sensitivity

Feats Combat Casting, Spell Focus: Enchantment (from Domination Domain), Greater Spell Focus : Enchantment, Divine Fortune (PHB2), Shielded Casting (RS), Improved Toughness (CW), Domain Spontaneity (CD)

Skills Concentration +8, Spellcraft + 9, Climb -2

Possessions combat gear plus *periapt of wisdom* +4, *cloak of resistance* +3, 227 gp.

Description

Sources Divine Fortune (PHB2), Shielded Casting (RS), Improved Toughness (CW), Domain Spontaneity (CD), *blessed aim* (SpC), *energy vortex* (SpC), +2 *deathward full plate* (MIC)

ORC EXPLORERS

CR 12

Male orc scout 5 / fighter 2 / occult slayer 5

CE Medium humanoid (orc)

Init +9; **Senses** Darkvision 60ft., Listen +9, Spot +9

Languages Common, Orc

AC 21, touch 15, flat-footed 16; Skirmish +1 AC, Improved Skirmish +3AC, Uncanny Dodge, Dodge, Mobility, Elusive Target (CW)

(+5 Dex, +6 armor)

hp 89 (12 HD)

Immune Mind-affecting effects

Fort +13, **Ref** +15 (evasion), **Will** +11

Weakness Light Sensitivity: orcs are dazzled in bright sunlight or within a daylight spell

Speed 40 ft. in +2 *chainshirt* (8 squares), base movement 40 ft.

Melee falchion +12 (2d4+3 / 18-20 / x2) or

Melee falchion +12/+7 (2d4+3 / 18-20 / x2) or

Ranged +1 *mighty human bane composite longbow* (Str +2) +16 (1d8+3 / x3) or

Ranged +1 *mighty human bane composite longbow* (Str +2) +16/+11 (1d8+3 / x3)

Base Atk +10; **Grp** +12

Atk Options Point Blank Shot, Precise Shot, Skirmish (+2d6+2, +1 AC with 10ft. movement), Improved Skirmish (+4d6+2, +3AC with 20ft. movement), weapon bond (+1d6 to casters with composite longbow)

Special Actions trackless step, mind over magic 2/day (CL 10, spell turning to spell targeted at Occult slayer), Auravision (detect magic at will, no spellcraft), Elusive Target (CW)

Combat Gear +1 *mighty*(+2) *human bane composite longbow*, +2 *chainshirt*, *skirmisher boots* (MIC), *brooch of shielding*, *potion of cat's grace*, *potion of cure light wounds*, *potion of enlarge person*, *potion of shield of faith* +4, , *tanglefoot bag* x3, falchion

Abilities Str 14, Dex 20, Con 14, Int 10, Wis 12, Cha 6

SQ trap finding, battle fortitude +1, uncanny dodge, trackless step, fast movement 10ft., magical defense +3, weapon bond, Darkvision 60ft., Light Sensitivity, Non-detection Cloak, Blank Thoughts

Feats Point Blank Shot, Precise Shot, Dodge, Weapon Focus: Composite Longbow, Improved Initiative, Mobility,, Improved Skirmish (CS), Elusive Target (CW)

Skills Escape Artist +12, Knowledge: Arcana +5 Knowledge: Dungeoneering +5, Knowledge: Nature +5, Listen +9, Spellcraft +14 Spot +9, Tumble +15

Possessions combat gear plus *cloak of resistance* +2, *gloves of dexterity* +2, 25gp.

Description

Sources Scout (CAAd), Occult Slayer (CW), Improved Skirmish (CS), Elusive Target (CW), *skirmisher boots* (MIC)

ENCOUNTER 6

GUSTAV HARTUR

CR 16

Male Human (Suel) Wizard6/Mindbender1/Earth Dreamer5/Fatespinner4

NE Medium Humanoid (Suel Human)

Init +1; **Senses** Darkvision 60', Tremor Sense (10'), see *invisibility*, *arcane sight*, Earth Sight (30'), Listen +3, Spot +3

Aura Moderate Evil

Languages Ancient Suel, Ancient Baklunish, Draconic, Infernal, Celestial (& *read magic*, Telepathy & *tongues* effects)

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)
hp 113 (+58 temporary hit points) (16 HD)
Immune 25% to critical hits
Fort +16, **Ref** +20, **Will** +22

Speed 30 ft. (6 squares), base movement 30 ft., Swim (via *heart of water*) 30 ft
Melee dagger +6/+1 (1d4-1/19-20 x2)
Ranged spell +8 (by spell)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Gp** +6
Atk Options Re-roll attack roll 1/day, take 10 on Concentration checks, force reroll (friend/enemy) 1/day, reroll (self) 1/day, 4 points of spin (spell save DCs, skills, attack rolls, saves)
Special Actions Earth Glide (7 rounds/standard action), Earth Sight (7 rounds/standard action), *freedom of movement* (swift action, 16 rounds via *heart of water*), *stoneskin* (swift action, 16 rounds, 150hps via *heart of earth*), Mobile Spellcasting, Earth Sense (move action tremorsense 20'), automatically stabilize (1/day).
Combat Gear Gloves of Fortunate Striking, Ring of Greater Counterspells (*feeblemind*), Ring of the Darkhidden, lesser metamagic rod of Empower spell (1 used), Skill Shard (+2 concentration) x2, Arcane Scroll of *true strike* (1st CL) x3, Arcane Scroll of *blur* (3rd CL) x2, Arcane Scroll of *fly* (5th CL) x2, Arcane Scroll of *greater invisibility* (14th CL), Arcane Scroll of *superior invisibility* (16th CL), Arcane Scroll of *maze* (15th CL), Arcane Scroll of *slide* (1st CL), Arcane Scroll of *shield* (4th CL), dagger.
Wizard Spells Prepared (CL 16th):
8th—*chain dispel*, *unyielding form of inevitable death* used for Marut form on familiar, quickened *Evard's black tentacles*
7th—*brilliant aura*, *project image*, *necrotic curse* ‡, *greater arcane sight*
6th—*chain dispel magic*, *superior resistance*, *chain bands of steel*, <Open Slot>
5th—*phantasmal thief*, *feeblemind* x2, *refusal* ‡, *spiritwall*
4th—*chain grease*, *greater mirror image*, *heart of earth* ‡, *Otiluke's resilient sphere*, sculpted *stinking cloud*, *wall of evil*
3rd—*alter fortune* x2, *heart of water* ‡, *heroism*, sculpted *glitterdust* x2
2nd—*false life* x2 ‡, *glitterdust*, *scorching ray*, sculpted *grease* x2
1st—*distract assailant* x2, *grease*, *mage armor* ‡, *ray of enfeeblement*, *slide*
0—*dancing lights*, *message*, *open/close*, *prestidigitation*
‡ Already cast
Active Spells (CL 16th unless stated): *mage armor* ‡, empowered *false life* (+28 hit points) ‡, *heart of earth* ‡, *heart of water* ‡, *superior resistance* (last night) ‡, *guards and wards* (last night), permanent *see invisibility* (10th CL), permanent *arcane sight* (12th CL), permanent *darkvision* (12th CL), permanent *tongues* (12th CL), permanent *read magic* (9th CL), permanent *Mordenkainen's private sanctum* (13th CL), permanent

Rary's telepathic bond (14th CL) x2 (one w/ each Nimblewright).

‡ Shared with familiar

Abilities Str 8, Dex 12, Con 16, Int 26, Wis 13, Cha 10
SQ Earth Friend, Earth Dream (80%), Darkvision 60'
Feats Earth Sense, Quicken Spell, Craft Wondrous Items, Sculpt Spell, Steady Concentration Mobile Spellcasting, Chain Spell, Insightful Reflexes
Skills Bluff +5, Concentration +28, Craft: Alchemy +9, Diplomacy +8, Knowledge: Arcana +27, Knowledge: Dungeoneering +13, Knowledge: Nature +13, Knowledge: Planes +9, Knowledge: Religion +9, Intimidate +4, Profession: gambler +6, Sense Motive +6, Spellcraft +29
Possessions combat gear plus Headband of Intellect +6, Amulet of Health +4, Tunic of Steady Spellcasting, Boccob's Blessed Book (below), Spell Component Pouches x3, Small Silver Rod, 43gp
Spellbook (Boccob's Blessed Book) spells prepared plus 0— all cantrips; 1— *charm person*, *true strike*, *shield*; 2— *chain of eyes*, *fox's cunning*, *bear's endurance*, *darkvision*, *see invisibility*, *blur*; 3— *arcane sight*, *fly*, *secret page*, *tongues*; 4— *greater invisibility*; 5— *Mordenkainen's private sanctum*, *permanency*, *Rary's telepathic bond*; 6— *flesh to stone*, *guards and wards*, *ruby ray of reversal*; 7— *limited wish*; 8— *superior invisibility*, *maze*.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude is improved by one step. **(RoS)**

Earth Dream (Sp) By attuning himself to the earth dream, an earth dreamer can pull knowledge from the mountains. This ability works like the divination spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer. An earth dreamer's chance of receiving an answer is 80% and the dream only reveals correct answers. Using this ability takes 10 minutes, and the earth dreamer can use it once per day. **(RoS)**

Lesser Tremorsense (Ex) An earth dreamer is so in tune with the earth that he gains the tremorsense ability with a range of 10 feet. His Earth Sense feat still functions beyond that range, but he can now sense and pinpoint foes within 10 feet without an action. **(RoS)**

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas. Using this ability is a standard action. Each use last for 6 (3+CON) rounds. **(RoS)**

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing

leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning him for 1 round unless he succeeds on a DC 15 FORT save. Using this ability is a standard action. Each use lasts for 6 (3+CON) rounds. **(RoS)**

Telepathy (Su) A mindbender unlocks one of the most basic elements of his craft, gaining the ability to communicate telepathically with any creature within 100 feet that has a language. **(CA)**

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use 2 (fatespinner class level) points of spin. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point for point basis. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day. **(CA)**

Fickle Finger of Fate (Ex) Once per day as an immediate action, he can force any other creature – friend or enemy- to reroll a roll that is has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll. **(CA)**

Spin Destiny (Ex) The fatespinner can add spin to any skill check, attack roll, or saving throw that he attempts on a point for point basis. He must apply the bonus before making the roll. **(CA)**

Deny Fate (Ex) Once per day, on the first occasion when the fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally. **(CA)**

Resist Fate (Ex) Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll. **(CA)**

Sources Mindbender (CA), Earth Dreamer (RoS), Fatespinner (CA), Gloves of Fortunate Striking (MIC), Ring of Greater Counterspells (MIC), Skill Shard (MIC), *slide* (SpC), *superior invisibility* (SpC), *unyielding form of inevitable death* (CM), *chain dispel* (CM), *brilliant aura* (SpC), *necrotic curse* (CM), *superior resistance* (SpC), *refusal* (SpC), *phantasmal thief* (SpC), *spiritwall* (SpC), *greater mirror image* (CM), *wall of evil* (SpC), *heart of water* (CM), *heart of earth* (CM), *bands of steel* (SpC), *distract assailant* (SpC), Earth Sense (RoS), Steady Concentration (RoS), Mobile Spellcasting (CA), Tunic of Steady Spellcasting (MIC), *chain of eyes* (SpC), *ruby ray of reversal* (SpC).

WEASEL FAMILIAR

CR --

Male Animal

N Tiny magical beast (weasel)

Init +2; **Senses** Low-light Vision, Scent, Listen +1, Spot +3

Languages Speak with master

AC 21, touch 14, flat-footed 19

(+2 size, +2 Dex, +3 natural, +4 armor (shared *mage armor*))

hp 56 (+58 shared *false life* and *heart of earth*) (16 HD)

Immune 25% to critical hits

Fort +12, **Ref** +12 (improved Evasion), **Will** +22

Speed 20 ft. (4 squares), base movement 20 ft., climb 20 ft., Swim (via *heart of water*) 20ft.;

Melee bite+11 (1d3-4)

Space 2.5 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** -5

Atk Options Attach, Deliver Touch Spells

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5

SQ Low-light vision, Scent, Empathic Link, Share Spells

Feats Weapon Finesse, Agile

Skills Balance +12, Climb +10, Escape Artist +9 Hide +10, Move Silently +8, Spot +3, Bluff +2, Concentration +19, Craft: Alchemy +0, Diplomacy +5, Knowledge: Arcana +18, Knowledge: Dungeoneering +4, Knowledge: Nature +4, Knowledge: Planes +0, Knowledge: Religion +0, Intimidate +1, Profession: gambler +6, Sense Motive +6, Spellcraft +20

THING 1 & THING 2

CR 11

(EACH)

Neuter Advanced Nimblewright (15 HD) Rogue 3/Sorcerer1/UnseenSeer4

CE Medium Construct

Init +12; **Senses** Low-light vision, Darkvision 60', Listen +3, Spot +11

Aura moderate evil

Languages Ancient Suel, Elven, Dwarven

AC 34, touch 23, flat-footed 21

(+12 Dex, +4 armor (*mage armor*), +1 dodge (*haste*), +7 natural)

Miss Chance 20% ranged attacks (via *entropic shield*) (20% concealment via *blur* if cast)

hp 161 (23 HD);

Immune Construct Immunities: Mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, any effect requiring a FORT save (unless effect works on objects or is harmless), massive damage.

SR 28

Fort +8, **Ref** +23 (evasion), **Will** +16

Weakness Cold effect slows for 3 rounds, Fire effect stuns for 1 round

Speed 70 ft. (14 squares), base movement 40 ft.

Melee Rapier-hand (natural weapon) +29/+29/+29(*hasted*) (2d6+6/15-20 x2)

Ranged Tanglefoot bag +29 (*hasted*) (glue/entangle, DC 15 REF partial)

Space 5 ft.; **Reach** 5 ft.(or 15ft. 1 round/day w/ swift action)

Base Atk +16; **Grp** +22

Atk Options Combat Expertise, Dodge, Spring Attack, Staggering Strike, Tripping Thrust, Elusive Target, Whirlwind attack, Sneak Attack +4d6

Special Actions Extend reach to 15ft (1 round, swift action, 1/day), Stand from prone (swift action, doesn't provoke), +5 dodge versus a single ranged attack (immediate action, 1/day), Move half (round down) movement speed (swift action, movement doesn't provoke, 1/day), apply metamagic feats to spells without increasing casting time (4/day)..

Combat Gear Ring of Counterspells (*disintegrate*), Necklace of Fireballs (type 1), Dust of Disappearance, Greatreach Bracers, Boots of Agile Leaping, Chronocharm of Horizon Walker, Chronocharm of the Grand Master, Oil of *greater magic fang* (5th CL), Quaal's Feather Token: Whip, Infinite Scrollcase, Arcane Scroll of *fly* (5th CL), Arcane Scroll of *blur* (3rd CL), Arcane Scroll of *shield* (4th CL), Arcane Scroll of *bull's strength* (3rd CL), Arcane Scroll of *protection from good* (1st CL), Arcane Scroll of *unseen servant* (1st CL), Arcane Scroll of *anticipate teleportation*, Arcane Scroll of *resist energy: fire* (11th CL), Arcane Scroll of *resist energy: cold* (11th CL), Arcane scroll of *see invisibility* (3rd CL), Arcane Scroll of *mirror image*, Arcane Scroll of *false life* (3rd CL), Arcane Scroll of *web* (3rd CL), Arcane Scroll of *heroism* (4th CL), Tanglefoot Bag

Sorcerer Spells Known (CL 4th, 6th for divinations):
2nd (6/day)— *bladeweave*, *heroics*
1st (8/day)— *critical strike*, *insightful feint*, *true strike*, *distract assailant*, *blood wind*
0 (6/day)— *read magic*, *ghost sound*, *dancing lights*, *repair minor damage*, *message*, *mage hand*
‡ Already cast

Spell-Like Abilities (CL 15th, all at will):

3rd—*haste* ‡
2nd—*cat's grace* ‡
1st—*disguise self* ‡, *entropic shield* ‡, *feather fall*
‡ Already cast

Abilities Str 22, Dex 34, Con -, Int 13, Wis 16, Cha 22

SQ Construct Traits, Trap Finding, Evasion, Metamagic specialist

Feats Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse, Staggering Strike, Elusive Target, Whirlwind Attack, Silent Spell, Improved Feint

Skills Balance +19, Bluff +32, Diplomacy +10, Jump +47, Hide +22, Move Silently +12, Search +9, Sense Motive +8, Spellcraft +5, Spot +11, Tumble +35,

Possessions combat gear plus Pearl of Power: 1st (used for the day), Vest of Resistance +1, Spell Component Pouches x3, 35gp.

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a REF save (DC 23) or be knocked prone as if tripped (STR based) (**MM2 and MM2 errata**)

Sources Nimblewright (MM2), Unseen Seer (CM), Staggering Strike (CAd), Greatreach Bracers (MIC), Boots of Agile Leaping (MIC), Chronocharm of the Horizon Walker (MIC), Chronocharm of the Grand Master (MIC), Vest of Resistance (MIC), *anticipate teleportation* (SpC), *bladeweave* (SpC), *heroics* (SpC), *critical strike* (SpC), *insightful feint* (SpC), *distract assailant* (SpC), *blood wind* (SpC), *repair minor damage* (SpC).

FORCECAGE AND VEIL AND SILENCE TRAP CR 8

Description *forcecage*, *veil* and *silence* are cast when triggered. Any caged PCs will thus look exactly like Gustav. The *silence* is centered inside the *forcecage*.

Search DC 32; **Type** Magic device

Trigger Proximity, **Init** +4

Effect *forcecage* and *summon monster* 7: Hamantula, 13th level wizard

Duration Automatic reset

Destruction AC 22; hp 36

Disarm Disable Device DC 32

Dispel DC 24

Sources DMG p. 74

SPELL TURRET CR 5

Description This spell turret is located on a small pedestal set in the middle of the floor, 2' high. While inactive, the spell turret merges with the pedestal and is undetectable by sight, with a *nondetection* spell to hide its magical aura. It has a visual trigger with *true seeing* out to 120 feet. It is programmed to recognize Suel humans, constructs and Kaarl and Gustav's familiars. It will not activate upon seeing them. If the turret detects an unrecognized creature, it will activate. The turret emerges from the pedestal with a flash of colorful light, looking like the snarling head of a badger. Once activated, the spell turret immediately begins casting its spells at the closest observed target creature in the order below, one per round. After it cycles thru its four spells it will spend the fifth round self-repairing 4d8+20 points of damage. Then the cycle begins again. The turret targets the closest unrecognized creature and has a 360-degree arc of fire.

Search DC 29; **Type** magic device

Trigger visual (*true seeing*; 120 ft.), **Init** +2

Effect *confusion* (CL 7th, Will DC 16, PHB), *fear* (CL, Will DC 16, 7th, PHB), *phantasmal killer* (CL7th, Will DC 16 plus Fort DC 16 for 3d6 damage, PHB), *Otiluke's resilient sphere* (CL7th, PHB), self repair 4d8+20 (one per round in listed order once activated)

Duration automatic reset

Destruction AC 17; hardness 8; hp 150

Disarm Disable Device DC 20

Dispel DC 18

Sources Spell Turret (DMG2)

PHANTOM BATTLE TRAP CR 5

Description *phantom battle* is cast when triggered

Search DC 29; **Type** Magic device

Trigger Proximity, **Init** +2

Effect *phantom battle*, 7th level wizard, DC 16 Will

Duration automatic reset

Destruction AC 17; hp 22

Disarm Disable Device DC 29

Dispel DC 18

Sources PHB2

SPLIT RAY ENERVATION TRAP CR 7

Description split ray *enervation* is cast when triggered

Search DC 29; **Type** Magic device

Trigger Proximity, **Init** +3

Effect split ray *enervation*, +5/+5 ranged touch, 11th level wizard, 1d4 negative levels

Duration automatic reset

Destruction AC 20; hp 31

Disarm Disable Device DC 29

Dispel DC 22

Sources CA

ENCOUNTER ALL

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 (+3 Dex, +5 chain shirt, +2 buckler), touch 13, flat-footed 17; 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 mithril chain shirt, +1 mithril buckler, +1 longsword, arrows (20).

Description: Narwain is a high elf, off amongst the Knights of Luna. He is youthful and

APPENDIX 4 – ALL APLS

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. This attitude is reversed if any of the PCs have aided Celene in earlier parts of the series. He is quite friendly, in that case.

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, ring of detect evil.

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.

ENCOUNTER 8

WOOD WOAD

CR 4

N Medium plant

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

Languages Rudimentary Sylvan

AC 17, touch 11, flat-footed 16

(+1 Dex, +2 heavy wooden shield, +4 natural)

hp 66 (8d8+24 HD)

Immune Plant traits

Fort +9, **Ref** +5, **Will** +3

Weakness Vulnerability to fire.

Speed 30 ft. (6 squares), climb 20 ft.;

Melee club +9 (1d6+3) or

Ranged club +7 (1d6+3)

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

Base Atk +6; **Grp** +9

Atk Options warp wood

Special Actions

Combat Gear club, heavy wooden shield

Spell-Like Abilities (CL 8th):

1st—warp wood

‡ Already cast

Abilities Str 17, Dex 12, Con 16, Int 7, Wis 12, Cha 8
SQ low-light vision, plant traits, treewalk, vulnerability to fire

Feats Alertness, Lightning Reflexes, Stealthy, Track

Skills Balance +5, Climb +9, Hide +11, Move Silently +4, Survival +4

Possessions combat gear plus

Warp Wood (Sp): A wood woad can use a *warp wood* effect, as the spell, at will. Attended objects can avoid the effect with a DC 13 Will save (but if a saving throw succeeds, the wood woad can simply produce the effect again in the following round). Caster level 8th. The save DC is wisdom based.

Treewalk (Su): At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet, continuing as though the distance between the trees had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line.

The entrance and exit trees must have girths at least equal to the wood woad's, and the wood woad cannot take nonvegetable items or other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree for as long as it wishes. A wood woad inside a tree senses the world around it normally and automatically knows which trees within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up, or otherwise killed, the wood woad inside dies.

This ability is a *teleportation* effect.

Description Wood woads are brutish and territorial plant creatures akin to treants. Their bodies resemble those of powerfully built but twisted men, composed entirely of bark-covered wood. Their hands end in gnarled, branchlike fingers, and their feet are masses of black roots.

Sources Wood woad (*Monster Manual 3*, p. 196)

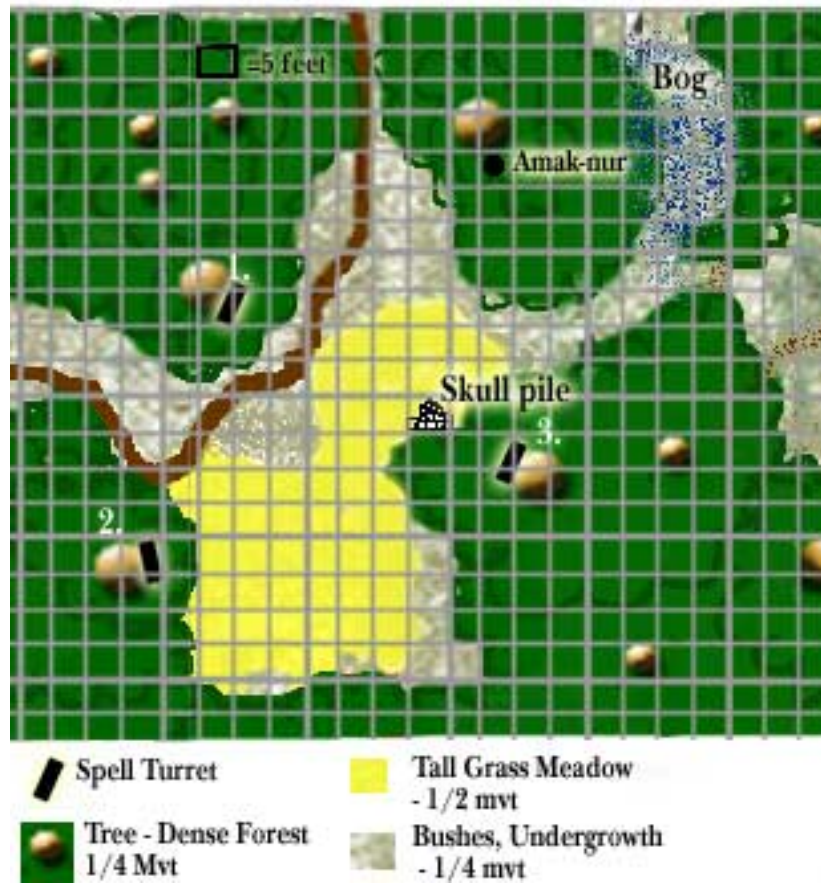
DM AID: MAP #1 – OVERVIEW MAP



****NOTE:** Movement within the Suss Forest is at 1/2 speed along trails, and 1/4 speed through undergrowth, etc. Movement in bogs is at 1/4 speed, but a marked path may wind through the shallows at 1/2 speed

DM AID: MAP #2 – ENC. 4 SUSS WARDER

Encounter 4 - Suss Warder



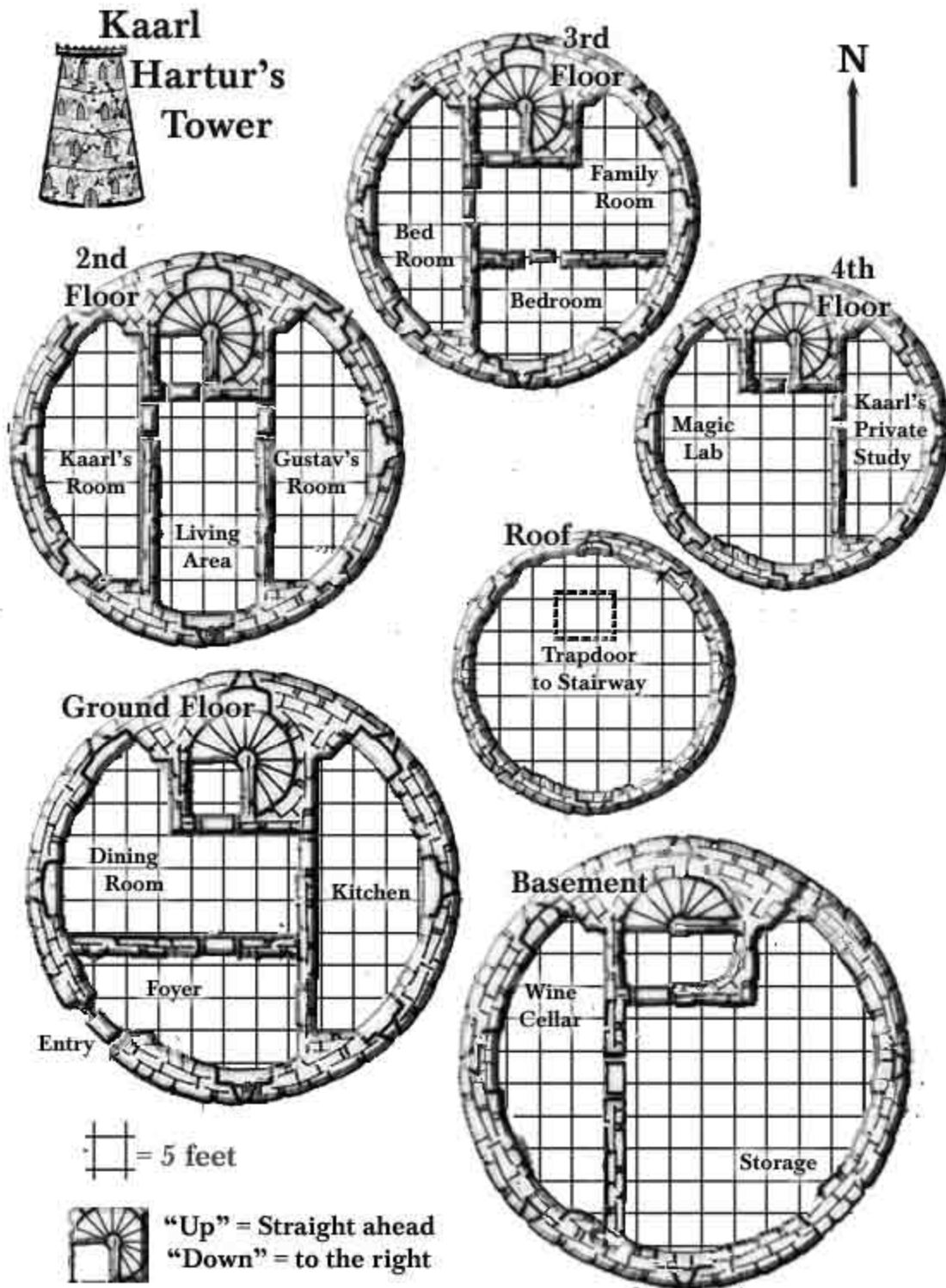
DM AID: MAP #3 – ENC. 5 ORC ENCAMPMENT

Encounter 5 - Tunnel & Camp

□ =5 feet

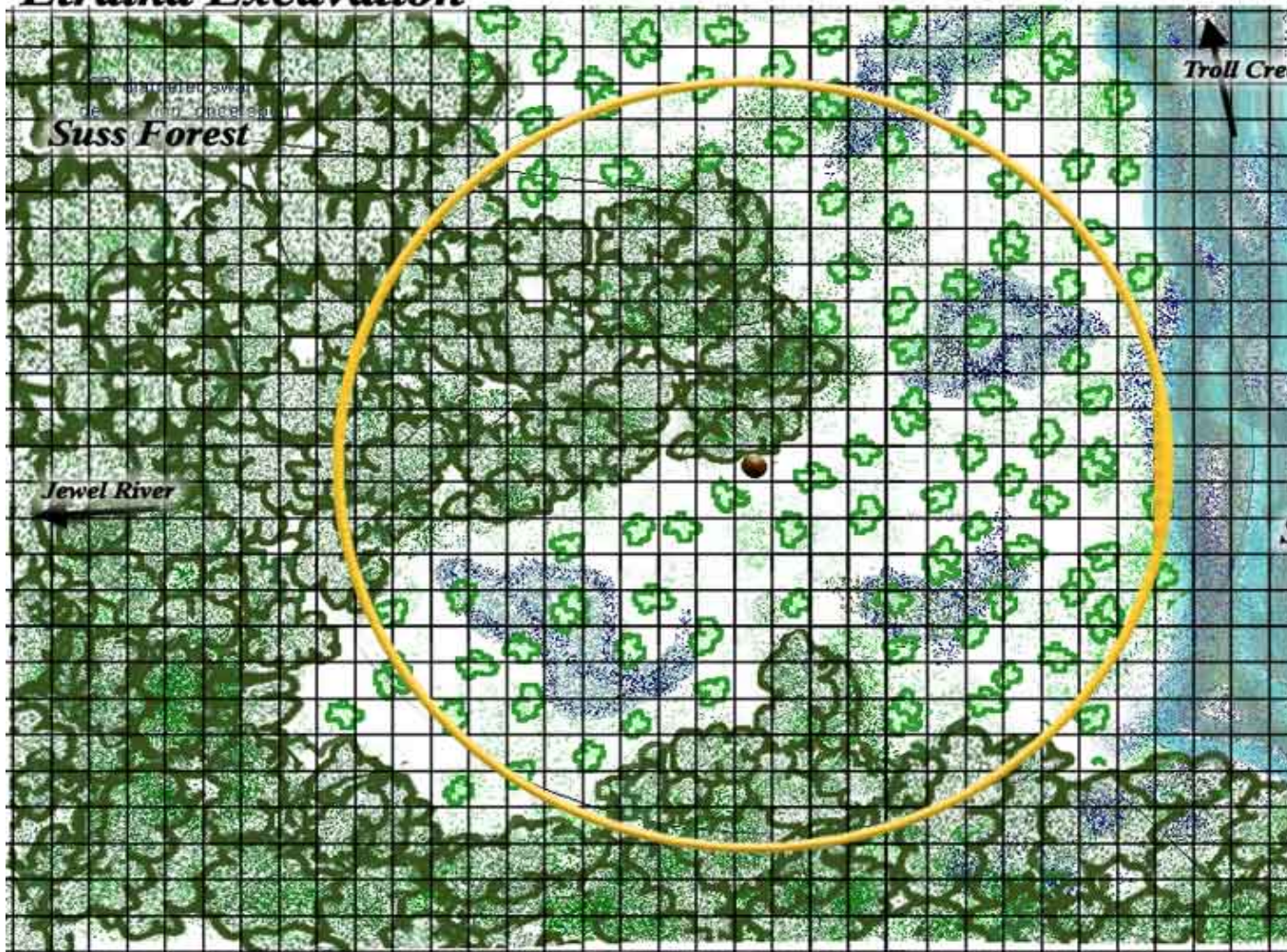


DM AID: MAP #4 – KAARL HARTUR'S TOWER




DM AID: MAP #5 – ETRAIKAN EXCAVATION

Etraika Excavation



Dense Forest - Heavy undergrowth, 1/4 movement, 30% concealment, +5 to tumble, move silent DCs

 = 15 Feet



Light Forest - Lt undergrowth/ soft muddy ground, 1/2 movement, 20% concealment +2 to tumble/move silent DCs



Sludge Crick - Muddy, slow moving creek, 6 ft max depth, 1/4 move



Deep Bog - muddy, wet ground 4-6 ft deep in water/muck, 1/4 movement or swim



Excavation Entrance Tunnel Mouth - 6 ft high, 4 ft wide slopes 40 feet down to the force bubble which holds Kaarl's Tower



Blast Radius of Kaarl's Spell - 150 ft radius of Total Devastation

DM AID: TIME LINE

Day	Encounter 5 Site	Suss Forest Entity
1-5	Pomarj orc party labors to excavate Kaarl's Tower Etraikan ruins site.	Stirrings of mild interest.
6-7	Silent Ones party assaults the Pomarj party, defeating them with or without PC assistance.	Elder notes the clash of arcane energies and focuses senses on the area.
7-8	Silent Ones excavate the Tower ruins and begin to explore them on day 8.	Elder alarmed by scent of Ancient Suel magic, gathers self and forces to intervene.
9+	Kaarl uses version of Invoked Devastation to destroy the Tower and surrounding area.	Elder and minions rush to site to eradicate outsiders and cleanse the devastation.

DM AID: MOVEMENT AND FATIGUE

Summarized Movement from *Player's Handbook* pp. 163-164

Movement Speed per round	15 ft.	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
Walk/hour normal	1.5 miles	2 miles	3 miles	4 miles	6 miles	8 miles
Walk/hour off trail	.75 miles	1 mile	1.5 miles	2 miles	3 miles	4 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 ¼ normal movement rate.

Travel per day	15 ft.	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
Normal movement	12 miles	16 miles	24 miles	32 miles	48 miles	64 miles
Half movement	6 miles	8 miles	12 miles	16 miles	24 miles	32 miles
Quarter movement	3 miles	4 miles	6 miles	8 miles	12 miles	16 miles

Fatigued: Tired to the point of impairment. A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued. *Player's Handbook*, p. 308.

Exhausted: Tired to the point of significant impairment. An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. *Player's Handbook*, p. 308.

OVERLAND MOVEMENT (*Player's Handbook*, p164)

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. **Eliminating the nonlethal damage also eliminates the fatigue.**

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. **Eliminating the nonlethal damage also eliminates the fatigue.** It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a spell or magical power cure hit point damage, it also removes an equal amount of nonlethal damage. *Player's Handbook*, p. 146.

DM AID: NEW RULES

NEW FEATS

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 DC14, 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.

Energy Substitution [Metamagic] (*Complete Arcane*)

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

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

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

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

Expeditious Dodge (*Races of the Wild*)

You're good at avoiding attacks while moving quickly.

Prerequisite: Dex 13.

Benefit: When you move 40 feet or more in a single turn, you gain a +2 dodge bonus to your Armor Class until the beginning of your next turn.

Special: Expeditious Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability.

A fighter may select Expeditious Dodge as one of his fighter bonus feats.

Improved Skirmish (*Complete Scoundrel*)

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

Prerequisite: Skirmish +2d6/+1 AC.

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn.

Special: A scout can select Improved Skirmish as one of her scout bonus feats (*Complete Adventurer* 13).

Mobile Spellcasting (*Complete Adventurer*)

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20+ spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Ranged Weapon Mastery: Piercing (*Players Handbook 2*)

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

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

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When using any ranged weapon that has the damage type you selected, you gain a +2 bonus on attacks and a +2 bonus on damage. In addition, you increase its range increment by 20 feet.

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

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

Sanctify Relic (*Complete Divine*)

You can create magic items that are imbued with a connection to your deity.

Prerequisite: Any other item creation feat.

Benefit: Relics are magic items- often but not always wondrous items- that rely on a divine connection to a specific deity to function.

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.

Swift Hunter (*Complete Scoundrel*)

You have applied the hit-and-run tactics learned from scouting to your strong hunting abilities.

Prerequisite: Favored enemy, skirmish +1d6/+1 AC.

Benefit: Your ranger and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class granted when skirmishing. For example, a 4th level scout/1st level ranger would deal an extra 2d6 points of damage and gain a +1 competence bonus to AC when skirmishing, as if she were a 5th level scout.

Your ranger and scout levels also stack for the purpose of determining when you select additional favored enemies, as well as the total bonus granted against your favored enemies. For example, a 4th level scout/1st level ranger would have two favored enemies and could allocate an extra +2 bonus against one of those favored enemies, as if she were a 5th level ranger.

In addition, your skirmish extra damage applies against any creature you have selected as a favored enemy, even if it is normally immune to extra damage from critical hits or skirmish attacks.

Special: A scout may select Swift Hunter as one of her scout bonus feats (*Complete Adventurer* 13).

True Believer (*Complete Divine*)

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic of the deity you worship.

Woodland Archer [Tactical] (*Races of the Wild*)

You have honed your archery ability in the wilds of the forest.

Prerequisites: Point Blank Shot, base attack bonus +6.

Benefit: The Woodland Archer feat enables the use of three tactical maneuvers.

Adjust for Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the Player's Handbook), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of his fighter bonus feats.

NEW ITEMS

Arcane Thieves' Tools (Magic Item Compendium)

This set of masterwork thieves' tools is the perfect accessory if you depend on a blend of magic and skill to achieve your thieving goals. In addition to granting the normal +2 circumstance bonus on Disable Device and Open Lock checks, these tools can grant a character with the trapfinding class feature a special benefit. When activating the tools, you can expend an arcane spell or arcane spell slot of 1st level or higher to gain a +5 competence bonus on either a Disable Device check or an Open Lock check begun before the end of that turn.

Faint; (DC 17) transmutation; CL 5th; Craft Wondrous Items, *knock*, trapfinding; Price 1,400 gp.

Arrow, Blunt (*Races of the Wild*)

These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Quiver of 20: cost 1 gp; damage 1d6/1d8; critical x2; range increment 50 ft.; weight 3 lb. Bludgeoning

Arrow, Serpentstongue (*Races of the Wild*)

Arrows aren't very useful for attacking objects, so the elves developed the serpentstongue arrow, which has a forked point with sharp edges on the tips and inside the prongs. A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow.

A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

Quiver of 20: cost 3 gp; damage 1d4/1d6; critical x3; range increment 70 ft.; weight 3 lb. Piercing and slashing

Belt of the Champion [Relic] (*Magic Item Compendium*)

These gem-studded belts are sacred to followers of Kord, the god of strength. When you wear one of these items, it functions as a belt of giant strength +2 if you are chaotic good, neutral good, or chaotic neutral. All of Kord's followers vie for the honor of winning one of these items, and each belt is passed down through generations of his faithful.

Relic Power: If you have established the proper divine connection, you gain a +5 competence bonus on Strength checks and a +4 morale bonus on saves against fear effects while wearing a *belt of the champion*. If you ever fail a save against a fear effect while wearing this belt, its relic power is negated for 1 hour.

To use the relic power, you must worship Kord and either sacrifice a 3rd level divine spell slot or have the True Believer feat and at least 5 HD.

Strong; (DC 25) transmutation; CL 20th; Craft Wondrous Item, Sanctify Relic, *bull's strength*; Price 4,500 gp.

Bloodstone (*Magic Item Compendium*)

A bloodstone weapon can store and cast a *vampiric touch* soell against a creature it strikes, just as if it were a spell storing weapon (DMG 225). Any such spell cast from a bloodstone warpon is automatically empowered (as if by the Empower Spell feat). A bloodstone weapon can store no more than one such spell at any tie, and it cannot store a spell other than *vampiric touch*.

Moderate; (DC 20) necromancy; CL 10th; Craft Magic Arms and Armor, Empower Spell, *vampiric touch*; Price +1 bonus.

Boots of Agile Leaping (*Magic Item Compendium*)

While wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

Faint; (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace*; Price 600 gp.

Bow of the Wintermoon [Relic] (*Magic Item Compendium*)

When you wield this bow, it functions as a +1 composite longbow if you are chaotic good, neutral good, or chaotic neutral. It adjusts its pull automatically, allowing you to add your full Strength bonus to your damage roll with each arrow fired.

Relic Power: If you have established the proper divine connection, this bow gains the frost and drow bane weapon properties (DMG 224).

To use the relic power, you must worship Corellon Larethian and either sacrifice a 5th level divine spell slot or have the True Believer feat and at least 9 HD.

Strong; (DC 25) evocation; CL 20th; Craft Magic Arms and Armor, Sanctify Relic, *ice storm*, *summon monster I*; Price 3,400 gp.

Bracers of Arcane Freedom (Magic Item Compendium)

Bracers of arcane freedom allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time).

This effect functions two times per day.

Moderate; (DC 18) abjuration; CL 7th; Craft Wondrous Item, *freedom of movement*; Price 2,300 gp.

Chronocharm of the Grand Master (Magic Item Compendium)

A *chronocharm of the grand master* slows your perception of time, allowing you to better dodge an incoming ranged attack. When it is activated, you gain a +5 dodge bonus to your AC against a single ranged attack.

This ability functions once per day.

Faint; (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace*; Price 500 gp.

Chronocharm of the Horizon Walker (Magic Item Compendium)

Like other chronocharms, this item slows your perception of time for a specific, singular purpose. When you activate a *chronocharm of the horizon walker*, you can move up to half your speed as part of the same swift action used to activate it; this movement does not provoke attacks of opportunity. When determining the distance you can move, round down to the nearest 6 foot increment.

This ability functions once per day.

Faint; (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *expeditious retreat*; Price 500 gp.

Crystal of Return, Lesser (Magic Item Compendium)

A *crystal of return* allows a weapon to leap into its owner's hand.

Lesser: This crystal allows you to draw the weapon to which it is attached as a free action. In addition, you can call the weapon (if unattended) to your hand from up to 30 feet away as a move action.

Faint (DC 17) transmutation; CL 5th; Craft Magic Arms and Armor, *mage hand*; Price 1000 gp.

Death Ward (Magic Item Compendium)

Armor and shields that have this property are favored by those dedicated to fighting the foul art of necromancy. While wearing or using death ward armor or a death ward shield, you can activate the armor to ignore any death effect (including death spells, magical death effects, and energy drain) or negative energy effect (such as *inflict* spells or *chill touch*).

The death ward property functions once per day.

Moderate; (DC 18) necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +1 bonus.

Eternal Wand of Silence (Magic Item Compendium)

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it (in this case, *silence*), regardless of whether the spell appears on his class spell list.

Faint; (DC 16) conjuration; CL 3rd; Craft Wand, Craft Wondrous Item, *silence*; Price 4,420 gp.

Everbright (Magic Item Compendium)

An everbright weapon can flash with a brilliant light twice per day at your command. When it is activated, all creatures within 20 feet of you are blinded for 1 round (Reflex DC 14 negates).

An everbright weapon is also immune to acid damage and rusting effects.

Strong; (DC 21) evocation; CL 12th; Craft Magic Arms and Armor, *searing light*; Price 2000gp.

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

Greatreach Bracers (Magic Item Compendium)

Sometimes called "choker sleeves" due to their appearance and effect, these pliable bracers allow you to attack from a surprising distance. When you activate greatreach bracers, your arms stretch and elongate, extending your reach by 10 feet for 1 round.

This ability functions three times per day.

Moderate; (DC 18) transmutation; CL 7th; Craft Wondrous Item, *enlarge person*; Price 2,000 gp.

Infinite Scrollcase (Magic Item Compendium)

An *infinite scrollcase* holds up to fifty scrolls or other parchments, which can be placed within it or removed as with any normal scrollcase. When you activate an *infinite scrollcase*, the desired scroll unfurls through the slit, ready to read or cast from. When you cast a spell from a scroll unfurled from an *infinite scrollcase*, you gain a +4 competence bonus on Concentration checks made to cast that spell defensively.

If you have at least a +1 base attack bonus, you can retrieve a scroll from an *infinite scrollcase* as part of a move action, similar to drawing a weapon.

Moderate; (DC 20) necromancy; CL 10th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,800 gp.

Millennial Chainmail [Relic] (Magic Item Compendium)

If you are chaotic good, chaotic neutral, or neutral good, *millennial chainmail* functions as +1 *mithral chainmail* while you wear it. It is considered light armor and has a maximum Dexterity bonus of + 8, and armor check penalty of -2, and an arcane spell failure chance of 15%.

Relic Power: If you have established the proper divine connection, a suit of *millennial chainmail* painlessly extends tiny green roots into your skin when you don it. This effect grants you fast healing 3 as long as you are in brighter than shadowy illumination.

To use the relic power, you must worship Corellon Larethian and either sacrifice a 4th level divine spell slot or have the True Believer feat and at least 7 HD.

Strong; (DC 25) conjuration; CL 20th; Craft Magic Arms and Armor, Sanctify Relic, *regenerate*; Price 8,150 gp.

Panther Mask (Magic Item Compendium)

A *panther mask* grants you the benefit of the Run feat. If you wear light or no armor, you also gain a +5 foot engancement bonus to your land speed.

Faint; (DC 17) transmutation; CL 5th; Craft Wondrous Items, *longstrider*; Price 2,700 gp.

Quiver of Acid Energy (Magic Item Compendium)

A *quiver of acid energy* can hold up to 20 arrows or bolts. Each quiver imbues arrows or bolts drawn from it with a particular type of energy (acid), indicated by the arcane symbols it bears. Such projectiles, if left within the quiver for at least 1 round before being drawn, deal an extra 1d6 points of the appropriate type of damage.

The projectile loses this extra damage after it is used in an attack, or 1 round after it is drawn (whichever comes first).

Moderate; (DC 18) evocation; CL 7th; Craft Wondrous Item, *Melf's acid arrow*; Price 7,500 gp.

Quiver of Elvenkind (Magic Item Compendium)

A *quiver of elvenkind* holds up to 50 arrows. Any nonmagical arrow drawn forth from the quiver functions as a +1 *arrow* (as long as it has been held in the quiver for at least the previous hour). This magic fades after 1 round.

If you are an elf or a worshiper of Corellon Larethian, however, any nonmagical arrow drawn from the quiver functions instead as a +1 *orc bane arrow*, and on a critical hit permanently blinds any living target (Fortitude DC 14 negates).

If you are an elf using this quiver in conjunction with a *bow of elvenkind* (CC page 137), you gain additional benefits as noted in the description of that item.

Strong; (DC 21) transmutation; CL 12th; Craft Magic Arms and Armor, Craft Wondrous Item, blindness; Price 8,000 gp.

Ring of Entropic Deflection (Magic Item Compendium)

A ring of entropic deflection provides a mobile wearer with protection against ranged attacks. At the end of any turn, if you are at least 10 feet from the point where you started your turn, this ring creates a field of warping energy that lasts until the start of your next turn. This field functions as an entropic shield spell. Any ranged attacks directed at you that require an attack roll have a 20% miss chance. This is a continuous effect and requires no activation.

If you also wear a magic item that provides a bonus to your speed, the miss chance provided by the ring increases to 50%.

Faint; (DC 16) abjuration; CL 3rd; Prerequisites: Forge Ring, *entropic shield*. Price: 8,000 gp.

Ring of Greater Counterspells (Magic Item Compendium)

A *ring of greater counterspells* can hold a spell of 1st through 6th level, much like a ring of counterspells. You cannot cast a stored spell out of the ring, but should that spell ever be cast upon you, it is immediately countered, as a counterspell action, requiring no action (or even knowledge) on your part. This use causes the ruby stone to flash once and uses up the stored spell. Once it is gone, a new spell (or the same one as before) can be placed into the ring.

If you are a spellcaster capable of countering a spell on your own, you can also access the ring's secondary ability. Once per day as an immediate action, you can attempt to counter a single spell cast by a spellcaster you can see, provided he is within 100 feet. Like the ring's other ability, this one requires no preparation or knowledge on your part. You need not make a Spellcraft check to identify the spell being cast, and the spell you use to counterspell can be of any level. This counterspell attempt functions like *greater dispel magic* used to counter a spell, except that you add your caster level to the counterspell check (maximum +20). Thus, a 12th level wizard wearing a ring of greater counterspells would roll 1d20+12 when activating this ability. When you activate this secondary effect, the braids of white gold seem to twist and writhe on your finger and the metal glows faintly as if it were growing hot, although you feel no heat.

Strong; (DC 22) abjuration; CL 15th; Prerequisites: Forge Ring, *greater dispel magic*, *imbue with spell ability*. Price: 16,000 gp.

Ring of the Darkhidden (Magic Item Compendium)

You are invisible to darkvision, although you are fully visible in normal light.

Faint; (DC 16) illusion; CL 3rd; Prerequisites: Forge Ring, *invisibility*. Price: 2,000 gp.

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 20 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.

Skill Shard (Magic Item Compendium)

When held, a *skill shard* telepathically whispers its command word into your mind. When you activate it, you gain a competence bonus on your next check with a specific skill, chosen during the item's creation. The check must begin before the end of your turn and must be completed within 10 minutes. A *skill shard* disintegrates when used.

Normal: +2 competence bonus.

Greater: +5 competence bonus.

Moderate; (DC 18) transmutation; CL 7th; Craft Wondrous Item, specified skill 2 ranks (normal) or 5 ranks (greater); Price 50 gp (normal); 300 gp (greater).

Skirmisher Boots (Magic Item Compendium)

Scouts (CA 10) prize *skirmisher boots*, but any character can use them to increase combat prowess in a mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition, you can activate *skirmisher boots* to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started your turn. Movement while mounted does not allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated two times per day.

Faint; (DC 17) transmutation; CL 5th; Prerequisites: Craft Wondrous Items, *haste*. Price: 3,200 gp.

Staff of the Unyielding Oak [Relic] (Magic Item Compendium)

A *staff of the unyielding oak* is actually a treant bound into quarterstaff form. When you wield this weapon, it functions as a +0/+1 quarterstaff if you are neutral, neutral good, neutral evil, lawful neutral, or chaotic neutral.

Relic Power: If you have established the proper divine connection, you can command this staff to become a treant. This ability functions like the *changestaff* spell, except that the treant is fully real and can speak to other treants and animated trees. If a *staff of the unyielding oak* in treant form is reduced to 0 hit points or fewer, it reverts to staff form and cannot be used again for twenty eight days. The staff can take treant form any number of times per day, but can be in that form for only 12 hours overall during any one day.

To use the relic power, you must worship Obad-Hai and either sacrifice an 8th level divine spell slot or have the True Believer feat and at least 15 HD.

Strong; (DC 25) transmutation; CL 20th; Craft Wondrous Item, Sanctify Relic, *changestaff*; Price 5,600 gp.

Tanglepatch (Magic Item Compendium)

To use a *tanglepatch*, you must throw it (it can be thrown up to 50 feet). When it lands, it creates an *entangle* effect (as the spell) centered on the point of impact, with a duration of 5 rounds. Once activated, a *tanglepatch* is expended and cannot be used again.

Faint; (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *entangle*; Price 200 gp.

Tunic of Steady Spellcasting (Magic Item Compendium)

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

Faint; (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *bear's endurance*; Price 2,500 gp.

Vest of Resistance (Magic Item Compendium)

A *vest of resistance* offers magic protection in the form of a +1 to +5 resistance bonus on saving throws.

Moderate; (DC 20) abjuration; CL 10th; Craft Wondrous Item, *resistance*. Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

NEW SPELLS

Anticipate Teleportation (Spell Compendium)

Abjuration

Level: Sorcerer / wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your gearing, you become more aware of both your surroundings and the possibility of intrusion.

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

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.

Bladeweave (Spell Compendium)

Illusion (Pattern)
Level: Bard 2, sorcerer / wizard 2
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: See text

With a shout you unleash the power of the spell, causing every movement you make with your weapon to seem beautiful and full of flourish.

Once per round, choose one target that you successfully attacked with a melee weapon. That creature must succeed on a Will save or be dazed for 1 round. Spell resistance applies to this effect.

Blood Wind (Spell Compendium)

Evocation
Level: Cleric 1, sorcerer / wizard 1
Components: V, S
Casting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: A single creature with Intelligence 4 or higher
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

After you complete the spell, the subject's limbs ripple with power and grow slightly in length.

The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20 foot range increment. The subject gestures as if making a melee attack, but the result of the attack affects a target within range. This spell does not actually grant reach, and so does not help provide a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attacks can benefit from cover or concealment.

Brilliant Aura (Spell Compendium)

Transmutation
Level: Cleric 8, druid 8, sorcerer/wizard 7
Components: V, SM

Casting Time: 1 standard action

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

Target: Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Taking fresh insight from contemplation of light, you cast the spell and set your allies aglow with white brilliance.

You transform all the weapons, natural weapons, thrown weapons, and groups of projectiles of the subject creatures into weapons with the brilliant energy special ability (DMG 224). If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons for the purpose of this spell.

Chain Dispel (Players Handbook 2)

Abjuration

Level: Cleric 8, sorcerer / wizard 8

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One or more creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A coruscating bolt rips through the air, humming with power as it strikes each targeted creature.

Each creature struck by this spell is affected as if by a targeted *dispel magic*, except that you can add your caster level to the dispel check, up to a maximum of 25.

Material Component: A pair of bronze nails, each no less than 6 inches in length.

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.

Critical Strike (Spell Compendium)

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Upon uttering the ancient phrase that completes the spell, you feel the weapon in your hand drawn toward a creature standing nearby.

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of keen edge), and you gain a +4 insight bonus on rolls made to confirm critical threats. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to extra damage from sneak attacks are immune to the extra damage dealt by your attacks.

Distract Assailant (Spell Compendium)

(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.

Arcane Material Component: The dried wing of a fly.

Heart of Earth (Complete Mage)

Transmutation (Earth)

Level: Druid 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

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

You feel your flesh strengthen with the power of stone.

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

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

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

Heart of Water (Complete Mage)

Transmutation (Water)

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

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

The crashing of waves echoes in your ears.

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

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

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

Heroics (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

Your heart swells with martial vigor and you feel like marching off to war. Upon touching your intended subject the desire to do battle wanes, but you see a hint of the lust for glory in the recipient's eyes.

The heroics spell temporarily grants the subject a feat from the fighter's bonus feat list. For the duration of the heroics spell, the subject can use the feat as if it were one of those the creature had selected. All prerequisites for the feat must be met by the target of this of spell.

Material Component: A bit of a weapon or armor that has been used in combat by a fighter of at least 15th level.

Insightful Feint (Spell Compendium)

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a chuckle you whisper the words that will make your ruse more effective.

You gain a +10 insight bonus on the next single Bluff check that you make to feint in combat (if it is made before the start of your next turn). You can make the feint as a move action, or once as a free action if you have the Improved Feint feat.

Invisibility, Superior (Spell Compendium)

Illusion (Glamer)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

As you complete the spell, your senses dull somewhat. Upon releasing the spell's energy on your desired subject, your senses clear although the spell's can no longer be perceived.

This powerful glamor functions like *invisibility* (PH 245), except that it masks image, scent, and sound alike, concealing the subject from all senses except touch. As with *greater invisibility*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior invisibility renders the recipient immune to detection by *see invisibility*, *faerie fire*, *glitterdust*, *invisibility purge*, and *dust of appearance*, although creatures under the effect of the spell can be detected by true seeing. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Mirror Image, Greater (Players Handbook 2)

Illusion (Figment)

Level: Bard 4, beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 immediate action

Range: Personal; see text for *mirror image* (PH 254)

Target: You

Duration: 1 minute/level (D)

Several illusory duplicates of you pop into being.

This spell functions like *mirror image*, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images. If all images are destroyed, the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

Necrotic Curse (Complete Mage)

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 full round

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

Target: 20 ft. radius emanation

Duration: 1 hour/ level

Saving Throw: None

Spell Resistance: Yes

You feel a wave of cold pass through you as it seeps into the land, the air, and even the souls of those nearby.

You imbue the area with negative energy so powerful it transforms positive energy into its opposite. Anyone in the area who casts a healing spell must succeed on a caster level check (DC 11 + your caster level); if the check fails, the healing spell deals damage to each of its subjects equal to the caster's caster level instead of its normal effect.

Living creatures that rest in this area do not regain hit points or lost ability score points. Undead in the area heal damage at the rate of 1 point per Hit Die every 24 hours.

In addition to the normal means of ending a spell's duration, this effect can be ended by a remove curse (or similar spell) cast within its area for that purpose.

Material Component: Grave dust.

Phantasmal Thief (Spell Compendium)

Conjuration (Creation)

Level: Greed 8, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One invisible, mindless, shapeless thief
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

As you invoke this spell, the spool begins to spin, the thread vanishing as it unravels. There is a wrinkle of force that flashes briefly; then it evaporates, leaving only the promise of power behind.

An invisible force, not unlike the product of an unseen servant spell (PH 297) comes into being where you wish. On your turn, this force steals objects from others as you inaudibly direct it (a free action). A phantasmal thief can steal an object from a creature or can pick up an unattended object, as long as the object weighs no more than 1 pound per caster level. It cannot break into locked chests. A phantasmal thief has a Hide modifier (useful against those who can see invisible creatures) and a Move Silently modifier both equal to your caster level.

If a phantasmal thief goes undetected, it can steal any object a creature possesses but is not holding or wearing. Even objects in a bag of holding can be stolen. It can steal objects, bring objects to you or put them back where they came from. It can take no other actions. A phantasmal thief needs 1 round to steal an object and another round to bring it to you.

A phantasmal thief can hold only one object at a time, and the object becomes invisible in its grasp.

A thief cannot take an item if it is detected by the creature it's trying to steal from (with a Listen or Spot check). However, the thief can repeat the attempt in the next round. It cannot be harmed in any way, although it can be dispelled.

A phantasmal thief can steal an object from a creature's hand by making a successful disarm attempt. It does so with a bonus on the disarm check equal to your caster level. If a phantasmal thief is used in this way, it disappears after it brings the stolen object to you.

Material Component: A spool of green thread.

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.

Arcane Material Component: A pinch of dust from a wizard's tomb.

Repair Minor Damage (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As if with the eye of an expert craftsman, your touch draws out a minor dent in the construct's surface.

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken. The spell repairs 1 point of damage.

Resistance, Superior (Spell Compendium)

Abjuration

Level: Bard 6, cleric 6, druid 6, sorcerer/wizard 6

Duration: 24 hours

As you finish casting the spell, you feel imbued with the feeling that something greater than yourself is protecting you. When you touch your intended subject and release the spell, the feeling disappears.

This spell functions like resistance (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Ruby Ray of Reversal (Spell Compendium)

Abjuration

Level: Sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

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

Target: One natural or magical hazard; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

From your fingertips springs a thin line of bright red light to negate the hazard before you.

Each version of this spell can target one of the hazards described below and "correct" it in the manner described. Unless specifically stated otherwise, this spell affects magical and mundane hazards of the indicated type equally. For example, a *ruby ray of reversal* can eliminate the webs of a monstrous spider or the effect of a *web* spell.

- Any trap targeted by the ray is sprung. This version of the spell can have adverse effects on creatures standing within a trap's area. You must be aware of a trap to cast *ruby ray of reversal* on it.
- The spell unties knots and causes chains, manacles, and similar restraining devices to fall away. *Entangle* and similar magical effects are dispelled. Doors (on chests, drawers, caninets, and so on) that are locked, barred, or under the effect of an *arcane lock* spell are opened.

- A 5 foot diameter hole is created in a *wall of force*, *forcecage*, or similar spell or effect. This function of the spell does not destroy the targeted effects, but creatures trapped by it might be able to wriggle free.
- A creature that has been polymorphed, turned to stone, or otherwise transformed from its natural state is returned to its natural form.
- A *magic jar* spell is dispelled if a *ruby ray of reversal* targets the crystal holding the caster's soul.
- Webs, slime grease, and other substances that would hamper movement are destroyed in a 20 foot radius spread.

Focus: A ruby worth at least 500 gp.

Slide (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

When you speak the word that activates the spell, the soles of your ally's feet glow yellow as he is lifted slightly off the ground. He slips five feet across the ground, into position to flank his opponent.

You slide the subject creature along the ground a distance of 5 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object/ if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

This movement does not provoke attacks of opportunity.

Spiritwall (Spell Compendium)

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None; see text

Spell Resistance: No

With a deep groan, as from a being subjected to eternal pain, you unleash the spell. An immobile, swirling mass of green-white forms resembling tortured spirits forms nearby. The mass continues the low groaning you uttered while casting the spell.

One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or become frightened and flee for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature passing through the wall takes 1d10 points of damage, as above, and must make a Fortitude save or gain one negative level.

The barrier is semi-material and opaque, providing cover and total concealment against physical attacks, and it blocks line of effect for magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Component: A clear cut gemstone.

Summon Golem (Players Handbook 2)

Conjuration (Summoning)

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, F

Casting Time: 1 round

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

Effect: One summoned golem

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You wave your hand over a lump of flesh, clay, stone, or iron while chanting a lengthy incantation. Moments later, a golem of similar substance appears in a flash of light to serve you.

You summon a flesh, clay, stone, or iron golem. The golem begins acting at the start of your next turn and follows your simple commands.

The golem disappears when it is destroyed or when the spell's duration expires.

Focus: A small lump of preserved flesh, dried clay, unworked stone, or iron ore.

Unyielding Form of Inevitable Death (Complete Mage)

Transmutation (Polymorph)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your flesh turns into solid onyx, and your muscled fists crackle with the unbridled power of thunder and lightning.

You take the form of a marut (MM 159), including the full plate armor normally worn by such a creature. You gain 50 temporary hit points, which disappear at the end of the spell's duration. You can use each of the marut's at-will spell-like abilities (such as *dimension door*) once per casting of the spell, but you don't gain access to any of the marut's 1/day or 1/week spell-like abilities (such as *chain lightning* or *earthquake*). See the Polymorph Subschool sidebar on page 91 for more details.

Wall of Evil (Spell Compendium)

Abjuration [Evil]

Level: Cleric 4, sorcerer/wizard 4

You invoke the abjuration and a wall of red and black energy springs up, only to fade away to invisibility.

You create an immobile barrier that inhibits good creatures. A good summoned creature cannot pass through the wall in either direction, and any other good creature must succeed on a Will save each time it attempts to move through the wall. If the saving throw is failed, the creature's movement is stopped, and it can take no other action that round.

A wall of evil must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails.

Arcane Material Component: Powdered silver worth 25 gp.

NEW TEMPLATES

Spellwarped Template (Monster Manual III)

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

Spell Resistance (Ex): A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

Alignment: Usually evil (any). Spellwarped creatures are typically selfish and cruel.

Level Adjustment: +3.

PLAYER HANDOUT #1 – INTRO FOR TOKEN OF AMERAYNE HOLDERS

Morning dawned with memories of a very vivid dream filled with gossamer spires and silken banners, huge trees, and lilting melodies. Tantalizing scents hinted at fresh baked bread and spring blossoms while soft voices whispered your name over and over again. So it was no surprise when you noticed that the small opalescent sphere given to you by Handmaiden Amerayne was glowing steadily. Soon, a calm voice in your ear stated, “The Knights of Luna again request your assistance in the Fair Realm. Say aloud if you will aid, and at noon we will transport you.”

You have a choice of how to respond here. If you said aloud anything resembling, “I will, I agree, yes, etc.” then read on. If you say “no”, then ask the judge whether you are eligible for a different introduction.

Shortly before noon, a pair of elves winks 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, again, for your willingness to assist us. Please gather your belongings, including creatures, and Sithii will bear us to Celene.” The elves help you collect your gear and animals, then the Wayfarer teleports you.

With a flash, you arrive in the midst of a beautiful Elven city. The gossamer spires are every bit as beautiful as those of your dream. An elf clad in the garb of the Knights of Luna approaches you accompanied by [describe other PCs], smiling in recognition. “Welcome to Enstad, capital of the fey realm of Celene. I am Knight-squire Narwain Filiadir of Luna. Please, make yourselves comfortable.”

Narwain continues, “Handmaiden Amerayne has been called away at this moment, and has asked that I stand in for her and assist you as best that I can. In a nutshell, we have word from the Suss Rangers of Courwood that the Pomarj has become very active in their area of operation. Our forces are stretched thin cleansing the North forest from the remaining orc insurgents and thus we ask that you respond in our stead. The Rangers have an associate close to the Pomarj incursion standing by to answer your questions and to provide you safe haven from your forays into the Suss.”

“As you know, the ruins of the lost Suel city of Etraika have yielded up items and knowledge of tremendous inimical powers. Some we have destroyed or recaptured, with your stellar assistance (he bows low), yet we cannot risk others falling to the Pomarj. If you will stand with us again, then I ask that you meet the Ranger’s agent in Treehome and set forth to foil the Pomarj efforts. Amerayne or her deputy will contact you each evening to follow your progress. We ask that you return Etraikan items and writings, untested and unread, to Treehome, where we will arrive to take possession of them for eternal safekeeping.”

“What say you? Will you take the Knights’ outstretched hand once more, and stand with us for the sake of the Sheldomar Valley?”

PCs who agree are *teleported* to the outskirts of Treehome, a gnome village along the northeast border of the Principality of Ulek.

What you know of the Token of Amerayne: This small opalescent sphere crafted to appear like the moon Luna was given to you by Handmaiden Amerayne as a means to contact you in the future after you assisted her in SHE 6-03 *Brooding Boughs* or in SHE6-06 *Steeped in Atrocity*.

PLAYER HANDOUT #2 – INTRO FOR SHELDOMAR VALLEY RESIDENTS, UNKNOWN TO AMERAYNE

You were recruited by the Tackett and Figg Teamster Company as a trouble shooter for the return leg of the survey team for the proposed Lortmil Trail trading route. There followed weeks of delay as the two surveyors pored over their scrawled maps and observations from the eastward path they took to Courwood some months ago. At last the westward path has been tentatively agreed on and the expedition is fitting out for departure in seven days.

So it is a surprise when Bangor Tackett approaches you with two elves in tow. The dwarven teamster looks at you regretfully before introducing his new acquaintances.

“Just when we are about ready to set off, these two pointy eared folk showed up again, looking for more help and finding few locals to pitch in. I can say that I sent some folk with them afore and they returned okay, with some fancy new items, as I recall. Mebee y’all could palaver with them a while and see if you can help them out while I’m pullin’ this ‘expedition’ into some sense of a team to work with, heading west.”

The first elf is female, wearing finely wrought mithral chain and the tabard of the Knights of Luna. She introduces herself, “Greetings, friend, I am Knight-Squire Danira. Master Tackett recommends you highly for your skill in handling difficult situations and I have a very challenging problem that should prove mutually advantageous. There is some travel involved, though with Father Falledrel’s assistance it should be swift enough. My liege will reveal the details when we arrive in Celene. Will you come?”

The second elf nods agreeably, and you note that the holy symbol of Corellan Larethian on his chest swings gently in emphasis.

Even if pressed, the Knight-squire reveals little more than that the “difficulty” is of extreme importance and that the cause of good will be greatly furthered if you assist. She confirms, if asked, that she is from Celene and that they must travel to Enstad, its capital. Though she does not specify payment, she does say that her liege’s gratitude is a valuable thing.

With two castings, Father Falledrel can bring up to seven creatures and Knight Danira. Danira promises to have any mounts, etc. left behind brought within 2 days.

Once you have gathered your belongings, Father Falledrel casts a windwalk, and you turn to vapor and fly swiftly up the Handmaiden River to the edge of the mountains. After a couple hours, you descend briefly before crossing into Celene to allow the Knight to converse with the border guards. And then you continue to the beautiful city of Enstad.

Just outside the city, you slowly descend to meet up with another Knight of Luna, Narwain Filiador who is accompanied by [description of PCs coming from Greyhawk]. Knight-Squire Danira introduces you to her comrade-in-arms with a hopeful smile. “Narwain will show you to your meeting with the Handmaiden. Much depends upon your success.” Then Danira and Father Falladrel turn to mist and move southward, leaving you to enter the capital of the Fey Realm of Celene with the other knight and his companions.

“Welcome to Enstad, capital of the fey realm of Celene. I am Knight-squire Narwain Filiadir of Luna. Please, make yourselves comfortable.”

Narwain continues, “Handmaiden Amerayne has been called away at this moment, and has asked that I stand in for her and assist you as best that I can. In a nutshell, we have word from the Suss Rangers of Courwood that the Pomarj has become very active in their area of operation. Our forces are stretched thin cleansing the North forest from the remaining orc insurgents and thus we ask that you respond in our stead. The Rangers have an associate close to the Pomarj incursion standing by to answer your questions and to provide you safe haven from your forays into the Suss.”

“You may not be aware of this, but the ruins of the lost Suel city of Etraika have yielded up items and knowledge of tremendous inimical powers. Some we have destroyed or recaptured, with the stellar assistance of adventurers much like yourselves (he bows low), yet we cannot risk others falling to the Pomarj. If you will stand with us, then I ask that you meet the Ranger’s agent in Treehome and set forth to foil the Pomarj efforts. Amerayne or her deputy will contact you each evening to follow your progress. We ask that you return Etraikan items and writings, untested and unread, to Treehome, where we will arrive to take possession of them for eternal safekeeping.”

“What say you? Will you take the Knights of Luna’s outstretched hand, and stand with us for the sake of the Sheldomar Valley?”

PCs who agree are *teleported* to the outskirts of Treehome, a gnome village along the northeast border of the Principality of Ulek.

PLAYER HANDOUT #3 – INTRO FOR FOREIGNERS UNKNOWN TO AMERAYNE

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. The common room is teeming with customers from all walks of life taking similar breaks from their daily affairs.

Finishing up the final remains of your meal, you spy a trio of older gentlemen entering the common room, looking a bit perplexed and out of place as they scan the inn's patrons. Their fine robes and ink-stained fingers mark them as scholars or clerks, and they are obviously looking for someone. After conferring for a brief moment, they make their way over to your table. "Excuse me, we 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 William Thomas, and this is my cousin, Walter Farnsworth, and our associate Jedidiah Link. We are scholars here in Greyhawk. Perhaps you have heard of us? Thomas, Farnsworth and Link? No? Well, no matter. Jedidiah here was recently involved in some unpleasantness whilst on an expedition in the Suss Forest. Our firm lost three apprentices to Pomarj raiders, and Jedidiah himself was imprisoned and tortured. That sticks in our mutual craw, so to speak. In addition, Jedidiah witnessed the opening of an ancient vessel of some sort, purportedly of Ancient Suel heritage. We are keenly interested in additional information regarding that find or any others of note. We've made some inquiries in preparation for a follow-up expedition, but our contact in the Knights of Luna tell us that the area is in turmoil and not cleared for scholarly investigation. However, the Knights did admit a willingness to treat with and provide assistance to a reliable and robust expedition if we could assemble one. Would you be willing to travel to Enstad on our behalf to seek out knowledge of the Suel sites?"

Jedidiah breaks his silence, leaning forward intently, "And if you kill a few orcs, or a few dozen, more good will it be, the way I see it." William comes to a close. "Well, what do you think? Are you willing to seek the remnants of empire for us, and likely put paid to some Pomarj scum while doing so?"

If asked about a reward, the mages hem and haw a bit, saying that they are not men of great wealth. But, while they are far from wealthy, they are men of some influence in the arcane community of the city with contacts that might be valuable to someone in your line of work.

The portly Walter gives you a traveling pass to Enstad in Celene as well as a letter authorizing you to act as their agent in this matter. Your travel from the City of Greyhawk is remarkably uneventful until you approach the Celene border. There, your papers are closely examined multiple times. Finally, two guards are assigned to escort you personally to the capital. Two days later, as the spires of Enstad come into view through the trees, you are approached by a rider mounted on a beautiful Elven horse, dressed for battle, his green cloak embroidered with the symbol of the Knights of Luna.

"Welcome to Enstad, capital of the fey realm of Celene. I am Knight-squire Narwain Filiadir of Luna. Please, follow me to a place we can speak."

Narwain oversees the stabling of mounts and other animals, then leads you on to a stair that spirals up around a great oak. At the top, he waves you into a large chamber and asks, "Please make yourselves comfortable. He gestures at a table laden with foodstuffs and iced drinks and says. "Please sample our wares, prepared for your arrival."

Narwain continues, "Handmaiden Amerayne has been called away at this moment, and has asked that I stand in for her and assist you as best that I can. In a nutshell, we have word from the Suss Rangers of Courwood that the Pomarj has become very active in their area of operation. Our forces are stretched thin cleansing the North forest from the remaining orc insurgents and thus we ask that you respond in our stead. The Rangers have an associate close to the Pomarj

incursion standing by to answer your questions and to provide you safe haven from your forays into the Suss."

"You may not be aware of this, but the ruins of the lost Suel city of Etraika have yielded up items and knowledge of tremendous inimical powers. Some we have destroyed or recaptured, with the stellar assistance of adventurers much like yourselves (he bows low), yet we cannot risk others falling to the Pomarj. If you will stand with us, then I ask that you meet the Ranger's agent in Treehome and set forth to foil the Pomarj efforts. Amerayne or her deputy will contact you each evening to follow your progress. We ask that you return Etraikan items and writings, untested and unread, to Treehome, where we will arrive to take possession of them for eternal safekeeping."

"What say you? Will you take the Knights of Luna's outstretched hand, and stand with us for the sake of the Sheldomar Valley?"

PCs who agree are *teleported* to the outskirts of Treehome, a gnome village along the northeast border of the Principality of Ulek.

PLAYER HANDOUT #4 – INTRO FOR MEDALLION OF ETRAIKA HOLDERS

You sleep fitfully, tossing and turning through the night. When your dreams come they are filled with the sounds of battle under a smoke-filled sky. Glimpsed through the trees are white walls covered with green creepers and moss. Atop the walls are shouting figures, spouting flames and multihued beams of light. Below them teems a mass of humanoids, scrabbling up the walls whenever the spellfire slackens. Behind the horde floats a dark figure, clad in black. He waves a hand, and the fallen humanoids rise again and redouble their assault. As the defenders scream in fear, the dark one roars with laughter.

The defense falters, and the attackers clamber over the walls, rending the last defenders to bloody rags. The shrieks of panicked women and children carry out over the walls to you. Shrieks that are cut short. A minute passes. The last of the dead in view, of both sides, rise and clamber up the walls with deadly intent, as the dark one flies triumphantly into the city.

You are whipped by a sudden wind as clouds form over the beleaguered city. The clouds roil with energy, both dark and light. The mixture stabs downward as a painful white light that you're sure has blinded you.... Until you open your eyes to the dim morning light.... And remember that you've had this dream many times before

You receive a message, out of thin air: a calm voice in your ear states: "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."

You have a choice of how to respond here. If you said aloud anything resembling, "I will, I agree, Yes, etc." then read on. If you say "no", then ask the judge 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 several adventurers. "Welcome to Enstad, capital of the fey realm of Celene. I am Knight-squire Narwain Filiadir of Luna. Please, make yourselves comfortable."

Narwain continues, "Handmaiden Amerayne has been called away at this moment, and has asked that I stand in for her and assist you as best that I can. In a nutshell, we have word from the Suss Rangers of Courwood that the Pomarj has become very active in their area of operation. Our forces are stretched thin cleansing the North forest from the remaining orc insurgents and thus we ask that you respond in our stead. The Rangers have an associate close to the Pomarj incursion standing by to answer your questions and to provide you safe haven from your forays into the Suss."

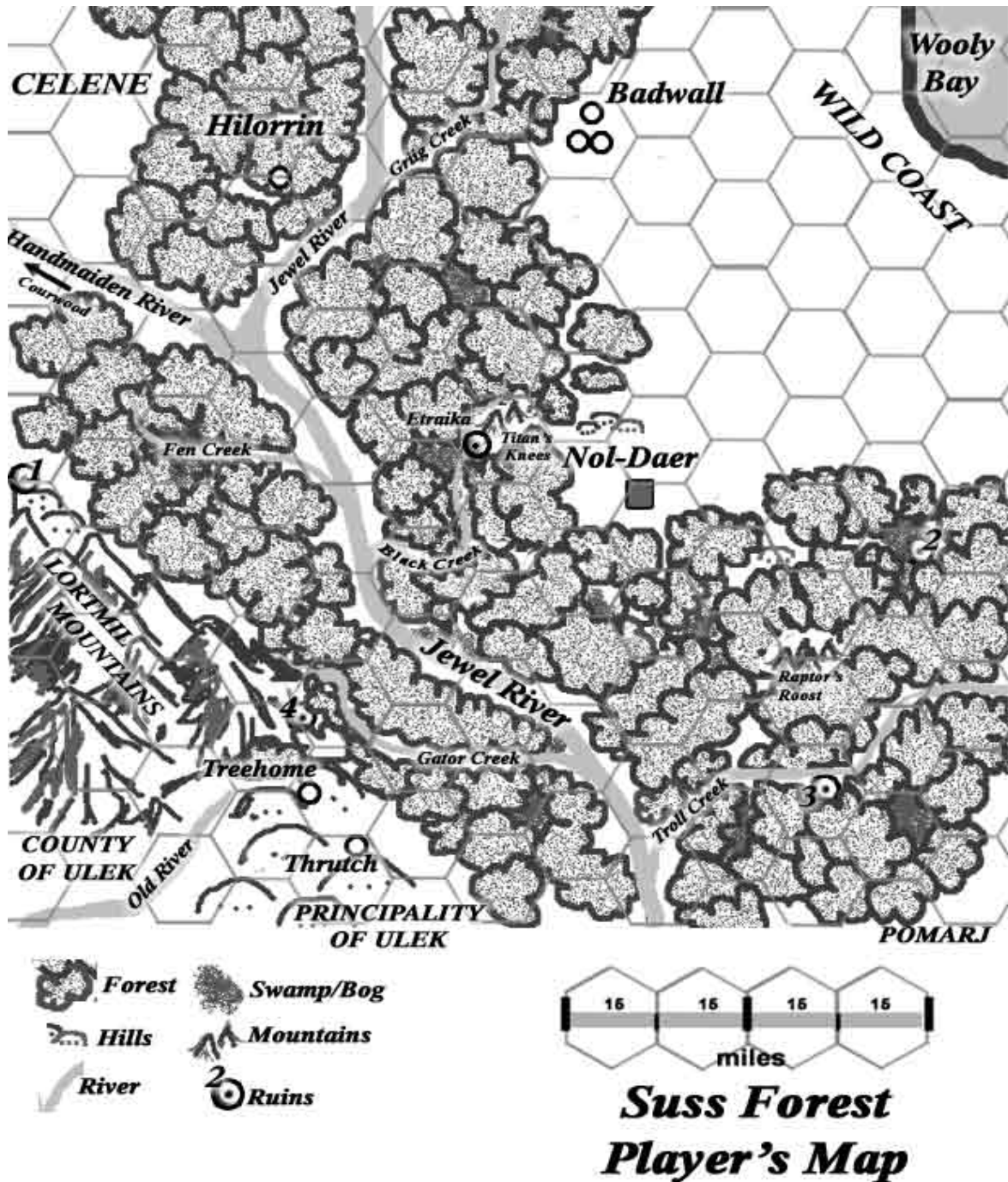
"You may not be aware of this, but the ruins of the lost Suel city of Etraika have yielded up items and knowledge of tremendous inimical powers. Some we have destroyed or recaptured, with the stellar assistance of adventurers much like yourselves (he bows low), yet we cannot risk others falling to the Pomarj. If you will stand with us, then I ask that you meet the Ranger's agent in Treehome and set forth to foil the Pomarj efforts. Amerayne or her deputy will contact you each evening to follow your progress. We ask that you return Etraikan items and writings, untested and unread, to Treehome, where we will arrive to take possession of them for eternal safekeeping."

"What say you? Will you take the Knights of Luna's outstretched hand, and stand with us for the sake of the Sheldomar Valley?"

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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. Several months ago, when you inadvertently touched it, it felt unusual. (Please ask your DM for details.) Within the last few months, it has brought you dark dreams, of a great battle lost ages ago.

PLAYER HANDOUT #5 – PLAYER MAP OF THE SUSS FOREST



****NOTE:** Movement within the Suss Forest is at 1/2 speed along trails, and 1/4 speed through undergrowth, etc. Movement in bogs is at 1/4 speed, but a marked path may wind through the shallows at 1/2 speed

PLAYER HANDOUT #6 – SUMMARY OF KAARL HARTUR'S JOURNAL

Hundreds of years ago, the Suel and Baklunish fought their war of utter destruction. In the aftermath, survivors of both races fled east of the mountains, seeking to make new homes in the undamaged parts of the Flaness. Here they contended with Oeridians and Flan humans, and older races as well. In time, some of the Suel ventured to the realm of modern day Celene. There the Suel paused for breath, but their haughtiness and cruelty moved the elves to force them away in disgust. Bands of the Suel moved on from Celene, still seeking a place to settle.

One such band was the remnants of the House of Hartur. The scion of the House, Ptyr Hartur, was a Suel Mage of Power, who perished in the Rain of Colorless Fire after unleashing the Invoked Devastation on the Baklunish nation. His son, Kaarl Hartur, escaped east with the House's family, servants, guards, and slaves. They had traveled in a larger Suel group until it broke up in the forced departure from Celene. Now numbering less than 500, the House wandered in to the Suss Forest, seeking sanctuary to rebuild their power and influence.

Years passed, hard years for the Hartur's, as their numbers were too small to stave off competitors in the woods. Kaarl saw salvation in magic over force of arms, and feverishly taught his formidable skills to members of the House, including freed slaves and guardsmen who showed the talent. Finally, behind their walls, the House was able to defend itself while Kaarl sought a way to make them strong again. He combed his father's spellbooks and tomes, and other surviving records as well. And he did research with his proteges on captured prisoners and denizens of the Suss.

Eventually Kaarl found a type of success. By refining a Rod of Beguiling, distilling the powers to a single race, he created a Rod of Mastery, and House Hartur's fortunes rose again in the world.

Armed with a selection of Rods, even the small forces of the Hartur were unbeatable. They became the greatest slavers in the southern Flaness. A number of Harturans would raid a village or convoy, where the populace would be instantly enthralled by the Rod wielders. Forces sent to destroy the Suel raiders in their small city of Etraika were also enthralled the moment they drew up lines for battle. Some forces were captured and put to slavery, others were stripped of all items and clothing and mockingly allowed to return to their homelands to spread their stories of complete defeat. The House and its city of Etraika grew quickly, and began to threaten even the larger dwarven and elven civilizations around the Suss.

Finally, reluctantly, the two disparate races formed an army together and marched on Etraika. The spell-resistant dwarves and the charm-proof elves were confident of success. None returned from that battle, except a heartbroken halfling scout, stripped of his ears and thumbs, who had been released with a sardonic message scrawled on a torn scrap of vellum, "more dwarves would be nice, as they sell well for the mines, but we'll take anyone you feel like sending...". It seemed clear that no army then living could reduce the dread city of Etraika.

While they had been enslaving the peoples of the Lortmils, the Suel had not neglected the Drachengrab residents. Hundreds and thousands of humanoids had been enthralled and sold or worked to death. This created a power vacuum in the upper Pomarj that a great evil was swift to fill. The Necromancer Callenwold sprang from his fastness deep in the Pomarj. A former lieutenant of Vecna, Callenwold had been driven from that failed realm into isolation and hiding, while he plotted his return to power. He had one of Vecna's sacrificial daggers, which had loosed the blood of a thousand in dark rituals in elder days. This he crafted in to a ring, naming it Torment. With this heinous artifact, and the thinning of the humanoids above his lair, he was emboldened to move at last.

Callenwold emerged and began his reign of terror, killing and raising to his service all he met on the surface world. He heard of the citadel rising in the Suss and formed dark plans to make it his own.

A year to the day from House Harkur's greatest victory, swallowing whole the combined elven/dwarven army, the legions of the dead brought them to final ruin. Callenwold marched in to the Suss and besieged Etraika. The city, while powerful in magic and slaves, had few armed defenders, fewer battle mages and no temples worthy of the name.

The Suel fought for their lives, but they were as sand against the tide. When their Fireballs and Lightning Bolts were expended, the hordes of zombies, ghouls and wights filled the gaps and pushed forward again. The embattled citizens watched in horror as their fallen and that of their enemy rose to arms against them after but a minute on the ground. The mighty Rods of Mastery, useless against the undead, saw their last usage as clubs, battering at the clutching horde as it rolled over the Suel.

The legion of the dead piled along the ensorcelled walls of Etraika, climbing higher until they overcame its heights. They then spilled into the streets of the city, where they gained numbers as each shrieking slave and master was clawed to the ground and rended, rising swiftly to join the final carnage.

Soon only a smattering of buildings still was defended, small islands in a rising sea. Bowing to the inevitable, Kaarl Hartur began his final spell. His father had helped orchestrate the Invoked Devastation, creating a desert so vast it could scarce be imagined, and the son had finally located that mighty spell amongst his father's tomes. Tears in his eyes, Kaarl chanted, and as the last of his House's blood ran in the streets, the skies opened above Etraika, and a new sun was born in the Suss.

A roiling wave of energy, churning from the Positive and Negative planes blasted down onto the citadel, obliterating all before it. The mages, the citizens, the Necromancer and his minions and the city itself were torn asunder by the power and turbulence of the energy beating upon them. Just as the wave crashed down on the city, however, a mortally wounded mage, Kaarl's only son, stretched out a bloody hand and activated a defense mechanism he had crafted. Instantly three globes of force began to form around the library, the wizard academy, and Kaarl's tower. Even as they formed, however, the first tendrils of crackling energy pulsed inside; lighting them and scouring them of life before the spheres slammed shut. The wave passed and the sunlight returned to normal. The three globes shone briefly from within, then faded to gray, as they sank into the charred and melted ruins of Etraika.

The city was scoured to the earth itself. Blasted rubble and melted metals steamed on the quaking ground, temporarily blocking the river which flowed alongside. Many underground chambers had been opened, and molten slag poured down until it reached a bottom when it could condense. Two of the globes rested unsteadily on this surface for a moment, then their weight settled them down and down, until only a small window on the surface belied the vast sphere below. The third globe was caught up in the torrent when the river burst through the rubble and was carried down the Jewel for many leagues before coming to rest. For a long moment, all was still. Then the forest forgot the Suel and moved on.

One odd effect of the energy admixture was that it fostered a lingering change in the natural world around it. For about a year, plants and animals grew at a fantastic pace, aging a year in about a week. Even today the plants and creatures descended from those bathed in the energies of Etraika exhibit unnatural growth and fecundity.

By the time most of Etraika's enemies had the courage and the wherewithal to investigate the city's demise; they could find no trace of it. And so the ruins of the great slaver city of Etraika have lain for centuries, forgotten by the world at large, its only guardians a few devout rangers and druids who keep outsiders from the Suss so that a great evil may not be awakened.