

VEL5-05

The Lost

A One-Round D&D® LIVING GREYHAWK™

Veluna Regional Adventure

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To sleep, perchance to dream.... but what happens when your dreams are nightmares? Heroes are drawn in to a race for the final piece of the puzzle that is key to vanquishing Herion. The course of the quest takes them on a journey to a land most people associate with dreams. Will it be pleasant dreams or a nightmare for the heroes? A Veluna regional adventure for those heroes skilled with sword AND those skilled with words, character levels 4 to 14. (APLs 6 to 12)

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at veluna_poc@thejohnsons.cc for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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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 DM (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, 2006.

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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 Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Veluna. PCs native to Veluna pay one Time Units per round, all others pay two Time Units.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs 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 PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC 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 PC has at least four ranks in Craft (bowmaking). The PC 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

Many, many years ago, Canon Herion of Veluna forsook his faith in Rao and embraced Nerull, God of Slaughter. Needless to say, this caused quite a rift in the Church of Rao and the nation of Veluna.

In completing his conversion to the service of Nerull, Herion shattered his holy symbol in a ceremony through which he became a lich, creating as his phylactery three interlocked rings. The evidence of this ceremony, including the broken remains of the holy symbol, was discovered by a small adventuring party that included Gaspar Noleson (the future Margrave of Kempton), Selanior Moonshadow (a reclusive elven wizard), and Tallin Creen (an ambitious young priest of Rao).

Eventually the fight against Herion was successful, and Rao was returned to his place as the patron of the leaders of Veluna. Herion's power base was crushed, his armies dispersed, his followers defeated, and he was thought destroyed as well. As is now well known, that was not entirely the case. Herion has recently returned to Veluna and brought an army with him, intent on reclaiming his position at the head of the nation.

Luckily for Veluna, a divinely planted clue led to the discovery of one piece of the old holy symbol (**VEL4-09 *Shattered Faith***), and the Church began to think that it somehow held the key to Herion's defeat. They had arranged for the recovery of a second piece (**VEL5-03 *The Forgotten***), and were working on locating the third when the effect that kept them from using divination spells was lifted (**VEL5-02 *Key to Reason***).

Contact with the Wizeden One has confirmed that the restored holy symbol would in fact be the key to Herion's defeat, and so the Church redoubled its efforts to find that piece. The Church discovered that Tallin Creen, by then an Archbishop, had disappeared into the lands of the fey while traveling in the Asnath Copse. Divinations have not been able to determine anything else about the Archbishop or the piece they seek, so the Church set out to find and retrieve the piece by more mundane means. The delegation sent to do so have come to an untimely and incomplete conclusion, however, and heroes are about to be called in to assist...

Adventure Summary

The PCs have a dream in which they find out that Herion may know about the Church's "secret weapon". They must determine what to do with this information.

Whether through consulting with the Church or happening by them along the road, the party finds the remains of a special delegation that had been sent to seek the final piece of the holy symbol. It had been attacked by forces of Herion, who then proceeded off to the east.

Following the leads (either from the Church or the lone survivor of the massacre), the party eventually finds itself in the elven town of Windsor, meeting with Amien Fairwind, who was to escort and advise the delegation into and around the fey lands.

The party travels to a sacred stone circle, where they transfer to the faerie realm to find the Faerie Court. At court, they discover that Archbishop Creen is still alive, though very old and not in very good shape. Whether they desire to "rescue" the Archbishop is up to them.

They also discover that another delegation is present – one who seeks to acquire the piece for his own obscure reasons – and they must out-negotiate this opposition for the third piece of the symbol.

The Faerie Duke will not make such a decision lightly, and thus the PCs have to spend some time in the court. During this time, their actions and behavior are monitored and will affect their ability to negotiate. The opposition will attempt some sabotage in order to improve his negotiating position.

After making their final arguments, the PCs will be subject to the final decision of the capricious Duke. If they lose, their opponent gets the piece, and they will encounter a vicious plant on their way to the portal home. If they win, however, they get the piece they were after and need not fight the plant.

Whatever the outcome, as they leave the faerie realm they are attacked by a strike team sent by Herion to recover the piece for himself.

It is highly advised that DMs have PCs make a number of the Spot and Listen checks for this adventure ahead of time, so as to maintain story flow and not tip off surprises. (See pages 10, 14, 15, 24, 25)

VELUNA NOTE TO DMS: The ban on divination type spells in Veluna is no longer in effect, but remember that Creen, the third piece, and most of this adventure takes

place in the fey realm, which is not in, or contiguous with, the Prime Material plane.

Prologue

Tell the party that it is mid-autumn in the year 595, and they are together in Veluna City, stopping on their way home from some other adventure. This is a dirty lie, but they don't need to know that yet...

The farmer's market in Veluna City is busy as the populace gathers supplies for what promises to be a long winter. The earliest snow that many can remember covers the rooftops, and the air is crisp.

The hustle and bustle of 'normal life' is warming to the often cold heart of an adventurer though, and you manage a smile as you catch sight of some young children jumping a rope and singing. As you watch, you realize that the other sounds of the bustling marketplace have faded to a low murmur – all you can clearly hear is the girl's rhymes. What they are singing is no lighthearted sing-song though...

*"One into three created The One.
One into three banished The One.
Three into one returned The One.
Three into one imperils The One.
One strikes one.
The One is undone."*

As they sing their song, a black shadow separates itself from the crowd – a cloaked figure brandishing a wicked-looking scythe. You can sense the apparition is interested in what the girls are singing, and it is obvious the girls do not notice it.

Ask the players what they want to do. Whatever they attempt, their actions will have no effect – if they try to yell a warning, they will feel as if their tongues are paralyzed; if they try to move, they will feel as if they are moving through honey; if they attempt a spell, they will be unable to get their hands to form the proper signs; feel free to improvise to give them a feeling of helplessness.

Important note: There are two possible endings to the paragraph given here. It is up to the DM's discretion to choose. Do not read both. If there are young and/or impressionable players at the table, please use paragraph B. In either case, continue the introduction with the next paragraph ("It then holds its hand...")

You try valiantly, but are unable to move quickly enough.

A - *Without a word, the shadow rips the scythe in a vicious arc, cutting the children down like wheat. You are only able to scream in futile anger.*

B - *Before you can warn the girls, the figure waves its hand and the girls freeze in place.*

Continue here, whether A or B was used.

It then holds its hand over one girl and an image of a broken Raoan holy symbol appears over her head. The three pieces begin to join together, one drifting slightly apart. The figure reaches out its skeletal hand to grasp the amulet, but there is a flash, and he recoils as if in pain. As you and the apparition watch, the two joined pieces fly off to Mitrik. Somehow you know that they are safe in the hands of the Church. The third piece, however, speeds off in the direction of the Asnath Copse, and you somehow know it is not safe at all.

The figure looks to the east and smiles knowingly before melting back into the shadows of the crowd, leaving only a whispering laughter in your ears.

You awake in a cold sweat, an early snow falling outside the window...

Yes, it was a dream. Bilato is a small town halfway between Veluna City and Asnath. Any PCs that participated in **VEL4-09 Shattered Faith** and/or **VEL5-03 The Forgotten** will recognize the broken holy symbol from those adventures.

Introduction

Morning comes to Veluna City with a cold wind and light snowfall. You rise and join your compatriots in the common room for a warm breakfast. You quickly realize that all of you shared the same strange dream last night. Surely this was not a coincidence – but what does it mean, and what should you do about it?

There are many things that the PCs could do at this point, depending on what they take from the dream. They could go to Mitrik (where two pieces went), the Asnath Copse (where the other piece went), or consult with the Church of Rao. What they decide to do, as well as how they decide to get there, will determine where to start the adventure. (There is a flowchart presented as **DM Aid #1** in **Appendix 3** that might help clarify things.)

- If the party goes directly to the city of Asnath via some method that will not allow them to see the road (teleport, etc), go to **Encounter 1A**.
- If the party travels toward the Asnath Copse via the road, use **Encounter 1C**.
- If they travel to Mitrik, then go to **Encounter 1B**. (Note that Mitrik is under the effect of a massive *dimensional anchor* right now, and the party would have to *teleport* to a familiar spot near the city and finish the journey by foot anyway...)
- If they contact the Church of Rao (here in Veluna City, or in Mitrik via some other method other than actually traveling there), then also use **Encounter 1B**. (The meeting is generic enough to take place in either location.)

Whatever the case, slight paraphrasing may be needed dependent on the many possible scenarios here.

Encounter One: An Early Winter's Tale

Encounter 1A

Your arrival is met with some surprise, but you are nonetheless cordially welcomed to the beautiful City of Asnath.

Depending on who the PCs wish to talk to, the DM will need to ad lib some dialogue here. The important thing about this encounter is that no one in the city of Asnath knows anything of the delegation or the mission.

The best the PCs are going to get is if they speak to the local Church of Rao. The priest there will suggest they contact Veluna City or maybe Mitrik, and will even offer to send a message for them (he has no way to contact them more directly). The Church here has no information about Archbishop Creen other than he was an Archbishop in the area 400-some years ago. A Gather Information check (DC 20) made among elves in the city can reveal the information in **Appendix 3 – DM's Aid #3**.

Development

- If the PCs then travel to Veluna City (or Mitrik) via road, go to **Encounter 1C** (assuming they haven't already played that...).

- If they teleport, or use some other method which wouldn't allow them to see the road, use **Encounter 1B**. [Note that if they are going back to **Encounter 1B** without seeing the road (which may be possible for some powerful but dense parties), you do not have to repeat the entire thing. Just have the Church explain (possibly for a second time) that the delegation was not going to the city of Asnath, but to a town in the Asnath Copse, Windsor.]

Encounter 1B

This text assumes the PCs are having this meeting in Veluna City. It may have to be modified slightly (Archbishop's name, notably) depending on where exactly the PCs go, and with whom they wish to talk. Only senior members of the Church of Rao will have any information about the mission; other people and organizations will merely be able to express concern about the meaning of the dream, not having any further information.

You are able to gain audience almost immediately with ranking Church officials. Once you relate your dream, the priests are visibly shaken and begin speaking all at once. Someone sends for the Archbishop.

"Herion knows of the symbol? How can that be...? I warned you.... But we've been... Certainly the mission..."

The chatter tails off and the clergymen regain their composure as the newly appointed Archbishop of Veluna City, Tarik Turis, enters the room. The lead bishop bows his head in respect for the man who replaced Rinen Fallswop, then repeats your story for him. Turis thinks for a moment and then speaks.

"You have been blessed with an important vision – and we are glad you have delivered to us the warning it brings. As you may or may not know, the broken amulet you saw was Canon Herion's own Raoan holy symbol, which he shattered in the vile ceremony he performed to become a lich. The rhyme that you heard had also been given to us in recent divinations of our own, and confirms our earlier theory that the symbol is the key to the defeat of Herion.

Such a dream as yours – the imagery can only mean that Herion is also now aware of the amulet, and could possibly know of our efforts to recover the last piece. Certainly he will stop at nothing to keep it from our hands. Since you were blessed with this dream, Rao has obviously called upon you to ensure the recovery of the piece."

He pauses for a moment, as if weighing the import of what he is about to reveal. After a moment, he continues.

"Our research has determined that an Archbishop Tallin Creen had the piece in his possession when he disappeared in the Asnath Copse many years ago. While the Church knew that he had disappeared into the fey realm at that time and never returned, recent divinations revealed that the piece was property of a fey noble in the area. Just recently, a secret delegation was sent to 'cross over' and negotiate the return of the amulet (and possibly gain an ally at the same time). Now, if Herion also knows about the symbol's location, then that delegation is certainly in grave danger.

It is imperative that this final piece be recovered for the Church and Veluna, and not fall into Herion's hands. For that matter, it cannot be destroyed or lost, for the symbol must be restored completely to be of any use. Find that delegation – protect it, make sure its negotiations succeed. Go. Save Veluna."

Assuming this meeting is taking place in Veluna City, Turis can give the PCs some more information if they ask, such as the names of some of the ten in the delegation (Deacon Turmis (from **VEL5-03 The Forgotten** and Bishop Morlov from **VEL5-03** and **VEL4-09 Shattered Faith**) would be the only ones possibly recognized by PCs), that they left Veluna City yesterday, and they were supposedly headed to meet a contact: Amien Fairwind, an elf living in Windsor (a town in the Asnath Copse). This contact was going to get the delegation to the fey realm and provide some advice regarding dealing with the fey, if such was needed. (If this meeting is for some reason taking place in Mitrik, the priest will know no details beyond what was mentioned in the boxed text, though if PCs ask, he can contact Veluna City for the information.)

Turis does not know details of how they were traveling or what precautions they might have taken (that was left up to them), but estimates they should be at or near the Copse by now.

Turis will also remind the PCs to tread lightly with the fey, for Veluna cannot afford any new enemies at this time. In fact, quite the opposite – the fey could be a great ally. If the PCs think they might be involved with the negotiations, and think to ask, the Archbishop will tell them that the Church is very eager for this potential alliance, and would agree to fey demands for protective status for the Copse (or something similar).

If the PCs think of it, they (or the Church) can attempt to contact or *scry* on the delegation, or cast a *divination*.

While attempted contact will not be successful, scrying will picture the delegation attacked and dying on the road. A *divination* will give the rhyme from the dream, with an additional line:

*“Ten sought the third,
Now there is one.
Six (change if # of PCs is different) must find the third
ere The One.”*

The PCs may also ask about Archbishop Creen. See **Appendix 3 - DM's Aid #2** for what the Church can tell them.

Development

- If the PCs go search for the delegation between Veluna City and Asnath, or go to Asnath or Windsor via the road, go to **Encounter 1C**.
- If they travel directly to the City of Asnath via some method that will not let them see the road, go to **Encounter 1A**.
- If they go to the elven town of Windsor via some method that will not let them see the road, go to **Encounter 2**.

Encounter 1C

Note that there is a chance that the PCs will not get to this encounter in a timely fashion (if they proceed to Mitrik first, teleport to the Asnath, etc.) If that is the case, the text needs to be modified to reflect the scene being found by a traveling farmer. The dead men have been buried, the horses dragged away from the road. Turmis was returned to Veluna City, and the PCs can pick up the trail of the adventure there, where the Church insists they take over the delegation's mission.

Should they arrive at the scene in a more timely fashion...

The early light snow has apparently discouraged travelers this day, as you do not meet the number you would expect on what is normally a fairly busy road – nevertheless, the travel is easy. After a long while, you crest the rise of a hill, and are greeted by a scene of carnage. Horses and men lie motionless along the road, and blood stains the newly fallen snow.

Assuming the PCs approach:

You see the bodies of seven men and nine horses, all bearing the livery of the Church of Rao. Four men and five horses are armored in chainmail – the men have their weapons drawn. At least two lances lie shattered in the snow. Two men are wearing clerical robes, one appears to have been cut down while

praying. The remaining man is wearing a fine courtier's outfit. All have obvious, bloody wounds.

Large prints around the scene indicate the attackers were large beasts of some sort. A clear path through the snow, stained with blood, gives evidence that a horse and three men were dragged off to the west, towards a stand of trees. As you survey the carnage, you hear a low moan from one of the bodies.

The moan comes from Deacon Turmis, a mid-level Raoan priest who was a member of the delegation. Some PCs may recognize him from **VEL5-03 The Forgotten**. With a little healing, he will be able to relate what happened (he has been in and out of consciousness since the evening of the attack, which was the evening before the PCs received the dream). To get the whole story, however, the PCs will need to convince him that they are allies and not enemies or opportunistic highwaymen. (He is, after all, on a secret mission for the Church.) To convince him, they will need to make a Diplomacy check (DC 25) receiving bonuses to the roll for the following factors: member of a church related Veluna meta-org: +2 per tier; relay the dream: +4; recognizes a PC (from **VEL5-03**): +4; referring to the meeting with the Archbishop in **Encounter 1B**: +6. If the PCs have a written letter from the Church instructing them to help with the mission, he will convey the truth.

His “story” (if the PCs DO NOT convince him of their intentions):

We were traveling to Asnath – the Bishop's moving there – but we were attacked by bears... like none I've ever seen. I don't see the Bishop... Where is... Oh no... please, I need to get to the Church immediately...

ONLY IF the PCs ask for one, a Sense Motive check (DC 21) will reveal he is very worried and is not telling the complete truth.

His “story” (if the PCs DO convince him of their intentions):

We were on a mission to acquire “the final piece”... attacked by bears... like none I've ever seen... asking about “it”... can Herion know? We were heading for Windsor, a town in the Copse... supposed to meet Amien Fairwind... please, I must return to the Church...

In either case, he will answer questions. The truth is noted in parentheses, do not reveal it if he is sticking to the cover story:

- If asked about Bishop Morlov: He was moving to Asnath, as he wanted to get away from Mitrik for a while. (False – he was the leader of this delegation.)

- If asked about the bears: There were 3 bears, and they were huge brown things – possibly dire. (If telling the truth, he will confirm that one was speaking and asking about “it” – he assumes that “it” was the final piece of the symbol, but hopes he is wrong.)
- If asked about Archbishop Creen: Wasn't he an Archbishop hundreds of years ago? What relevance could that have to his? (If telling the truth, he can give the Church-known information in **Appendix 3 - DM's Aid #2**.)
- If he is telling the truth and PCs ask what the Church would be willing to promise in return for the item, he can say the Church would agree to no logging in the Copse (or something similar).
- If PCs ask him to accompany them to the Copse and fey lands, he will refuse, saying he must return to the Church and that Rao has obviously chosen them for the completion of this task.

If the PCs wish to speak with any of the corpses, most of them were only informed of the cover story, as told above. Morlov and the head courtier were the others that knew of the plan, but they were taken by the attackers.

The tracks lead to a small clearing in the trees with the remains of a partially eaten horse clad in chain barding. There are no signs of the men's bodies, but PCs can make a Track check to get some information (the information is cumulative for high enough rolls).

DC 10 – PCs find large bear tracks all over the area. One lone track leads north, but is soon covered by newly fallen snow. (Just the local bear – total red herring.)

DC 15 – PCs find some evidence that this might have been a camp of sorts (covered-up fire circle, etc),

DC 20 – The only humanoid tracks that can be found seem to appear, shuffle about briefly, then disappear again.

DC 25 – PCs find evidence that wounded bodies were brought here, remained for some time, then just disappeared (i.e. no human tracks or drag marks leave the area).

For the DM's edification, here is what really happened: Herion has tasked twin brother druids to reclaim the third piece, but because he misinterpreted his divinations, he sent them after the delegation (thinking they had the piece already). The druids (without their companions, but with the assistance of a local bear) attacked the delegation, destroying it fairly quickly. When they found no holy symbol piece, they grabbed a

couple of the bodies and returned to their erstwhile camp. Later that night, their contact with Herion arrived, and they turned over the bodies for interrogation. They then left the area in bird form, heading for the Asnath Copse to investigate and await further directions.

Development

At this point, the PCs can either:

- Follow up on Turmis's information themselves and travel to the town of Windsor, seeking out Amien Fairwind. In this case, go to **Encounter 2**.

Return Turmis to the Church of Rao (either in Mitrik or Veluna City).

- If they have already been through **Encounter 1B**, the Church will INSIST that they take over the delegation's mission immediately, directing them to the town of Windsor and Amien Fairwind. Go to **Encounter 2**.
- If they have not gone through **Encounter 1B** yet, continue here....

You manage to get Deacon Turmis to the Church, where you are able to gain audience immediately with a special meeting of high officials. When he relates his tale, the priests are visibly shaken and begin speaking all at once.

“Herion knows? How can that be...? I warned you... But we've been... Certainly the mission... can he know where...”

The chatter tails off as the clergymen regain their composure. The lead Bishop thinks for a moment before speaking.

If the PCs wish to relate their dream, this would be a good time to do so. If they do, the priest will relate the following two paragraphs. If they do not, he will continue starting with the third.

“You have been blessed with an important vision. As you may or may not know, the broken amulet you saw was Canon Herion's own holy symbol, which he shattered in the vile ceremony he performed to become a lich. The rhyme that you heard had also been given to us in recent divinations of our own, and confirms our earlier theory that the symbol is key to the defeat of Herion.

“Our research had determined that an Archbishop Tallin Creen had the piece in his possession when he disappeared in the Asnath Copse many, many years

ago. Recent divinations have revealed that the amulet is now in the possession of a faerie noble.

The Church had sent a delegation on a secret mission to 'cross over' and negotiate for the amulet. They were to meet with a local elf, Amien Fairwind, who knows of ways into the realm – he was to function as a guide and advisor of sorts. As Deacon Turmis can attest that delegation has failed. We have to assume it was Herion and his agents that attacked them, and that he may know the whereabouts of the final piece.

"It is imperative that the final piece be recovered for the Church and Veluna, and not fall into Herion's hands. For that matter, it cannot be destroyed or lost, for the symbol must be restored completely to be of any use. It seems you have been pulled into this for a grand purpose. Go Now. Save Veluna."

Encounter Two: The Merry Elves of Windsor

There are many possible series of events that could lead the party here, but no matter which route they took, the PCs will eventually come to this town, probably looking for Amien Fairwind.

Following the directions and the trails proves relatively easy, and you soon find yourselves in the elven hamlet of Windsor. Not much would distinguish it from most any other village in Veluna, except for it being thoroughly enmeshed within the woods in which it sits.

The elven children gather around you as you enter the village proper, smiling and offering flowers and berries. They sing a happy, lilting tune which, though pleasing to the ear, calls to mind your recent dream – a brief chill runs up your spine and is gone.

The children 'escort' you to the town commons, where a group of elves seem to await you.

"Greetings, travelers. May we offer you cool water and a soft seat, which you may rest from your travels?" The smiling speaker is an older elven woman wearing fine green and gold silks, and she has flowers in her hair that seem to be freshly picked spring blooms. She gestures to some leaf-woven mats spread out in the small clearing, where carafes of crystal clear water sit beside finely carved wooden goblets and plates of fresh berries and vegetables. The other

elves wait for you and her to sit before taking their seats.

She speaks again. "I am Lady Brillieth. Though our children do a wonderful job greeting travelers, it is my duty to officially welcome you to Windsor, and ask how we may be of assistance."

It is assumed that the party will ask to speak with Amien Fairwind. He is not here at the moment, but is expected back at any time. Until then, Lady Brillieth will be glad to answer questions. Note that the elves do not know the delegation (or the party) is there to find the fey gate. The information below will need to be paraphrased into answers coherent with the questions asked...

- *About the delegation:* The elves know nothing about the delegation. They were not expecting visitors, but those that do come are always welcomed here. Amien Fairwind did not mention anything to them about people coming to see him.
- If PCs mention a less than warm reception previously received in the Ironwood (VEL5-03 *The Forgotten*), Lady Brillieth will acknowledge that there are some elves that still bear a grudge against the humans (specifically the government) due to the aggressive land gentrification programs of long ago, but that here in the Asnath, most of those wounds healed a long time ago.
- *About Amien Fairwind:* He is an itinerant storyteller who travels from village to village, gathering and telling stories. He has been hanging around Windsor more than usual the past week or so. Evidently, he knew you were coming (he knew someone was meeting him here, but not the PCs, obviously). He's a good person, friendly to all. Lady Brillieth doesn't know much about his history though – he seems to be looking for something.
- *About others asking for information / seeking Amien Fairwind:* No other "outsiders" have come through Windsor for quite some time. (Note: The druid twins will arrive sometime later, and finding the party has already been through here, and not knowing the key to get to the fey realm (or where to look if they could get in), they will set an ambush and await the party's return.)
- *About Creen:* Some of the elves will not recognize the name, but some will be mildly (but visibly) surprised at its mention, and others will actually tense up. If the matter is pressed, Lady Brillieth will reveal the information in **Appendix 3 – DM's Aid #3**.

- *About fey:* The elves have mostly friendly though uncommon relations with the faerie, though there are occasional run-ins with the Unseelie (the bad faerie) as well. Both types are reclusive and usually only want to deal with “mortals” (as they call anyone not fey) on their terms and when they want. The elves will warn the PCs of the fey’s capricious nature, and to always be very polite, and that flattery seems to go over well – but not over-the-top, insincere flattery, lest the fey interpret it as an insult that the PCs think they can be duped in such a way. Lady Brillieth says that Amien Fairwind is a good choice if he is to be the PCs’ advisor, as he seems to have more than his “fair share” of friendly encounters with the fey.

After a few hours or so, a charismatic elf of indeterminate age, with long blonde hair and sparkling green eyes enters and is introduced as Amien Fairwind. He wears a flowing green cloak over black leather vest and light brown shirt and red pants, a rapier at his side and a lute strapped to his back. He doffs his green-plumed hat and bows low, warmly greeting those gathered together in a lilting, almost sing-song voice.

If PCs make a Spot check (DC 29), they notice that his eyes are a bit more slanted and his ears are longer than a normal elf’s and that he is disguising this fact. A DC 39 check notices that Amien has certain feminine features and has tried to hide this as well. His disguise checks are augmented by a *hat of disguise*, and so *detect magic* will register a faint illusory effect on him at all times. Amien is actually a female feytouched elf, and will not reveal either secret willingly. “He” will reveal the feytouched “secret” if he thinks it will protect his gender “secret”. If either is pointed out or revealed publicly, “he” will not be happy with whoever does so. *In order to facilitate this charade (and help guard against slip-ups), Amien will be referred to as a “he” for the remainder of the adventure.*

After answering a couple of inquiries from the elves about the goings on in nearby villages and engaging in some small talk, he politely asks Lady Brillieth if he may speak with the PCs privately. Lady Brillieth asks if there is anything else she can do, thanks the PCs for the conversation, and then she and the other village representatives retire, leaving Amien Fairwind and the PCs alone.

“It is said among the fair folk that an early snow presages interesting times – possibly good, possibly bad, but always interesting. You certainly seem... interesting.”

I think I may already know, but won't you tell me what interest do you have in Windsor, and in me?”

The players may discuss whatever they want with Amien, here are some salient points that may come up. You do not need to stick to the answers verbatim, but remember he is a colorful bardic type with a sense of humor and a penchant for understatement.

- *What was your role in this mission?* “I was contacted by a Bishop Morlov, and asked to meet a group of ambassadors here. I was to take them into the fey realm, and provide what advice I could to their endeavor.”
- *Will you be negotiating on Veluna’s behalf?* “Oh no, I’m afraid not – that’s your job. My status is much like that of a skald from the barbaric north. I am a respected neutral in the scheme of things, and cannot take sides. Doing so would void their trust in me, and that is my chief currency with them - something I must maintain. I am allowed to guide, teach, advise... and I will,” he smiles and winks,” but the actual negotiation is going to be up to you.”
- *How do we get in to the fey lands?* “Ah, well, I know of a few ways into the realms – but I believe the one best suited for your needs is a stone circle not too far from here. I will explain more when we arrive – you never know if unfriendly ears might be listening....”
- *How will we get back out?* “That is a good question, my friend, for the dream path does not work in both directions. Returning from the other side requires only some minor magics. Even you,” he says mischievously, pointing to a non-magical fighter type, “should be able to manage them!”
- *Is it true that time works differently in the faerie realm?* “No. Time works the same. It just flows at a different speed is all.” He winks. “When we are there, you will not experience any difference from ‘normal’. The river of time flows slower in the realms, however, so when we return, it will be later than you think.
- *The faerie realm is a place of great magic – will our magic be affected in any way?* “You are wise to ask about such things. The realms are indeed magical beyond most mortal’s comprehension – even beyond many fey’s. Most gods’ magic will work as you expect it to, but sometimes the arcane artist will find his ‘materials’... changed.” He smiles coyly at this. If pressed, he will say “The realm itself is unpredictable – I cannot say for sure how particular ‘creations’ may be affected. They may not be affected

at all, they may work better than you could possibly expect. I do know that the realm is isolated, and most spells that are linked to certain planes will not work."

- **What can we expect to encounter in the faerie realm?** "Oh, all manner of wondrous creatures. Seelie and unseelie, friend and fiend... It is different almost every time, so I really couldn't say."
- **What can you tell us about dealing with the fey?** He smiles at the question. "An excellent question my friend, and one I am well suited to answer. First, remember that not all fey are the same. There are many different types and kinds. Still, there are certain rules of etiquette that stand for most all of them: The sanctity of one's word and one's hospitality is very important to a fey's honor. Yes, some do twist the meanings of promises, but they still keep them, he winks. While the stories of their "playfulness" are true, they are also proud and will not take kindly to threats or violence – this is important to remember should any of their "pranks" offend. Remember also that the faerie are creatures of magic – because of this, they fully realize the deceptive power it can have. The use of certain magics in their presence, especially illusions, may be taken as an insult. Faerie greatly value their names – their rank and titles – it is usually wise to play to that, but be careful not to overly flatter them, it could be taken as patronizing. A final point to remember especially for this particular trip: know that the exchange of gifts is valued highly. When asking for something, it is often prudent to offer something in return."

After the PCs have exhausted what questions they might have (or at least are ready to retire for the night), Amien will call for some valets to take them all to their rooms. He informs the PCs that they will leave mid-morning, and bid them good night. The PCs will be put up well, and will be able to get a very good night's sleep.

Encounter Three: A Midwinter Night's Dream

After a day's walk through the snowy forest, the trees part in front of you revealing a stone circle approximately 50' across. The eight stones are twelve feet tall, and seem that they would be smooth to the touch. Curiously, though there is snow on the

ground, here and there a colorful flower pokes through the white blanket. The menhirs are clear of any snow.

Have the PCs make a Spot check (DC 10) to notice some symbols carved into nearby trees and "painted" on the outside facings of some of the standing stones. (If no one makes the check, then Amien Fairwind can point them out.)

Carved into some of the nearby trees are subtle runes. They appear to be related to elven or sylvan in origin. You can make out some similar markings on the stones as well.

The runes are based on the elven alphabet, but are trail markings, not a true "language". Survival check DC 15 can "decipher" them as warnings of powerful, but not evil, magic. (Amien Fairwind will confirm this shortly...)

Amien Fairwind indicates the circle with a wave of his hand.

"This ancient circle is a portal of sorts. A place where the mortal realm touches that of the fey. This is where we enter – well, more accurately, from where we will be 'invited in'," he says with a sly smile. "You see, this is not merely a doorway that you step through. Here, the link between the realms exists in our dreams. We must sleep here, and when we awake, we awake in the realm."

If the PCs did not question Amien about the portal, the fey realm, the fey, etc., in **Encounter 2**, they may do so here. Use the information given in **Encounter 2**.

The only way to enter the fey lands here is by sleeping (or in the case of elves, being in a deep trance) for at least four hours. If the PCs all go to sleep (Amien will do so as well if all the PCs do), they will all wake up in the fey realms – go to **Encounter 4**. (There is no threat of an attack overnight, but don't tell them that.)

If the PCs break up into watches, something interesting will happen about four hours after some PCs fall asleep. (Amien will volunteer to take first watch.) Those that were sleeping for about four hours will simply fade away – they have been pulled into the fey lands. When they wake, go to **Encounter 4**. Those on watch get a Spot check (DC 10) to notice their companions' disappearance. (Amien will notice, but won't say anything, as he has explained the process and expects the PCs to be expecting this.)

The rest of the PCs can try whatever they want, but until they lie down and go to sleep for four hours, they will be stuck here, and those that have slept will be on the other side. If the PCs seem upset, Amien will try to calm them,

and re-explain that they must sleep to enter the realm (and if necessary, will remind them that their companions are waiting for them on the “other side” – a term he will get a giggle out of using). Familiars, bonded mounts and companions are considered bonded enough to their master that they “sleep” long enough to make the transition. Normal mounts and pets don’t.

[Note that if a PC is wearing a *ring of sustenance*, he or she will probably need to remove the ring in order to sleep for four whole hours (the equivalent of 16 hours sleep with the ring on). Once removed and replaced, the ring will then be inactive for the rest of the adventure, as it takes a week to re-attune itself to the wearer.]

As noted before, there will be no encounters here in the circle, unless PCs wait here for five days (without sleeping for four hours within the circle at any time), at which time, Herion’s strike team will arrive to set up their ambush. See **Encounter 8**.

When the PCs wake up, they are in the faerie realm:

You awake in a seemingly familiar yet very different place. The same imposing stone columns surround you, at least they look like the same stone columns. However, the sky is what arrests your attention. The night is gone, replaced with a dusky twilight of golden hues.

Beyond the confines of the stone circle, the forest also feels different. The trees seem taller and stronger, the foliage impossibly green and dense, and the effect is unsettling. This place is foreign, it is indeed faerie lands.

There are many special rules that can govern play in the fey lands, but most will not come into play in this adventure. Some that will are:

Flowing Time: Time in the fey lands flows at a slower pace than that in the “normal” realm. For every night spent in the fey lands, about a week passes on Oerth. (A Knowledge (The Planes) check (DC 25) will reveal this information. For this reason, every night spent in the fey lands costs the PC an additional TU.)

(Assuming the PCs leave the day after they arrive (see **Encounter 7**), do not count that first night in these calculations, as the PCs arrive in the afternoon/evening and thus aren’t there a whole day. Any further nights are subject to this penalty however.) Be sure to mark any additional TUs on the ARs.

Planar Access: Because of the fey land’s unique cosmological position and relationship with other planes, certain spells will not function here. Any spell requiring contact with the ethereal, astral or shadow plane does not

function. See **Appendix 3 – DM’s Aid #4** for a list of arcane spells affected.

Once the party investigates the area, they will find a trail leading into the dense forest surrounding the stone circle. There are no recent humanoid tracks on the path. There are some game animal tracks periodically crossing the path. Presuming they follow the trail:

You have been traveling through the forest for several hours. As you have moved along the narrow forest trail, sunlight has periodically filtered through the dense canopy to illuminate your way. The path through the forest is more like a tunnel through the thick green foliage, broken only by the towering hardwood trees, whose canopy creates a roof to your narrow forest trail.

In the brief moments you have glimpsed the sunlight, you have come to realize that the sun does not move. It continues to sit low in the sky, neither setting nor rising. The faerie realm is lit by a perpetual twilight of reddish-golden hues.

The trail seems to twist back upon itself at times, yet you would swear you are going in the same direction. Your attention to your surroundings is interrupted by a soft, yet rising melody on the wind, which seems to be getting closer.

Use this scene to unnerve the party, especially wilderness types. This is not the type of forest that they are used to traveling through. The melody can be wind through the dense foliage, or the sounds of satyr’s pipes carried an impossibly long distance. Allow the PCs to make Spot and Listen checks for something out of the corner of their eye, or a sound that is not quite right, but there is nothing there. After a few checks or fruitless dashes into the forest, allow the party to reach **Encounter Four: Two Gentlemen of Veluna, Pt. 1**.

Encounter Four: Two Gentlemen of Veluna, Part 1

As you reach the edge of the forest, you see several large pavilions set up several hundred yards from the forest and near a brilliantly blue stream. There seems to be much activity amongst the tents – many types of what you must assume are faeries.

If the party approaches, they will see a number of faerie creatures moving about the various tents. These large tents are the camp of the faerie Duke who has *dominated*

Archbishop Tallin Creen, and forced him to act as a gardener in penance for his 'crimes' against the forest.

On the edge of the busy tent encampment, between it and the forest, you notice an old man stooped over planting something. He is a very old human, approximately 80 years of age. He is wearing tattered clerical robes. Though soiled with all kinds of dirt, grass stains and other smears, the smiling visage of an old man is still partially visible on the robes.

Knowledge (Religion) DC 5 to recognize the face of Rao on the robes. If the party approaches, continue with the description.

The old human is unsteady on his feet. He is currently stooped over filling dirt around a small flowering plant. The skin on his face and hands is leathery from decades in the sun. The hands themselves are gnarled and dirty, with long unkempt nails with various types of matter crusted underneath. He is humming softly to himself and as he moves, you see a dirty Raoan holy symbol swaying from a chain around his neck.

Archbishop Tallin Creen is a very tired, very old man (87 years). He has been sentenced to serve and nourish the forest for his crimes against nature. While he is kept *dominated*, he has long since been broken and has accepted his lot in life. He has not been abused by the fey, but neither has he had an easy life. He works every day tending to gardening matters: clearing dead brush, planting new seedlings along the edge of the forest, planting rare or exotic flowering plants, etc. He stops when he tires and resumes working when he is refreshed. The fey do not mistreat him, nor do they pay much attention to him (though they certainly notice if strangers begin talking with him, and guards will approach). Their attitude is one of benign indifference.

A long time ago, he had his holy symbol (the gold amulet) crafted with the piece of Herion's symbol as part of it. A Spot check (DC 15) notices something odd about the crafting of the symbol (the two different metals). A close inspection (Search check DC 10) will reveal that the symbol has two distinct parts, one of which is the missing piece. Creen will allow PCs to look at his symbol, but will under no circumstances allow them to remove it from his person. (Since he is a servant of the fey duke, the symbol technically belongs to the duke. Creen "earned the right" to hold on to it through good behavior.)

If the PCs seem intent on grabbing the piece (and/or the priest), Amien will whisper to the PCs that such a thing would be a VERY bad idea – diplomatically and for their own health (noting the large number of guards around

the camp – all of which seem to be looking their direction). If they do insist on trying anything of the sort, Creen will resist and guards will notice. If they resist, within seconds the full weight of the faerie camp will come down on the PCs, and they will be captured and imprisoned on the faerie realm for 39 TU. (Note also that Creen has *dimensional shackles* on his ankles (not chained together, though). He tried escaping once many, many years ago.)

All APLs

🔥 **Tallin Creen:** Human Clr9/Exp2; hp 46; Venerable old non-combatant.

As long as the PCs do not interfere with his gardening, Creen will speak with them. The *domination* effect will not allow him to ask for (nor accept) rescue from his predicament, though if the PCs wish to assist with the gardening, they are welcome to.

Probable questions and answers are listed here. You may ad lib if you prefer, but try to convey the general tone in a shaky, whispered voice of an elderly, slightly-addled man:

- **Who are you?** (bending forward in a small bow) "I'm the gardener. Is there something I can do for you?"
- **Is your name Tallin Creen?** (after a moment's hesitation, and small flash of remembrance in his eyes) "Yes, I was once called Creen."
- **Why are you here? What is going on?** (As if repeating something he has heard over and over for decades, which he has) "I have done a bad thing and must be punished. I will serve the forest, not destroy it. I will tend the plants and soil until my penance is done."
- **Do you know where the last piece of Herion's symbol is?** (with a flash of emotion in his eyes) "Herion's symbol... [long pause and he stares off into the distance] yes, I had it forged into my own symbol to remind me of the price of hubris and to remain steadfast in my faith."
- **Where did you get that hunk of metal?** (Creen grasps the piece with a look of fear in his eyes) "It is mine again. I was good. It is all that I have of my own. Please do not take it from me, please." (He drops to his knees sobbing)

Creen does not really know why the piece is valuable. He just knows it is "his". The fey have no opinion on it, and do not bother to take it from him. Even under the domination, he will not simply part with the item.

- ***Have you been mistreated?*** “No. I tend the soil, care for the plants... It is so serene and peaceful here....”
- ***Would you like to go home?*** “Home? This has become a ‘home’, but yes, I suppose I should like to go ‘home’. But I may not till my warden sees fit.”
- ***Who is in charge here?*** “My warden, Duke Xhosasilliname [Zo-sa-silli-nah-muh], life spring of his people, a rose among thorns, muse of the age. He rules all these lands and those that abide here.”

Creen does not know anything about goings-on in the court, nor does he know of Nerin Vestic (see below). He will listen politely if PCs tell him about the piece of the holy symbol, the war with Herion, etc, even to the point of sounding vaguely concerned, but will not converse about it, nor offer any advice, solutions or tips. He has no spells prepared, and in fact, only vaguely remembers that he was a Raoan priest, let alone an Archbishop bent on expanding “civilization” into the Asnath Copse.

After a few moments of dealing with Creen, or when the party is almost done asking questions and preparing to move on, a party of the seelie (fey elves) approaches you from the camp.

All APLs

✦Seelie (Half-celestial elf) fighters (4): Rng2/Ftr4; hp 57 each; see Appendix 1.

Four slender figures approach you at this point. At first glance they seem like high, or perhaps grey elves, but as they approach closer, you can tell that they are not so mundane. Their silvery hair glistens, their eyes are golden, and their skin is the color of polished ivory.

“Welcome to the camp of Duke Xhosasilliname, life spring of his people, a rose among thorns, muse of the ages.” The leader says with a melodious voice and flourished bow. “Who are you mortals? What business do you have here? Do you also seek audience with Duke Xhosasilliname, life spring of his people, a rose among thorns, muse of the ages, to ask a boon of his graciousness?”

It is assumed that the party will inform them that they seek an audience with the Duke regarding the piece. If they do not request an audience, Amien will. (He will explain “procedures” and “diplomacy” to them afterwards if necessary.)

If the PCs decide to bluff about their true reason for being here, give the guards a Sense Motive check against

the lowest Bluff check among speaking PCs (no assisting; +4 to the Sense Motive check if the PCs were talking with Creen) to discern the true reason. If they successfully bluff their way into an audience then change their story, apply a –4 penalty to the Court Diplomacy check (see **Appendix 3 – DM’s Aid #5**).

After the party replies:

“On behalf of Duke Xhosasilliname, life spring of his people, a rose among thorns, muse of the ages, we offer you the hospitality of his camp. Enter freely and in peace. Do no violence in his sight and you are welcome.”

If the PCs check with Amien, he will nod a bit. Whether or not they check with him, he will re-iterate the solemnity with which the faerie regard hospitality.

If the party asks about the other mortals that also seek a boon, a Diplomacy check (DC 15) will convince the welcoming committee to inform them that a human traveler from the material plane arrived recently, and that he has also asked to see Duke Xhosasilliname about the gardener’s necklace.

Assuming the party accepts the ‘terms’:

You are shown to a large, colorful tent on the edge of the encampment. Inside you can see comfortable looking chairs, couches and beds; lutes and other small instruments; and many potted plants. “You may use this pavilion to rest and recover from your journey. Water and bread can be brought to you if you wish, but you must remain here – you are not permitted to wander the camp. We leave you now to inform the Duke that you petition an audience.”

With that, they depart, leaving the party to their own devices, and report to their master and ask about an audience. Under no circumstances will the party be allowed to meet with the faerie duke immediately. He is simply not available. Too much insistence on the part of the party could seriously endanger the goodwill of the Duke, and therefore the mission and Amien will advise them against it.

The tent is large (30 ft. x 50 ft.) and comfortably furnished, but is plainly set off from the rest of the camp, and the party should feel isolated and potentially watched. In fact, the party IS now being constantly watched – by pixies. Remember that pixies are constantly under the effect of a *greater invisibility*. There will be one pixie assigned to the party at the beginning, but if the party is obviously going to split up and/or be troublesome, more will be assigned as needed. The pixie(s) will watch the party and keep tabs on the PCs’ activities, but will not reveal themselves or interact. Keep

note of the PCs' actions and in-character discussions as what the pixies hear and see may influence the Court Diplomacy Chart (see **Appendix 3 – DM's Aid #5**) when the party pleads their case before the faerie duke (see **Encounter 9**).

It is possible that with very high Spot or Listen checks, the party could notice the pixie in their tent. You should ask the players to roll several Spot and Listen checks at the start of the adventure so as not to tip them off at this time to the pixies' presence. If the pixies are discovered, it will continue to monitor the PCs, though it might even engage in conversation once it knows it has been found. You may ad lib the pixie's remarks, but remember the pixie is under orders from its lord, and will not reveal any information about the situation, and will not leave unless threatened with violence – which will be duly noted to the Duke. Even if a pixie is scared off, others will be assigned to the PCs.

All APLs

✦ **Seelie (Half-celestial) Pixie:** hp 5 each; see Appendix 1.

Despite the comfort within the tent, the PCs may want to explore a bit. As stated by the guards, the party may not leave the general vicinity of the pavilion – guards will escort them back if they try – but they may stand outside the tent, or even walk in the immediate area. If they wish to try to sneak out invisibly or something similar, Amien will advise they not do so, as it would be seen as an affront to the Duke's hospitality. If they insist, he will withdraw his services and leave, returning to the Asnath Copse. He will not tip off the guards, but the pixie watching them will, and, if the PCs are proving troublesome or 'impolite', seelie wizards will also keep an eye on them using any means necessary.

If the party wishes to attract Creen's attention during their stay in the tent, they may do so. Assume he passes the area on some gardening duty, and will walk over if asked. The party may ask additional questions of Creen, but he will not enter the tent, and if the party attempts to restrain him or kidnap him, he will resist. Such action will also be reported immediately by the pixie to the duke's court.

Encounter Five: Two Gentlemen of Veluna, Part 2

The faerie have neglected your party for the remainder of the day. Shortly after what you estimate would be evening on this plane of eternal dusk, you

hear someone softly clearing their voice outside your tent, and tapping lightly at the flap.

[Note that this next section may need to be modified if the PCs (for some reason) somehow Bluffed their way into the camp. Nerin will still visit – he will be looking for non-fey companionship, and also checking out the party "just in case" they are here as competition. In this case, he will obviously not introduce himself as the competition, but will try to get the PCs to reveal their mission. Give him a Sense Motive check vs. lowest Bluff check among speaking PCs (no assisting).

Presuming the party opens the flap,

Standing before you is a smiling human male wearing bright blue trousers, a yellow shirt and grey-green vest. He has black eyes and his black hair is graying at the temples. In his arms, he cradles three bottles of wine.

"Good evening, gentlemen [and ladies if present]. Allow me to introduce myself. My name is Nerin Vestic, and it seems I am your competition in these negotiations. May I offer you some wine? I know that the faerie can be poor hosts at times, depending upon their mood, but they do have some excellent wines."

Nerin speaks with a recognizable Velunan accent. If the party engages with him, they can get some significant clues to help in the negotiations with the faerie. If asked directly about diplomatic tactics or advice, he will not say what would be good or bad, but will truthfully answer fact-based questions (like what is the Duke's full title). During the opening small talk, he will commend party members from Veluna, especially anyone who displays medals from previous campaigns [e.g. Defenders of Reason Medal, Heroes of Fals Keep, etc.], on the heroic efforts put forth to stem the tide of Herion's forces. If asked about the wine (or if PCs make a DC 15 Spot check followed by a DC 20 Knowledge (Local – VTF) check to notice and recognize the label), it is a private vintage from an exclusive Dyvers winery. (Nerin is VERY well connected if he has this...)

Personality: Nerin is confident and self-assured. He desires a challenge, to a point. He is genuinely convinced that a stalemate in Veluna could be good for all. He would suggest that a long struggle in Veluna could shake the Vale of Luna out of its overconfidence in its sense of righteousness. And, so long as all three pieces are out of Herion's hands [two in the hands of Veluna, and one in his], should a more permanent solution be required, he could always be "convinced" to provide the necessary piece.

Motivation: Nerin is here to bargain for the last piece of the holy symbol on behalf of certain “concerned parties.” (Part of his preparation involves engaging the party in talk so as to identify and analyze who his “main” adversary is.) He is currently in league with Dyvers-based merchant and thieves’ guilds. Veluna’s internal turmoil has been of enormous benefit to commercial interests in Dyvers, and they would like to see it continue that way. They do not want Herion to win the war, but a long-term stalemate would be perfect to their way of thinking. Recent successes by the forces of Veluna have convinced Nerin and the Dyvers group that a stalemate is likely, but only if the PCs do not acquire the last piece of Herion’s holy symbol, which he and they believe has the power to defeat Herion.

- ***How do you know of the holy symbol?*** “Well, Rao isn’t the only deity whose priests can divine things you know. Plus, not all ‘heroes’ are as secretive as you profess to be.”
- ***How do you know so much about Veluna?*** “Well, I do keep my eyes and ears open, for one. Also, because Veluna has a special place in my heart – it is where my travels began.”
- ***Our ‘competition’? Why are you here?*** “Why, I seek the same piece of Herion’s holy symbol as you. Don’t be shocked. I am well aware of its potential importance, but not everyone wishes to see Herion completely removed from the picture. I act in concert with certain interests that believe the current situation in Veluna is advantageous – from a certain perspective, it is simply “good for business” that it remain ‘balanced’.”
- ***What do you mean “balanced”? – Veluna is winning!*** “Yes, the return of the Thornward garrison was a strategic masterstroke, and the relief of Fals Keep was a textbook operation. That victory seriously weakened Herion’s forces and rallied the people, who were becoming rather demoralized. I dare say that you have certainly stemmed the tide, maybe even turned it. You could certainly hold Herion at bay indefinitely. But,” he leans forward, “without the holy symbol, you couldn’t completely eliminate him either, and so the Church and government of Veluna would be... occupied – unable to pursue other, less pressing matters.”
- ***You would see Veluna, your homeland, fall to Herion?*** “Oh, no. I don’t believe that would be a good thing either. Should the tide turn again, and Herion grow too powerful, I am certain something could be worked out for you, or others like you, to “acquire” the piece from me and my associates.

However, I strongly doubt that will be necessary. You have all been doing a fine job lately.”

- ***Who are you working for?*** “Hmm...one might call them Veluna’s commercial rivals, but it isn’t anything that dramatic. Rather, let’s just say that they are interested parties that are not as obsessed with the eternal battle between good and evil as those in the Vale. After all, is it not eternal? Isn’t it the case that after every distressed damsel you save, villainous plot you foil, and innocent you rescue, there is another, and another, and another? You may wish to continue fighting the good fight, over and over. My ‘compatriots’ and I however, see things in more finite terms. Ironical really, considering the infinite range of places that I have traveled to.”
- ***So, you are just in it for the money?*** “Not completely, though that is always a somewhat motivating factor, is it not? That’s a nice ring you have there – and those are very nice boots....” he says, pointedly.
- ***How much gold would it take to have you let us win?*** “See, you underestimate me – never a good start to a negotiation. I won’t deny that there are monetary considerations to my reasons for being here, but there is also so much more (we are not all that different, you see). The competition – the challenge – the adventure.... I’m afraid I couldn’t put a price on it.”
- ***How long have you been here?*** “It’s hard to say with the way time works here, but I would wager I’ve only missed a few weeks back home – you do know about ‘flowing time’ don’t you? After all, you adventurous types are always rushing around concerned about missing something or other... I suppose you could always leave and let me have the piece,” he says, smiling.
- ***What if we just got rid of you?*** “Oooh – threats in the name of the ‘greater good’. Very nice. Anyway, that you could probably do fairly easily, but our host would certainly take such an act as an affront to his hospitality, and there would be repercussions – the least of which would be that Veluna would NEVER get her hands on the item you seek.”

After talking for a while, Nerin will graciously apologize for having kept the PCs up so long “talking shop” and will retire to his tent. He will contact his colleagues and inform them of developments, including information about the party. Unbeknownst to him, his associates are not as eager as he for such a “fair challenge”. Those associates send some other associates to eliminate the

“face” of the party as determined by Nerin. (Go to **Encounter 6**)

Encounter Six: Measure for Treasure

During the night, associates of Nerin send a team of Xill to attempt to weaken the opposition for the coming negotiations. During the third watch, in the early morning hours, the team will planewalk into the party's tent.

APL 6 (EL 8)

✚Xill (2): hp 32 each; see *Monster Manual* page 259.

APL 8 (EL 10)

✚Xill (2): Rog2; hp 42 each; see Appendix 1.

APL 10 (EL 12)

✚Xill: Clr5; hp 64; see Appendix 1.

✚Xill (2): Rog1; hp 37 each; see Appendix 1.

APL 12 (EL 14)

✚Xill: Clr7; hp 77; see Appendix 1.

✚Xill (2): Rog3; hp 56 each; see Appendix 1.

The Xill are planewalking directly from the Material Plane, and their arrival should be randomly determined inside the tent. If a party member is awake and inside the tent, he should get a Spot check (DC 0 + 1/10 ft. + any applicable darkness modifiers) to see the xill arrive. If the party's watch is outside, they should get a Listen check instead (DC = Move Silently check for xill rogues). If the party does not have a watch on duty at all, give all sleeping PCs Listen check with all appropriate penalties (-10 for sleeping).

At the higher APLs, the xill cleric will have pre-cast *silence* on a rock. However, an alert guard outside the tent could still notice the lack of sound from the tent (if the *silence* covers a snorer, for example) – give them a Listen check (DC 30) to notice this.

Amien will assist by inspiring courage with some singing. Also, there should still be an invisible pixie present keeping tabs on the party (unless it has been driven off by threatening characters). It will notice a fight, and raise the alarm to any unaware PC guards, then rush out to inform the Duke that something bad is happening.

All APLs

✚Seelie (Half-celestial) pixie: hp 5, see Appendix 1

Tactics: The xill's primary mission is to capture and planewalk away with the party member(s) most likely to be the party's 'face'. If a xill cleric is present, he will have pre-cast *silence* upon a stone to facilitate a quiet kidnapping. The xill will first subdue any guards on duty inside the tent, then turn to the “face” character (unless of course, they are one and the same). The xill will attempt to render that party member unconscious using a combination of saps and claw attacks, then planewalk away with them. See **Appendix 1** for specific tactics by APL

If a party member is kidnapped, he is out of the rest of the adventure. The xill will abandon him or her back on Oerth. The xill are under orders not to kill a helpless victim. Nerin's allies, who dispatched the xill to improve Nerin's odds of winning the piece, do not wish undue harm to the party – they just want to remove any potential competition. The kidnapped party member will have a 2 TU penalty assessed for being lost and eventually finding his way home.

Conclusion for any kidnapped PC: The party member awakens on a hillside deep in the Lortmil mountains from a long unconsciousness (5 days). None of his belongings are missing. If he/she makes a DC 15 Survival check, he may find his way out of the hills. If not, after wandering aimlessly for a day, he will find a ranger and be escorted to nearby town. The PC should not be able to return to the main storyline, as too much time has passed.

After the fight, Seelie guards will arrive and take away the Xill (alive or dead), apologize for the breach of etiquette, and promise to look into the matter.

Any accusations made by the PCs towards the faerie folk will be vehemently denied, and penalties should be applied to the upcoming Court Diplomacy check (see **Appendix 3 – DMs Aid #5**). Any accusations made by the PCs towards Nerin will be investigated by the faerie, but he has plausible deniability (as he did not know his associates were going to do such a thing), so nothing will come of it.

Treasure

APL 6: L: 2 x studded leather armor (each 2 gp per character), 4 x short swords (each 1 gp per character), 4 x saps (each 1 cp per character), 4 x longbows (each 6 gp per character), 2 x 20 arrows (each 1 cp per character); C: (0 gp); M: (0 gp).

APL 8: L: 2 x masterwork studded leather armor (each 26 gp per character), 4 x masterwork short swords (each 15 gp per character), 4 x saps (each 1 cp per character), 4 x

longbows (each 6 gp per character), 2 x 20 arrows (each 1 cp per character); C: (0 gp); M: 2 x *cloak of energy protection* (83 gp per character).

APL 10: L: 2 x masterwork studded leather armor (each 26 gp per character), 4 x masterwork short swords (each 15 gp per character), 6 x saps (each 1 cp per character), 6 x longbows (each 6 gp per character), 3 x 20 arrows (each 1 cp per character); C: (0 gp); M: +1 *studded leather armor* (98 gp per character), 2 x +1 *short swords* (2 x 193 per character), 2 x *cloak of energy protection* (83 gp per character).

APL 12: L: 4 x masterwork short swords (each 15 gp per character), 6 x saps (each 1 cp per character), 6 x longbows (each 6 gp per character), 3 x 20 arrows (each 1 cp per character); C: (0 gp); M: 3 x +1 *studded leather armor* (98 gp per character), 2 x +1 *short swords* (2 x 193 per character), 3 x *cloak of energy protection* (83 gp per character).

Encounter Seven: All's Well That Ends

First thing in what you think is the morning (it feels as though it should be early in the new day, yet with the sun hanging in same exact place since you arrived, you can't be sure); you are summoned to an audience with the faerie duke.

Give the PCs time to discuss their negotiation tactics as they dress, eat, etc, and on the way to the pavilion.

You are escorted to the grand pavilion by four guards. Your group stops outside the pavilion and the leader of the escort announces:

"Enter one by one and be recognized."

Presuming the party obeys the instructions; have them enter one by one. (Amien will go first if no one seems too eager.) It is VERY important to take note and keep track of PC actions and words at this point – use the Court Diplomacy chart (Appendix 3 – DM's Aid #5). The next section should be done one PC at a time. The DM should take each PC off to the side since the others should still be waiting outside. The guard escort will only allow one PC in at a time. The grig escort inside will signal the guards when he is ready for the next PC.

As you enter the tent flap, you find yourself in a 15 ft wide by 20 ft deep entry hall of sorts. Flanking the curtained doorway opposite you, with halberds

crossed before it, are two well-armored honor guards. There is a table covered in blue cloth along the left wall. As you take this in, you are immediately addressed by a tiny figure – half-humanoid, half cricket – wearing very fine clothes. In a chirpy voice, he asks for your name and title, as well as a list of your great deeds or exploits.

The answers given could greatly benefit the party on the Court Diplomacy chart, but only if the PCs get into their characters. Do not reward PCs that just say "I'm so and so and I kill things, yadda yadda yadda." After the PC answers:

The tiny little attendant notes your answers on a small tablet, and then escorts you across the entryway towards the next tent flap. He pauses midway and asks, "Are you ready to enter the presence of Duke Xhosasilliname, life spring of his people, a rose among thorns, muse of the ages?"

He has paused next to the table, which is of an appropriate height for medium humanoids. When the first PC enters, there is nothing on the table except a fine blue felt cloth. (If Amien went first, the table is still empty, as his rapier is mostly ceremonial.) Anything left by any previous PCs will still be on the table. The PC is expected to remove any weapons that he/she is carrying and place them on the table, and the grig is giving them the chance to do so. Any small or particularly elegant weapon may be kept. An item that is intended as a gift should also be kept.

If the PC is unsure of what to do and asks the grig, he will not tell the PC what is expected. However, if the PC succeeds in a Sense Motive check (DC 12), he will recognize that the grig's body language seems to be indicating something about the table.

After a reasonable pause, whether the PC removes weapons or not, the grig will continue his walk to other end of the entry way:

The grig continues his stately hops across the little chamber, and nods to the two honor guards. They uncross their halberds, allowing you to enter the next chamber. Here you find two long benches along either wall, and two more seelie guards, complete with halberds, protecting a doorway on the opposite wall.

The grig motions you to sit, then moves up to the next flap. He taps it and passes his notes through a slit to an unseen hand. He then smiles at you and indicates he will return shortly with your compatriots.

The grig gives his report to a fey-touched elf who is the seneschal of the court. Three pixies are present in the antechamber, which *detect magic* and *detect evil* on all PCs as they enter. Remember that pixies are constantly under the effects of a *greater invisibility* spell. If the PCs have any magical auras, they are considered suspect. The fey will not prevent entry, but the PCs will be penalized on the Court Diplomacy chart.

Repeat this process for every PC in the party, so they all have the chance to gain or lose points for the Court Diplomacy check. Once the entire party is present, they are admitted to the duke's court:

Once everyone is present, the attendant thanks you for your patience, pulls aside the shiny curtains, and bows while gesturing you inside.

Entering the chamber, you are struck by its opulence. The floor is covered by overlapping carpets. The air is rich with the scent of incense. To the right, a small mixed fey quartet are playing an assortment of odd looking instruments that harmonize into a beautiful melody. All along the edges of the pavilion, guards stand to attention, ever watchful for any sign of treachery.

Directly ahead, seated upon a mound of pillows, sits a figure that can only be the duke. Tall and beautiful, he is dressed in the finest fabrics and jewels imaginable. He is flanked by a number of courtiers, themselves dressed in fine garments, many holding small wands or staves as badges of office. Standing a short distance in front of the assembled nobles of the duke's court stands Nerin Vestic, who is now dressed in expensive clothing of brilliant color and wearing fine jewelry. Finally, Tallin Creen, eyes downcast and still wearing his dirt-stained and ragged garb, sits upon the floor at the duke's feet. He fidgets with the piece around his neck – the object of everyone's attention.

A red-robed seelie elf steps forward, golden hair glistening in the magical light. He raises a hand and the music abruptly halts - all eyes focus their attention upon you and your friends. The seneschal addresses his liege and the court....

This section is written assuming the PCs are petitioning for the piece. Minor changes need be made if they are asking for Creen's release as well or instead.

Note that this next section may also need to be modified if the PCs (for some reason) somehow Bluffed their way into the audience. They will not be offered the chance of going first or second. They will have to wait for Nerin. Hopefully, they will say something about their true

mission during (-2 to Court Diplomacy check for interrupting) or immediately after his speech, or the duke will grant Nerin's request and the PCs will be left hanging.

"My Lord Duke, gentlemen and ladies of the court, I give you ..." (he lists your names and accomplishments) "These great and honorable heroes are also here as petitioners for My Lord Duke's gardener's bauble." You sense a bit of humor in his voice at that last bit.

A bit of a murmur runs through the crowd, and the seneschal turns and asks, "Would you like to begin, or allow the other petitioner the honor?"

If the party speaks first, they will be rewarded on the Court Diplomacy chart. However, if they allow Nerin to go first, his speech might give them clues to add to their petition.

Throughout the proceedings, the Duke will pay attention and observe, but will not interact with either the party or Nerin, nor will he allow his face or actions to belie his thoughts on the matter (with one exception – see below). The seneschal will act as voice of the court. Other members of the court may whisper among themselves, or point, or react to strongly worded statements, but the PCs should ignore them, as their opinions really don't matter.

If at any time during their court appearance, the party uses damaging magic or otherwise attempts to attack any personage in the Duke's tent, they will be set upon and defeated. Assume that waves of faerie guards like those noted above will join the battle. The Duke will immediately flee, while his advisors, who are all leveled arcane casters (many high level), will quickly deal with the PCs. These NPCs are not given stats, as the party should not start a fight here. If they do, the adventure is over. PCs are captured by the superior fey forces and imprisoned for 52 TU.

If a PC casts a non-damaging spell during the negotiations, apply the appropriate penalty to the diplomacy chart. There are several pixies constantly detecting magic in the duke's pavilion.

Nerin's speech:

With a low bow, Nerin begins.

"Duke Xhosasilliname, life spring of his people, a rose among thorns, muse of the ages, I am honored that you would entertain my humble petition. First, may I present you these gifts – tokens of my gratitude for considering that which I request."

Nerin presents the faerie duke with a small plant and a sheathed dagger. He sets the plant at the duke's

feet, saying, "May this plant grow and thrive as do all others under your watchful gaze – one small step in my attempt to make amends for others' slights."

He pauses for a moment, then, with a flourish, removes the dagger from its scabbard. The crowd emits an audible gasp. It is a well-wrought cold iron blade, but is broken. Nerin shows it to the court as he continues, "Here is the weapon of your enemies, rendered useless – a symbol of my intentions of peace."

The diplomatic value of these items increases by APL, and is reflected in the final Court Diplomacy DC. If you like, at higher APLs you may embellish how the flowering plant is extremely rare or exotic and the dagger is of higher quality, and of obvious magical enhancement.

Nerin places the dagger at the Duke's feet, then continues. "Please accept these tokens of my respect and hearken to my words. I desire only the item worn by your gardener, the one once called Creen. I know that his crime is great, and do not presume to gain his release. All I ask is the trinket that hangs about his neck. It holds no value here, but is of some import in the world of men."

"As I am sure the wise Duke is fully aware, a battle between two human factions rages in the gray world of humans. As this conflict now stands, the two sides are fairly balanced, and their full focus is on each other. Thus, with the humans fighting among themselves, the fey and other forest folk that live in the Vale have been left in peace, without the humans' usual disruptive incursions into the forests. Thus, the balance of power is critical to the peaceful existence of your people in the Vale, and must be maintained. This balance is a tenuous one, however, and portents say that the gardener's bauble is the item that will tip the scales one way or the other. Thus, it must be kept out of their hands (he points at the party), lest the fair folk of the Vale suffer."

However, the very presence of my esteemed adversaries shows that the pursuit of the piece has already begun. Soon enough, the other side's representatives will also come. Certainly the Duke would be gracious enough to hear all petitioners, but he must maintain the balance, and have the humans shown grace in the past when they do not get what they want? Would they take "no" for an answer, or would they arrogantly send more emissaries, more bribes and, ultimately, more soldiers?"

"After all, the very presence of your gardener here at all is a constant reminder of violence perpetrated by unchecked human pride. Neither side of this

particular incarnation of the humans' infighting will allow you and your people to live in peace knowing that you hold the key to victory in their little war – that you can decide who, if anyone wins or loses."

"Thus, I humbly implore you to allow me to take that burden from you – let me take the piece away from here, so that the humans will not bother you with their petty disputes, so that their aggressions will be directed elsewhere – not towards your peace-loving people. I will keep it hidden and safe, so that the balance is maintained, and the fair folk may live in peace and contentment, as is their birthright. Please, accept my gifts and grant my request."

It is now the party's opportunity to speak. Allow them some time to craft a reasonable speech to the duke. The faerie view the party as a collective unit. If any one PC triggers a bonus or penalty on the chart, it applies to the group. The individual PCs may attempt to aid the final Court Diplomacy check, but the player must take part in the presentation, not just say "I help" and roll a die. Also, if a PC tries to aid (DC 10) with the Diplomacy check but fails by more than 5, then apply a -1 to the overall score. (His or her involvement has been distracting.) Use the Diplomacy chart (**Appendix 3 – DM's Aid #5**) as a guide to 'scoring' their presentation, though you may consider additional benefits or negatives as you see fit based upon the table's makeup.

After making their presentation, you may question the party (as the seneschal) to clarify the party's argument to their benefit. One thing to keep an ear out for is if the PCs are asking for Creen without asking for his possessions as well. (Of course, the seneschal isn't helping them, you are, so don't make it sound like he is advising or leading them.) If their answers are significantly contrary to earlier statements, you may of course apply appropriate penalties.

As noted before, there is one potential turn of events that will rouse the Duke from his stoic observation and decisively affect the outcome of these negotiations. If at any point a PC offers to take Creen's place in the fey realms, the Duke will instantly sit up and interrupt the proceedings. This proposal will strike his fancy and get him immediately involved. (A Spot check (DC 20) will note that Nerin's eyebrow goes up and a grin pulls at one side of his mouth at this development.)

The Duke will question the PC who offers to make this sacrifice, making sure that the PC understands the consequences of giving up his character. Do not let on that she might eventually be returned to play, but rather play up the potential that she will remain on the plane of faerie for a very long time. Once convinced of the PC's

willingness to replace Creen, the Duke will immediately declare for the party. The remaining PCs may leave with Creen and the piece, but the party member who offered to stay will be left behind. If this happens, go to the “Should the PCs Win” section, but skip the sprite’s speech.

Once both Nerin and the party are finished, they will be escorted to their tents and told to remain there until the Duke has made a final decision. Let the party stew for awhile.

Calculate the party’s final score by adding the total modifier from Court Diplomacy table to the Diplomacy check of the party spokesman. The target DC for “winning” the piece (or Creen and the piece) varies by APL, and is based on Nerin’s modifiers and Diplomacy check:

		Piece Only	Creen + Piece
APL 6	DC	27	29
APL 8	DC	31	33
APL 10	DC	37	39
APL 12	DC	45	47

Note that if the PCs ONLY ask for Creen (i.e. not Creen and his possessions), the fey duke will gladly grant both requests, giving Nerin the amulet, and the PCs Creen and his other stuff.

These DCs reflect Nerin’s Diplomacy check modified by his modifiers from the Court Diplomacy Table (DM’s Aid #5 - Appendix 3)

After a couple hours pass, a sprite will come to break the news:

Should the PCs lose:

After waiting for about an hour, there is soft noise outside the tent flap. This time it is a sylph, flitting at eye level that flits into the room. She pulls out a little scroll, clears her little throat and, in a syrupy sweet voice, reads:

“Duke Xhosasilliname, life spring of his people, a rose among thorns, muse of the ages, commends you on your presentation, but felt it lacking in comparison to that of the other ambassador; thus your petition is denied. You will be allowed to stay with us for a time if you insist, but the Duke understands you will most likely wish to depart immediately, and if you choose to do so, wishes you speedy, safe travel. The portal back to your home can be found by following a path through the forest that is on the east side of the encampment. Good day.”

She rolls up the scroll, and with a little bow, leaves the tent. Almost at the same time, another sylph pokes her head in and asks to deliver a message.

Assuming she is allowed in, she verbally delivers a message from Nerin, who is magnanimous in victory, and congratulates the PCs on a fight well fought. Feel free to have him include a section pointing out the key flaw in the PCs’ presentation if you don’t think they will take it as gloating.

“My friends – well debated. It was truly an honor to compete with you. You raised some interesting points, and I must say I will think on them much in the coming days. Perhaps next time we will not find ourselves in opposition. For now, I must be off. Travel well – I have been told the woods are dangerous this day.” The sylph then bows slightly, turns, and flits away.

The PCs are free to stay if they wish, though nothing can really be accomplished here at this point. Nerin has taken the piece and returned home. The one thing they theoretically *could* do is try to get Creen released. If they wish to do this, they can get another audience with the Duke in the morning (remember the Flowing Time), and can make another presentation, using the same table of modifiers as before. In this instance, though, they would only need to shift the Duke’s attitude from indifferent to helpful (Diplomacy check, DC 30).

If they decide to leave, Amien will inform them that he will be staying here – he wants to repair some of the damage that might have been done to Veluna-faerie relations. He gives them directions back to the circle (the forest paths shift all the time, he says) and instructions on how to activate the portal from this side (a simple incantation while holding hands in the center of the circle), and wishes them well.

Go to Encounter 8: Much Ado About Something

Should the PCs win:

Note that the text may need to be modified should the PCs have secured Creen’s release in addition to acquiring the piece.

After waiting for about an hour, there is a soft noise outside the tent flap. This time there is a sylph, flitting at eye level that flits into the room. She pulls out a little scroll, clears her little throat and, with a syrupy sweet voice, reads:

“Duke Xhosasilliname, life spring of his people, a rose among thorns, muse of the ages, has made his decision regarding the matter of the gardener’s token. He has chosen to award the piece to...”

Suddenly, the small piece of metal this whole adventure has been about appears in the sylph's hands, weighing down the tiny creature.

"...You! My master was moved by your speech and your cause – and that is no small feat," she says with a knowing wink. "You are welcome to stay with us for a time if you insist, but the Duke understands that you most likely wish to depart with all haste; if you choose to do so, he wishes you speedy, safe travel, for the denizens of the woods have become active again."

She rolls up the scroll, and with a little bow, leaves the tent. Almost at the same time, Nerin pokes his head in and asks to enter.

Assuming he is allowed in, Nerin is impressed by the party's success (even more so if one member willingly agrees to stay behind to replace Green), and congratulates them on their skill.

"Well debated my friends. You spoke well and raised some interesting points, and I must say I will think on them much in the coming days. Perhaps we will not find ourselves in opposition next time. Yes, it was truly an honor to be bested by you – and to show there are no hard feelings between us, may I have the further honor of traveling with you to the portal you used to come here? I have been warned the woods are particularly dangerous this day."

Nerin's offer should not seem fishy or treacherous (Sense Motive checks will determine he is being straightforward) – he wants to show that there are no hard feelings and that he is sorry for what happened to the PCs the night before.

Whether or not the PCs allow Nerin to come along, Amien will escort them back to the circle, insuring them a safe journey free of getting lost and being attacked by plants. If Nerin accompanies the party, Amien will be paying a lot of attention to him. If Nerin is not with the party, Amien will seem a little distracted on the trip. If Green was released to the party, he will accompany them as well, and has some of his old Possessions with him.

If the PCs do not allow Nerin to come along:

The trip through the forest is a peaceful and uneventful one, with only pleasant woodland sounds accompanying your conversation. You arrive at the circle in much less time than it took to travel to the faerie camp the day before. Truly, these woods are enchanted.

As you prepare to activate the portal, Amien backs away.

"I'm sorry, but I will not be returning with you at this time. I am.... looking for something, and I think that my path lies in another direction. Goodspeed and a fair wind to you."

Amien will instruct them on the ritual to activate the portal.

He bows and departs.

You watch him disappear into the woods, then form a circle and recite the incantation that will take you home.

If the PCs do allow Nerin to come along:

The trip through the forest is a peaceful and uneventful one, with only the pleasant sounds of birds and bees in the air accompanying your conversation.

PCs can engage Nerin in conversation if they wish. It will be very similar to the conversation of the night before. He will not divulge any information about those he is in league with, but will hint that he is reconsidering that alliance.

As you prepare to activate the ring, Nerin speaks.

"You have done very well, my friends, very well. You are to be commended, both for besting me and potentially turning the tide in your struggle with Herion and his forces. But beware if I read things correctly, and I usually do, Herion will not readily allow all three pieces to fall into the hands of his enemies."

He bows low and pulls out a small metal fork. As he begins to gesture and cast, Amien speaks.

"Wait! I think I would like to go with you. You see..."

Amien's form shifts and wavers and suddenly you are looking at a female Amien – nearly identical in appearance except for the obvious gender differences.

"I'm really a woman – I've been looking for my long lost twin brother and Nerin here - with his connections and... charms, might be the right man to help..." She smiles at him.

Nerin smiles back at the comely lass, and offers his hand, which she readily takes. They both turn and smile at you, then with a turn of Nerin's cloak, they disappear.

After recovering from that strange turn of events, you prepare and activate the portal in the manner in which you were instructed.

Now go to **Encounter 9: The Merchants of Malice**

Encounter Eight: Much Ado About Something

ONLY if the PCs failed the Court Diplomacy check will this encounter happen...

Following the directions you were given, you trudge through the forest, wondering how you will tell the church of your failure. As before, the trail seems almost like a tunnel burrowed through the surrounding foliage and periodically supported by tall hardwoods. According to your directions, the return point should not be far off, and yet something seems wrong – and you were warned that the paths shift occasionally. The directions didn't say anything about that second fork in the trail, by the big oak tree. The area is eerily quiet.

Other plant and animal creatures avoid areas with a Tendriculos, so the forest is silent for 200 yards around the plant(s). Depending on the speed of the party, this will allow them some time to prepare if they wish before encountering the Tendriculos. Of course, they don't know exactly where the plant creature is, so only those PCs that make their Spot check (against the plants' Hide check) will not be surprised; and a hunting Tendriculos or Greenvise is very difficult to spot, (assume the plants are taking 10 for their Hide checks).

The creature, if it can, will wait until two PCs are within its reach before initiating combat. The tendriculos lies 5 feet off the main path, which forces the PCs to move off the path to attack it. The forest is dense and PCs move at quarter speed off the narrow trail (heavy undergrowth) and cannot make 5-foot steps or run/charge. They do receive concealment (miss chance 30% due to density). Tumble and Move Silently DCs are increased by 5, but Hide checks are made at +5. Line of sight only extends to a potential maximum of 120 feet. The heavy canopy of foliage provides total concealment to the plant from anyone flying over 15 feet off the ground.

APL 6 (EL 7 – includes +1 for terrain advantage)

☛Tendriculos: hp 94; see *Monster Manual*/page 241.

APL 8 (EL 9 – includes +1 for terrain advantage)

☛Tendriculos (2): hp 94 each; see *Monster Manual*/page 241.

APL 10 (EL 11 – includes +1 for terrain advantage)

☛Greenvise: 108 hp; see Appendix 1.

APL 12 (EL 13 – includes +1 for terrain advantage)

☛Greenvise (2): 108 hp each; see Appendix 1.

After this fight, the PCs can find the rest of the way to the portal without problem. They could also rest for the night, or return to the faerie encampment, but this will cost them TUs (see “Flowing Time of the Faerie” on the AR). Whatever they decide to do, they will have no more encounters until they are on back on their home plane... Go to **Encounter 9: The Merchants of Malice**.

Encounter Nine: The Merchants of Malice

The twin druids who have been seeking the third piece for Herion, have discovered (through divination, tracking and communing with nature) that the piece is in the fey lands and that a party of adventurers has gone to seek it and will pass through here on their return trip.

The two have “recruited” some local forest denizens and are awaiting the party's arrival. It's been a few days, so they're not all buffed up, but they have been putting lots of food in the circle for the local birds, using them as an alarm of sorts.

Stepping through the portal, you once again find yourselves in the circle of stones deep within the Asnath Copse. A bevy of small birds start and flit noisily into the sky at your sudden appearance among them. Though you have only been gone a day or so, the blanket of snow has melted, leaving puddles on the cold, muddy ground. The leaves on the trees have changed colors rather significantly as well.

The PCs have a chance to notice some things about the circle that can clue them in on the impending ambush. Have them make Spot checks: DC 10 to notice seeds and berries spread around the circle, DC 15 to see some large tracks [further Knowledge (Nature) or Survival checks (DC 15) to identify them as bear tracks].

Frick, Frack and the bears are “camped” (not clustered too closely) 170 feet distant, watching for the birds to startle

and fly away (knowing that means someone appeared in the circle). When they see that, Frick will begin casting (at this point, he may only cast a spell on himself or his companions) and take a single move up, Frack will shift and join the bears in double moving towards the circle. (Note that they will approach indirectly, and that the forest has varying levels of foliage that affect movement rates, so the distance covered here “per round” are estimated.) That will be round ‘o’, in effect a “free round” for the NPCs.

At this point (starting round ‘i’), the bears (including Frack) should be about 110 feet away, while Frick is about 150 feet away. Another set of Spot and Listen checks are needed to determine surprise (the DM should use pre-rolled checks) and whether the PCs get to react in this round. Note that it is likely they will hear something, but not be able to see anything at this point. (The DCs assume the party is somewhat distracted by the dimensional travel, the change of leaves, and the birds’ flight.)

Spot: DC 30 (bears), DC 40 (Frick).

Listen: DC 26 (bears), DC 20 (Frick).

In this round (‘i’), most likely a surprise round, the bears will use their actions to get into position, while Frick will cast another spell. Note that Frick will need to make a Spot check to be able to see individual party members, but can target the circle with an area effect spell.

Round ‘2’ should start with Frick about 130 ft out, most of the bears (including Frack) within charge range (about 50 ft out) and the PCs possibly aware of something. Note that if all the PCs still missed all their Spot and Listen checks in round ‘i’ (and Frick did not cast a spell that affected them), then round ‘2’ could also be a surprise round. Spot/Listen checks for round ‘2’ if needed (PCs are no longer distracted by the dimension shift):

Spot: DC 19 (bears), DC 33 (Frick).

Listen: DC 15 (bears), DC 13 (Frick).

Important note – IF a PC voluntarily stayed behind with the fey court in a bid to free Archbishop Creen, this could be a very difficult fight (especially if a PC was Kidnapped by Xill as well). In this situation, so as not to penalize the party for a noble and selfless act, Archbishop Creen will participate in this fight. Allow the player whose PC stayed behind to play the old priest. (See **Appendix 5**. The audience was early enough that Creen would have been allowed to prepare spells in anticipation of returning home). Do not give him or her the priest’s info until battle is about to start though (so as not to tip anyone off), and you may want to remind the player that Creen is an old man and not prone to grand heroics.

All APLs

☛ **Tallin Creen:** Human Clr9/Exp2; hp 46; Venerable old priest, see Appendix 1.

APL 6 (EL 9)

☛ **Frick:** Human Drd5/BstMstr1; hp 45; see Appendix 1.

☛ **Brown Bear companion:** hp 72; see Appendix 1.

☛ **Frack:** Human Drd5/Master of Many Forms1; hp 45; see Appendix 1.

☛ **Black Bear Companion:** hp 23; see Appendix 1.

☛ **Brown Bears (2):** hp 54 each; see Appendix 1.

APL 8 (EL 11)

☛ **Frick:** Human Drd7/BstMstr1; hp 62; see Appendix 1.

☛ **Dire Bear companion:** hp 110; see Appendix 1.

☛ **Frack:** Human Drd5/Master of Many Forms2/Warshap1; hp 60 (or 76 in bear form); see Appendix 1.

☛ **Brown Bear Companion:** hp 54; see Appendix 1.

☛ **Advanced Brown Bears (3):** hp 95 each; see Appendix 1.

APL 10 (EL 13)

☛ **Frick:** Human Drd9/BstMstr1; hp 77; see Appendix 1.

☛ **Dire Bear companion:** hp 110; see Appendix 1.

☛ **Frack:** Human Drd5/Master of Many Forms2/Warshap3; hp 75 (or 115 in bear form); see Appendix 1.

☛ **Brown Bear Companion:** hp 54; see Appendix 1.

☛ **Dire Bears (3):** hp 110 each; see Appendix 1.

APL 12 (EL 15)

☛ **Frick:** Human Drd11/BstMstr1; hp 92; see Appendix 1.

☛ **Dire Bear companion:** hp 128; see Appendix 1.

☛ **Frack:** Human Drd5/Master of Many Forms2/Warshap4/NatWar1; hp 101 (or 149 in bear form); see Appendix 1.

☛ **Brown Bear Companion:** hp 54; see Appendix 1.

🐾 **Advanced Dire Bears (4):** hp 137 each; see Appendix I.

Development: After the fight, PCs will be able to find papers on the druids that have notes about a conversation with someone named Horax regarding the existence of a “piece of an amulet” that “Lord Herion requires”. The early notes reference Church activities that might have to do with the piece, including the delegation. The later notes reference the torture of a member of that delegation which revealed its destination (Windsor) and plan to contact the fey, but advise against searching within the realm itself.

The PCs are now free to return to the Church without further problem.

Treasure

APL 6: L: masterwork scimitar (26 gp per character), masterwork leather armor (13 gp per character); C: (0 gp); M: +1 leather armor (96 gp per character), 2 x cloak of resistance +1 (each 83 gp per character), pearl of power (1st) (83 gp per character), scroll: dispel magic (31 gp per character), amulet of natural armor +1 (166 gp per character), elixir of hiding (20 gp per character), 2 x amulet of natural armor +1 (each 166 gp per character)

APL 8: L: masterwork scimitar (26 gp per character); C: (0 gp); M: +1 leather armor (96 gp per character), 2 x cloak of resistance +1 (each 83 gp per character), pearl of power (1st) (83 gp per character), periapt of wisdom +2 (333 gp per character), scroll: dispel magic (31 gp per character), +2 leather armor (346 gp per character), amulet of natural armor +1 (166 gp per character), elixir of hiding (20 gp per character), amulet of natural armor +1 (each 166 gp per character)

APL 10: L: masterwork scimitar (26 gp per character); C: (0 gp); M: +1 leather armor (96 gp per character), cloak of resistance +1 (83 gp per character), cloak of resistance +2 (333 gp per character), pearl of power (1st) (83 gp per character), pearl of power (2nd) (333 gp per character), periapt of wisdom +2 (333 gp per character), scroll: dispel magic (31 gp per character), potion of barkskin +3 (50 gp per character), +1 beastskin leather armor (763 gp per character), amulet of natural armor +1 (166 gp per character), elixir of hiding (20 gp per character), 2 x amulet of natural armor +1 (each 166 gp per character)

APL 12: L: masterwork scimitar (26 gp per character); C: (0 gp); M: +1 leather armor (96 gp per character), +1 beastskin leather armor (763 gp per character), 2 x cloak of resistance +2 (each 333 gp per character), pearl of power (1st) (83 gp per character), pearl of power (2nd) (333 gp per character), periapt of wisdom +4 (1333 gp per character), scroll: dispel magic (31 gp per character),

potion of barkskin +3 (50 gp per character), scroll: wall of fire (93 gp per character), amulet of natural armor +2 (666 gp per character), elixir of hiding (20 gp per character), 2 x amulet of natural armor +1 (each 166 gp per character)

Conclusion

A – Should the PCs return **WITH** the piece:

You quickly return to the Church with your prize secure. Upon your arrival, several priests and paladins quickly escort you to a secret chamber you guess few have ever seen. The warriors and holy men take up positions outside the door as you enter. You can feel the presence of great magic within the very walls. A short time after the doors are closed, a panel opens and in stride three men, led by Archbishop (De’rin Siltwood if the PCs take it to Mitrik, Tarik Turis if they go to Veluna City).

If the PCs played **Encounter 1C** (or if any played **VEL5-03 The Forgotten**), then they will recognize one of the men as Deacon Turmis.

The Archbishop quickly gets to business, requesting the piece. One of the other men (Turmis) steps forward to take the relic. He examines it carefully, then smiles slightly and nods to the Archbishop, who smiles for the first time.

“You have done a great service for Veluna. For that, I thank and bless you.”

If the piece is returned to the Church, the PCs involved receive “The Church’s Blessing” on the AR.

B – Should the PCs return **WITHOUT** the piece:

The taste of defeat is bitter in your mouth as you return to give your report to the Church, and your disappointment is easy enough to see that those welcoming you can sense not to ask questions. You are ushered quickly into a meeting room and templars take up positions by the door. Shortly thereafter, a lone priest enters.

If the PCs played **Encounter 1C** (or if any played **VEL5-03 The Forgotten**), then they will recognize the man as Deacon Turmis. If they will not recognize him, he will introduce himself.

“What happened?” he asks, a desperate sadness etched in his face. He listens to your tale, and with its telling, seems resigned to the acceptance of a truly dark future for Veluna.

If the piece is NOT returned to the Church, the PCs involved do NOT receive “The Church’s Blessing” on the AR.

Treasure:

All APLs: L (o gp); C: (ogp); M: *Nerin’s Ring* (417 gp per character)

The End

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: feytouched

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 story awards) to each character.

Encounter Six: Measure for Treasure

Defeat the Xill by preventing a PC being kidnapped.

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Seven: All’s Well That Ends

OR

Encounter Eight: Much Ado About Something

Defeat Nerin in negotiations, thus bypassing the plants, or defeat the plants in combat.

APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Nine: The Merchants of Malice

Defeat Frick, Frack and the bears.

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Story Award

For successfully negotiating for the final piece of Herion’s holy symbol.

APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total Possible Experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter #6: Measure for Treasure

APL 6: L: 2 x studded leather armor (each 2 gp per character), 4 x short swords (each 1 gp per character), 4 x saps (each 1 cp per character), 4 x longbows (each 6 gp per character), 2 x 20 arrows (each 1 cp per character); C: (0 gp); M: (0 gp).

APL 8: L: 2 x masterwork studded leather armor (each 26 gp per character), 4 x masterwork short swords (each 15 gp per character), 4 x saps (each 1 cp per character), 4 x longbows (each 6 gp per character), 2 x 20 arrows (each 1 cp per character); C: (0 gp); M: 2 x *cloak of energy protection* (83 gp per character).

APL 10: L: 2 x masterwork studded leather armor (each 26 gp per character), 4 x masterwork short swords (each 15 gp per character), 6 x saps (each 1 cp per character), 6 x longbows (each 6 gp per character), 3 x 20 arrows (each 1 cp per character); C: (0 gp); M: +1 *studded leather armor* (98 gp per character), 2 x +1 *short swords* (2 x 193 gp

per character), 2 x *cloak of energy protection* (83 gp per character).

APL 12: L: 4 x masterwork short swords (each 15 gp per character), 6 x saps (each 1 cp per character), 6 x longbows (each 6 gp per character), 3 x 20 arrows (each 1 cp per character); C: (0 gp); M: 3 x +1 *studded leather armor* (98 gp per character), 2 x +1 *short swords* (2 x 193 gp per character), 3 x *cloak of energy protection* (83 gp per character).

Encounter #9: The Merchants of Malice

APL 6: L: masterwork scimitar (26 gp per character), masterwork leather armor (13 gp per character); C: (0 gp); M: +1 *leather armor* (96 gp per character), 2 x *cloak of resistance* +1 (each 83 gp per character), *pearl of power* (1st) (83 gp per character), *scroll: dispel magic* (31 gp per character), *amulet of natural armor* +1 (166 gp per character), *elixir of hiding* (20 gp per character), 2 x *amulet of natural armor* +1 (each 166 gp per character)

APL 8: L: masterwork scimitar (26 gp per character); C: (0 gp); M: +1 *leather armor* (96 gp per character), 2 x *cloak of resistance* +1 (each 83 gp per character), *pearl of power* (1st) (83 gp per character), *periapt of wisdom* +2 (333 gp per character), *scroll: dispel magic* (31 gp per character), +2 *leather armor* (346 gp per character), *amulet of natural armor* +1 (166 gp per character), *elixir of hiding* (20 gp per character), *amulet of natural armor* +1 (each 166 gp per character)

APL 10: L: masterwork scimitar (26 gp per character); C: (0 gp); M: +1 *leather armor* (96 gp per character), *cloak of resistance* +1 (83 gp per character), *cloak of resistance* +2 (333 gp per character), *pearl of power* (1st) (83 gp per character), *pearl of power* (2nd) (333 gp per character), *periapt of wisdom* +2 (333 gp per character), *scroll: dispel magic* (31 gp per character), *potion of barkskin* +3 (50 gp per character), +1 *beastskin leather armor* (763 gp per character), *amulet of natural armor* +1 (166 gp per character), *elixir of hiding* (20 gp per character), 2 x *amulet of natural armor* +1 (each 166 gp per character)

APL 12: L: masterwork scimitar (26 gp per character); C: (0 gp); M: +1 *leather armor* (96 gp per character), +1 *beastskin leather armor* (763 gp per character), 2 x *cloak of resistance* +2 (each 333 gp per character), *pearl of power* (1st) (83 gp per character), *pearl of power* (2nd) (333 gp per character), *periapt of wisdom* +4 (1333 gp per character), *scroll: dispel magic* (31 gp per character), *potion of barkskin* +3 (50 gp per character), *scroll: wall of fire* (93 gp per character), *amulet of natural armor* +2 (666 gp per character), *elixir of hiding* (20 gp per character), 2 x *amulet of natural armor* +1 (each 166 gp per character)

Conclusion:

All APLs: L (0 gp); C: (0gp); M: *Nerin's Ring* (417 gp per character)

Total Possible Treasure

APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

The fey reigned in their fury long enough to keep from killing the PC, but he spends 52 TU in a fey prison. From now on he suffers a -4 penalty to all social-based skill checks with the fey."

Special

Treasure Access Notes:

AR 1 (main AR)

- (1) "Nerin's Ring" is only offered to PCs that acted honorably in his eyes (i.e. did not attack, enspell, or accuse Nerin) and did not attempt to steal the piece nor kidnap Creen. It should be crossed off the AR if the PCs acted 'dishonorably'. (Note it is possible to receive the ring despite failing in the negotiations.)
- (2) "Kidnapped by Xill" is only given to the PC (if any) that was kidnapped in Encounter 6.
- (3) "Friend of the Fey" is awarded to all PCs that do not attempt to steal the piece, kidnap Creen, attack a fey, or otherwise insult the fey duke's hospitality.
- (4) "The Church's Blessing" is awarded to all PCs (including "Kidnapped" or "Lived" PCs) if the piece is returned to the Church (see Conclusion).
- (5) Items marked with a ** are available to all PCs ONLY if Creen returns with them to the Church, and must be crossed off if he stays with the fey.

AR 2 (secondary, LIMITED AR)

- (6) "Fey Gardener" is ONLY given to a PC that volunteers him or herself as a replacement for Creen in the service of Duke Xhosasilliname (see Encounter 7).
- (7) "Captured by Fey: This PC either attempted to steal the piece of the Holy Symbol or kidnap Tallin Creen. In either case, the fey were able to overpower him and imprison him for this serious insult to their hospitality. The PC spends 39 TU as a prisoner of the fey, and suffers a -2 penalty to all future social-based skill checks with the fey."
- (8) "Imprisoned by Fey: This PC had the audacity to attack the Fey Court in their own audience chamber.

Appendix I: NPCs

ALL APLs

Encounters 2 – 7

Amien Fairwind: Female Feytouched Elf Brd4: CR 4; HD 4d6; hp 18; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Base Atk +3; Grp +2; Atk +2 melee (1d6-2, rapier); Full Atk +2 melee (1d6-2, rapier); SQ Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1; AL NG; SV Fort +1; Ref +6; Will +4; Str 9, Dex 14, Con 11, Int 14, Wis 11, Cha 16.

Skills and Feats: Bluff +8, Concentration +4, Decipher Script +4, Diplomacy +12, Disguise +19, Hide +7, Knowledge (arcana) +3, Knowledge (history) +3, Knowledge (nature) +5, Knowledge (nobility) +4, Knowledge (the planes) +5, Listen +4, Move Silently +8, Perform (lute) +10, Sense Motive +5; Combat Expertise, Improved Initiative.

Spells Known: (6/3/2 (base DC = 13 + spell level): 0th – *daze*, *light*, *mage hand*, *message*, *prestidigitation*, *summon instrument*; 1st – *cure light wounds*, *disguise self*, *grease*; 2nd – *eagle's splendor*, *invisibility*).

Possessions: Masterwork leather armor, masterwork silver rapier, *boots of elvenkind*, *hat of disguise*.

Description: At almost all times, Amien appears as a charismatic male elf of indeterminate age. “He” has long blonde hair and sparkling green, almond shaped eyes. “His” eyes are naturally more slanted than normal elves’, a feature “he” tends to hide with “his” disguise skill. Another feature “he” hides with this skill (as well as with special straps and a full cloak), is a fox tail.

Encounters 4 – 7: Minions of the Fey Duke

Seelie (half-celestial) pixie: CR 5; Outsider; HD 1d6+2; hp 5; Init +4; Spd 20ft, fly 60ft; AC 18 (touch 16, flat-footed 13 [+1 size, +5 Dex, +2 natural]); Base Atk +2; Grp -4; Atk +6 melee (1d4, short sword) or +6 ranged (1d6, longbow); Full Atk +6 melee (1d4, short sword) or +6 ranged (1d6, longbow); SA: spell-like abilities, special arrows, *daylight* at will, *smite evil* 1/day; SQ: DR 10/cold iron, DR 5/magic, darkvision 60ft, low-light vision, immunity to disease, resistance to acid 10, cold 10, electricity 10, greater invisibility, SR 15,

+4 bonus on fortitude saves vs poison; AL NG; SV Fort +2, Ref +7, Will +6; Str 11, Dex 20, Con 15, Int 18, Wis 19, Cha 20.

Skills and Feats: Bluff +9, Concentration +6, Escape Artist +9, Hide +9, Listen +10, Move Silently +9, Ride +9, Search +10, Sense Motive +8, Spot +10; Dodge, Weapon Finesse.

Daylight (Su): can create *daylight* effect at will.

Smite Evil (Su): once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (max +20) against an evil foe.

Spell-like Abilities: 3/day—*protection from evil*; 1/day—*lesser confusion* (DC 16), *dancing lights*, *detect chaos*, *detect good*, *detect law*, *detect thoughts* (DC 17), *dispel magic*, *entangle* (DC 16), *permanent image* (DC 21; visual and auditory elements only), *polymorph* (self only), *bless* 1/day. Caster level 8th. The save DCs are Charisma-based.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 17 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 17 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Seelie (half-celestial elf) guards: CR 7; Medium Humanoid, Outsider; HD 2d8+4d10+12; hp 41; Init +3; Spd 30ft, fly 60ft (good); AC 17 (touch 13, flat-footed 14 [+3 Dex, +1 natural, +3 armor]); Base Atk +6; Grp +9; Atk +10 melee (1d8+5, Longsword) or +10 ranged (1d8, Longbow); Full Atk +6/+1 melee (1d8+5, Longsword) and Dagger +1 melee (1d4+1/19-20) or +10/+5 ranged (1d8, Longbow); SA *daylight*, *smite evil*, spell-like

abilities; SQ DR 5/magic, darkvision 60ft, immunity to disease, resistance to acid 10, cold 10, electricity 10, spell resistance 16, +4 bonus on fortitude saves vs poison AL CG; SV Fort +9, Ref +7, Will +2; Str 17, Dex 16, Con 14, Int 12, Wis 13, Cha 12.

Skills and Feats: Climb +8, Handle Animal +6, Jump +8, Knowledge (dungeoneering) +2, Knowledge (geography) +2, Knowledge (nature) +5, Listen +6, Ride +7, Search +5, Spot +8, Survival +6, Swim +5; Point Blank Shot, Power Attack, Weapon focus (Longbow), Weapon Focus (Longsword), Weapon Specialization (Longsword), Close-Quarters Fighting*.

Daylight (Su): can create *daylight* effect at will.

Smite Evil (Su): once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (max +20) against an evil foe.

Spell-like Abilities: 3/day—*protection from evil*. 1/day—*bless*, *aid*, *detect evil*, *cure serious wounds*, *neutralize poison*. Caster level 6th. The save DCs are Charisma-based.

* see Appendix 2: New Rules Items

Encounters 5 – 7

Nerin Vestic: Male Human(OF) Rog3/Wiz5(diviner)/ArcTrick4/PlaneShftr1; CR 13; HD 10d4+3d6+26; hp 70; Init +7; Spd 30ft; AC 13 (touch 13, flat-footed 10); Base Atk +6; Grp +6; Atk melee +6 (1d3, unarmed) or +7 melee (1d6+1, rapier); Full Atk melee +6/+1 (1d3, unarmed) or +7/+2 (1d6+1, rapier); SA sneak attack +4d6, evasion, trapfinding, trap sense +1, ranged legerdemain, impromptu sneak attack 1/day; SQ *planeshift* (Sp) 1/day; AL N; SV Fort +8, Ref +12, Will +11; Str 10, Dex 16, Con 15, Int 22, Wis 12, Cha 10.

Skills and Feats: Bluff +5, Concentration +19, Decipher Script +11, Diplomacy +13, Disable Device +17, Disguise +5, Escape Artist +10, Gather Information +5, Knowledge (arcane) +15, knowledge (arch & eng) +7, knowledge (dungeoneering) +7, knowledge (geography) +7, knowledge (history) +7, knowledge (nature) +7, knowledge (nobility) +7, knowledge (religion) +7, knowledge (the planes) +12, knowledge (VTF metaregion) +7, listen +3, move silently +5, open lock +11, search +17, sense motive +7, sleight of

hand +6, spellcraft +22, spot +5, tumble +12, use magic device +2; Improved Initiative, Skill Focus (concentration), Spell Penetration, Craft Wondrous Item, Empower Spell, Extend Spell, Practiced Spellcaster* (wizard), Scribe Scroll.

Languages Known: Common, Abyssal, Celestial, Draconic, Infernal, Ancient Baklunish, Flan, Old Oeridian, Ancient Suel.

Possessions: *Headband of Intellect* +4, *Metamagic Rod—Silent*, *Vest of Resistance* +1, *Necklace of Adaptation*, *Nerin's Ring**, *Rapier* +1, MW thieves tools, (neither are present when the party meets him)

Spells Known (5/7/7/5/4/3 (base DC = 16 + spell level): 0th – *detect magic*, *light*, *prestidigitation*, *ray of frost*, *mage hand*; 1st – *comprehend languages*, *magic missile*, *feather fall*, *disguise self*, *grease*, *lesser acid orb* (5d8), *protection from chaos*; 2nd – *detect thoughts*, *extended mage armor* (26hrs), *scorching ray* (x2), *blur*, *see invisibility*, *invisibility*; 3rd – *clairaudience/clairvoyance*, *empowered magic missile* (5), *extended false life* (26 hrs), *fly*, *extended resist energy*; 4th—*detect scrying*, *Evard's black tentacles*, *Otiluke's resilient sphere*, *greater invisibility*; 5th *contact other plane*, *wall of force*, *wall of stone*.

Plane Shift (Sp): A planeshifter has the ability to plane shift (as the spell cast by a sorcerer or his character level) once per day. At 8th level, the planeshifter can use this ability at will.

* see Appendix 2: New Rules Items

Description: Nerin appears as a smiling, good-natured human of approximately 40 years of age. His black hair is graying at the temples and he has coal black eyes. He stands 5'10" tall and looks to be in good physical shape.

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Frick: Male Human Drd5/BstMstr1: CR 6; HD 5d8+1d10+16; hp 45; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Base Atk +3; Grp +4; Atk +4 melee (1d6, Quarterstaff); Full Atk +4 melee (1d6, Quarterstaff); SQ Nature Sense, Resist Nature's Lure, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +9; Ref +8; Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 15, Cha 9.

Skills and Feats: Concentration +11, Handle Animal +11, Knowledge (Arcana) +6, Knowledge (Nature) +12, Listen +9, Ride +4, Spot +7, Survival +5; Lightning Reflexes, Skill Focus (Handle Animal), Sudden Maximize*, Sudden Widen*

Possessions: quarterstaff, +1 leather armor, cloak of resistance +1, pearl of power (1st), scroll: dispel magic

Spells prepared: (5/4/3/1; base DC = 12 + spell level): 0th – create water, detect magic, guidance (x2), light; 1st – cure light wounds, entangle, snake's swiftness* (x2); 2nd – cloudburst*, flaming sphere, snake's swiftness (legion)*; 3rd – dominate animal.

Animal Companion (Ex): A beastmaster gains the service of a loyal animal companion. See the druid class feature, pages 35-36 of the *Player's Handbook*. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level +3. A beastmaster can select one of the animals available to a 1st-level druid and then apply the modifications as appropriate for a 4th-level druid's animal companion, or she can select a typical version of one of the animals available to a 4th-level druid.

As a beastmaster gains class levels, her animal companion gains Hit Dice and other special abilities just as a druid's animal companion does. Use the beastmaster's class level + 3 to determine the animal companion's special abilities. If a beastmaster already has an animal companion from another class, her beastmaster class levels stack with class levels from all other classes that grant an animal companion. For example, a 5th-level druid/2nd-level beastmaster would be treated as a 10th-level druid for the purpose of improving the statistics of her animal companion (and which alternative animal companions she could select).

Wild Empathy (Ex): A beastmaster can improve the attitude of an animal. See the druid class feature, page 35 of the *Player's Handbook*. If a beastmaster has a wild empathy from another class, her levels stack for determining the bonus.

* see Appendix 2: New Rules Items

Brown Bear companion: CR na; Large Animal; HD 8d8+32; hp 72; Init +2; Spd 40 ft; AC 19 (touch 11, flat-footed 17 [-1 size, +2 Dex, +8 natural]; Base Atk +6; Grp +15; Atk +14 melee (1d8+9, Claw); Full Atk +14 melee (1d8+9, 2 Claws) and Bite +9 (2d6+4); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +10; Ref +8; Will +3; Str 29, Dex 15, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +8, Swim +13; Endurance, Run, Track

Possessions: amulet of natural armor +1

Frack (Black Bear form): Male Human Drd5/MasterofManyForms1: CR 6; HD 5d8+1d8+12; hp 45; Init +2; Spd 30 ft; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 natural]; Base Atk +3; Grp +7; Atk +7 (1d4+4, claw); Full Atk +7 (1d4+4, 2 claws) and +2 melee (1d6+2, bite); SA Improved Grab; SQ Improved Wild Shape (humanoid), Nature Sense, Resist Nature's Lure, Shifter's Speech, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +9; Ref +5; Will +7; Str 19, Dex 13, Con 15, Int 12, Wis 15, Cha 9.

Skills and Feats: Concentration +11, Knowledge (Nature) +14, Knowledge (Planes) +3, Listen +11, Spot +11, Survival +13, Swim +8; Alertness, Endurance, Natural Bond*, Natural Spell.

Possessions: (masterwork scimitar, masterwork leather armor), amulet of natural armor +1, cloak of resistance +1, (elixir of hiding*) (items in parentheses are non-functional in bear form)

Spells prepared: (5/4/3/1; base DC = 12 + spell level): 0th – create water, cure minor wounds, detect magic, guidance (x2); 1st – cure light wounds (x3), speak with animals; 2nd – barkskin,

*decomposition**, *snake's swiftness (legion)**; 3rd – *lion's charge**.

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

Improved Wild Shape (Su): A master of many forms knows how to use her wild shape ability to assume a wider range of forms. At 1st level, she can assume a humanoid form with wild shape.

The size limit of the shapes she can assume also increases as she gains levels.

A master of many forms also gains one additional use per day of her wild shape ability per class level gained.

* see Appendix 2: New Rules Items

Frack (Human form): Male Human
Drd5/MasterofManyForms1: CR 6; HD 5d8+1d8+12; hp 45; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13) [+2 Dex, +2 armor, +1 natural]; Base Atk +3; Grp +3; Atk +4 melee (1d6, scimitar); Full Atk +4 melee (1d6, scimitar); SQ Improved Wild Shape (humanoid), Nature Sense, Resist Nature's Lure, Shifter's Speech, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +9; Ref +6; Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 15, Cha 9.

Skills and Feats: Concentration +11, Knowledge (Nature) +14, Knowledge (Planes) +3, Listen +11, Spot +11, Survival +13; Alertness, Endurance, Natural Bond*, Natural Spell

Possessions: masterwork scimitar, masterwork leather armor, *amulet of natural armor* +1, *cloak of resistance* +1, *elixir of hiding*

Spells prepared: 5/4/3/1 (base DC = 12 + spell level): 0th – *create water*, *cure minor wounds*, *detect magic*, *guidance* (x2); 1st – *cure light wounds* (x3), *speak with animals*; 2nd – *barkskin*, *decomposition**, *snake's swiftness (legion)**; 3rd – *lion's charge**.

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

* see Appendix 2: New Rules Items

Black Bear Companion: CR na; Medium Animal; HD 3d8+6; hp 23; Init +1; Spd 40 ft; AC 14 (touch 11, flat-footed 13 [+1 Dex, +3 natural]; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SQ Low-light vision, Scent; AL N; SV Fort +5; Ref +4; Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +4, Listen +4, Spot +4, Swim +8; Endurance, Run

Possessions: *amulet of natural armor* +1

Brown Bears (2): CR 4; Large Animal; HD 6d8+24; hp 54 each; Init +1; Spd 40 ft; AC 15 (touch 10, flat-footed 14 [-1 size, +1 Dex, +5 natural]; Base Atk +4; Grp +16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws) and +6 melee (2d6+4, bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +9; Ref +6; Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track

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Xill Rogue (2): Male Xill Rog2; CR 8; Medium Outsider (Extraplanar); HD 5d8+10 plus 2d6+4; hp 42 each; Init +7; Spd 40 ft; AC 23 (touch 13, flat-footed 19 [+3 Dex, +7 natural, +3 studded leather armor]; Base Atk +6; Grp +8; Atk +9 melee (1d6+2, masterwork short sword) or +8 melee (1d6+2, sap) or +8 melee (1d4+2, claw) or +9 ranged (1d8, longbow); Full Atk +7/+7 melee (1d6+2, short sword) and +6 melee (1d4+1, 2 claws); or +6/+6 melee (1d6+2, sap) and +4 melee (1d4+1, 2 claws); or +6 melee (1d4+2, 4 claws); or +4/+4 ranged (1d8, longbow); SA sneak attack +1d6, trapfinding, evasion, Implant, Improved Grab, paralysis; SQ darkvision 60ft., planewalk, spell resistance 21; AL LE; SV Fort +6; Ref +10; Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +14, Climb +10, Diplomacy +2, Disable Device +4, Escape Artist +12, Intimidate +8, Listen +10, Move silently +12, Open Lock +6, Search +6, Sense Motive +8, Spot +10, Tumble +13, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack[b],

Possessions: cloak of energy protection*, masterwork studded leather armor, 2 masterwork short swords, 2 saps, 2 longbows, 20 arrows, planar fork (Faerie)

Tactics: The Xill will work together using a combination of saps and claws to drop any PCs that are awake inside the tent. By using saps for subdual and their natural attacks they do not expect to kill the target. Their claw attacks can still initiate a grapple while using saps in their other two hands. Then, they will try to knock out the party's "face." However, they only have a general description. Depending on party makeup, they may attack to incapacitate more than one PC. If threatened by multiple PCs, they will switch to short swords using the Quickdraw feat. They will not implant eggs under any circumstances.

* see Appendix 2: New Rules Items

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Frick: Male Human Drd7/BstMstr1; CR 8; HD 7d8+1d10+16; hp 62; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Base Atk +3; Grp +4; Atk +6 melee (1d6, Quarterstaff);

Full Atk +6/+1 melee (1d6, Quarterstaff); SQ Nature Sense, Resist Nature's Lure, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +10; Ref +9; Will +10; Str 10, Dex 14, Con 14, Int 12, Wis 18, Cha 9.

Skills and Feats: Concentration +13, Handle Animal +13, Knowledge (Arcana) +6, Knowledge (Nature) +14, Listen +14, Ride +4, Spot +14, Survival +11; Lightning Reflexes, Skill Focus (Handle Animal), Sudden Maximize*, Sudden Widen*

Possessions: quarterstaff, +1 leather armor, cloak of resistance +1, pearl of power (1st), periapt of wisdom +2, scroll: dispel magic

Spells prepared (6/5/4/3/2; base DC = 14 + spell level): 0th – create water, detect magic, flare, guidance (x2), light; 1st – cure light wounds, entangle, snake's swiftness (x2)*, speak with animals; 2nd – cloudburst*, flaming sphere, snake's swiftness (legion)*, soften earth and stone; 3rd – dominate animal, nature's favor*; 4th – arc of lightning*, flame strike.

Animal Companion (Ex): A beastmaster gains the service of a loyal animal companion. See the druid class feature, pages 35-36 of the *Player's Handbook*. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level +3. A beastmaster can select one of the animals available to a 1st-level druid and then apply the modifications as appropriate for a 4th-level druid's animal companion, or she can select a typical version of one of the animals available to a 4th-level druid.

As a beastmaster gains class levels, her animal companion gains Hit Dice and other special abilities just as a druid's animal companion does. Use the beastmaster's class level + 3 to determine the animal companion's special abilities.

If a beastmaster already has an animal companion from another class, her beastmaster class levels stack with class levels from all other classes that grant an animal companion. For example, a 5th-level druid/2nd-level beastmaster would be treated as a 10th-level druid for the purpose of improving the statistics of her animal companion (and which alternative animal companions she could select).

Wild Empathy (Ex): A beastmaster can improve the attitude of an animal. See the druid

class feature, page 35 of the *Player's Handbook*. If a beastmaster has a wild empathy from another class, her levels stack for determining the bonus.

* see Appendix 2: New Rules Items

Dire Bear companion: CR na; Large Animal; HD 12d8+51; hp 110; Init +1; Spd 40 ft; AC 18 (touch 10, flat-footed 17 [-1 size, +1 Dex, +8 natural]); Base Atk +9; Grp +19; Atk +20 melee (2d4+10, Claw); Full Atk +20 melee (2d4+10, 2 Claws) and +13 melee (2d8+5, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +12; Ref +9; Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (Claw)

Possessions: amulet of natural armor +1

Frack (Brown Bear form): Male Human Drd5/MasterofManyForms2/WarShap1*; CR 8; HD 5d8+2d8+1d8+32; hp 76; Init +2; Spd 30 ft; AC 16 (touch 10, flat-footed 15) [-1 size, +1 Dex, +6 natural]; Base Atk +4; Grp +16; Atk +11 (2d6+8, Claw); Full Atk +11 (2d6+8, 2 Claws) and +6 (2d6+4, Bite); SA Improved Grab, Morphic Weapons; SQ Improved Wild Shape (humanoid, giant; Large), Morphic Immunities*, Nature Sense, Resist Nature's Lure, Shifter's Speech, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +14; Ref +6; Will +8; Str 27, Dex 13, Con 19, Int 12, Wis 16, Cha 9.

Skills and Feats: Concentration +15, Knowledge (Nature) +15, Knowledge (Planes) +3, Listen +13, Spot +13, Survival +15, Swim +13; Alertness, Endurance, Natural Bond*, Natural Spell.

Possessions: (masterwork scimitar, +2 leather armor), amulet of natural armor +1, cloak of resistance +1, (elixir of hiding*) (items in parentheses are non-functional in bear form)

Spells prepared (5/4/3/2; base DC = 12 + spell level): 0th – create water, cure minor wounds, detect magic, guidance (x2); 1st – cure light wounds (x3), speak with animals; 2nd – barkskin, decomposition*, snake's swiftness (legion)*; 3rd – lion's charge*.

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless

of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

Improved Wild Shape (Su): A master of many forms knows how to use her wild shape ability to assume a wider range of forms. At 1st level, she can assume a humanoid form with wild shape. She later gains the ability to assume the form of a giant (at 2nd level).

The size limit of the shapes she can assume also increases as she gains levels. At 2nd level, she can assume the form of a large creature;

A master of many forms also gains one additional use per day of her wild shape ability per class level gained.

* see Appendix 2: New Rules Items

Frack (Human form): Male Human Drd5/MasterofManyForms2/WarShap1*; CR 8; HD 5d8+2d8+1d8+16; hp 60; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 15) [+2 Dex, +4 armor, +1 natural]; Base Atk +4; Grp +4; Atk +5 melee (1d6, scimitar); Full Atk +5 melee (1d6, scimitar); SQ Improved Wild Shape (humanoid, giant; Large), Morphic Immunities*, Nature Sense, Resist Nature's Lure, Shifter's Speech, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +12; Ref +7; Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 9.

Skills and Feats: Concentration +13, Knowledge (Nature) +15, Knowledge (Planes) +3, Listen +13, Spot +13, Survival +15, Swim +1; Alertness, Endurance, Natural Bond*, Natural Spell

Possessions: masterwork scimitar, +2 leather armor, amulet of natural armor +1, cloak of resistance +1, elixir of hiding

Spells prepared (5/4/3/2; base DC = 12 + spell level): 0th – create water, cure minor wounds, detect magic, guidance (x2); 1st – cure light wounds (x3), speak with animals; 2nd – barkskin, decomposition*, snake's swiftness (legion)*; 3rd – lion's charge*.

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same

kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

* see Appendix 2: New Rules Items

Brown Bear Companion: CR na; Large Animal; HD 6d8+24; hp 54; Init +1; Spd 40 ft; AC 16 (touch 10, flat-footed 15 [-1 size, +1 Dex, +6 natural]); Base Atk +4; Grp +16; Atk +11 melee (1d8+8, Claw); Full Atk +11 melee (1d8+8, 2 Claws) and +6 melee (2d6+4, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +9; Ref +6; Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track

Possessions: amulet of natural armor +1

Advanced Brown Bears (3): CR 4; Large Animal; HD 9d8+54; hp 95 each; Init +1; Spd 40 ft; AC 15 (touch 10, flat-footed 14 [-1 size, +1 Dex, +5 natural]); Base Atk +6; Grp +18; Atk +13 melee (1d8+8, Claw); Full Atk +13 melee (1d8+8, 2 Claws) and +8 melee (2d6+4, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +11; Ref +7; Will +4; Str 27, Dex 13, Con 20, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +7, Swim +12; Endurance, Improved Toughness*, Run, Track

* see Appendix 2 : New Rules Items

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Xill Cleric: Female Xill Clr5 (Sixin); CR 11; Medium Outsider (Extraplanar); HD 5d8+10 plus 5d8+10; hp 64 each; Init +7; Spd 40 ft; AC 24 (touch 13, flat-footed 17 [+3 Dex, +7 natural, +4 armor]; Base Atk +8; Grp +9; Atk +9 melee (1d6+2, +1 *short sword*) or +7 melee (1d4+1, claw) or +8 ranged (1d8, longbow); Full Atk +7/+7 melee (1d6+2, +1 *short sword*) and +6 melee (1d4, 2 claws); or +6 melee (1d4+1, 1d4, 4 claws); or +4/+4 ranged (1d8, longbow); SA spells, Implant, Improved Grab, paralysis; SQ darkvision 60ft., planewalk, spell resistance 21; AL LE; SV Fort +10; Ref +8; Will +9; Str 12, Dex 16, Con 15, Int 12, Wis 16, Cha 11.

Skills and Feats: Balance +8, Climb +10, Concentration +13 (+16 with skill focus), Diplomacy +2, Escape Artist +8, Intimidate +8, Knowledge (religion) +7, Knowledge (the planes) +4, Listen +6, Move silently +10, Sense Motive +8, Spellcraft +7, Spot +6, Survival +8, Tumble +10, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack[b], Multiweapon Fighting, Quickdraw, Skill Focus (Concentration), Silent Spell.

Spells prepared (5/4+1/3+1/2+1; save DC = 13 + spell level) 0—*create water, detect magic, resistance, guidance*; 1st—*enlarge person*^o, *bless, cure light wounds, protection from good*; 2nd—*silent enlarge person*^o, *silence, calm emotions, wave of grief*^a; 3rd—*silent bull's strength*^o, *silent hold person, wrack*^{*}.

Possessions: +1 studded leather armor, 2 +1 short swords, 2 saps, longbow, 20 arrows, planar fork (Faerie)

^o=Domain Spell. Domains: Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level [+5]. Activating the power is a free action, the power lasts 1 round, and it is usable once per day) and Travel (For a total time per day of 1 round per cleric level [5 rounds total] you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This is a supernatural ability).

Xill Rogue: Male Xill Rog1; CR 7; Medium Outsider (Extraplanar); HD 5d8+10 plus 1d6+2; hp

37 each; Init +7; Spd 40 ft; AC 23 (touch 13, flat-footed 19 [+3 Dex, +7 natural, +3 studded leather armor]; Base Atk +5; Grp +7; Atk +8 melee (1d6+2, masterwork short swords) or +7 melee (1d6+2, sap) or +7 melee (1d4+2, claw) or +8 ranged (1d8, longbow); Full Atk +6/+6 melee (1d6+2, masterwork short swords) and +5 melee (1d4+1, 2 claws); or +5/+5 melee (1d6+2, sap) and +5 melee (1d4+1, 2 claws); or +5 melee (1d4+2, 1d4+1, 4 claws); or +4 ranged (1d8, longbow); SA sneak attack +1d6, trapfinding, Implant, Improved Grab, paralysis; SQ darkvision 60ft., planewalk, spell resistance 21; AL LE; SV Fort +6; Ref +9; Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Disable Device +3, Escape Artist +11, Intimidate +8, Listen +9, Move silently +11, Open Lock +5, Search +5, Sense Motive +8, Spot +9, Tumble +12, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack[b], Multiweapon Fighting, Quickdraw.

Possessions: *cloak of energy protection*^{*}, masterwork studded leather armor, 2 masterwork short swords, 2 saps, 2 longbow, 20 arrows, planar fork (Faerie)

Tactics: The xill kidnap team will arrive with a silence spell precast. The xill cleric will hold a stone with silence cast upon it in one of their two offhands. With the silence in effect, the cleric will use silenced spells to bolster the rogues, and the wave of grief spell which does not have a Verbal component. The Xill will work together using a combination of saps and claws to drop any PCs that are awake inside the tent. By using saps for subdual and their natural attacks they do not expect to kill the target. Their claw attacks can still initiate a grapple while using saps in their other two hands. Then, they will try to knock out the party's "face." However, they only have a general description. Depending on party makeup, they may attack to incapacitate more than one PC. If threatened by multiple PCs, they will switch to short swords using the Quickdraw feat. The xill will not implant eggs under any circumstances.

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Greenvise*: CR 10; Huge Plant; HD 12d8+48; hp 102 ; Init +4; Spd 10ft; AC 16 (touch 8, flat-footed

16 [size -2, +8 natural]; Base Atk +7; Grp +26; Atk +16 melee (2d4+9, slam); Full Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4, bite); Face/Reach 15ft/15ft; SA death fog, improved grab, swallow whole; SQ acid immunity, plant traits, woodsense; AL N; SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

Skills and Feats: Hide +10; Cleave, Improved Initiative, Improved Critical (bite), Power Attack, Skill Focus (hide).

* see Appendix 2: New Rules Items

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Frick: Male Human Drd9/BstMstr1: CR 10; HD 9d8+1d10+20; hp 77; Init +6; Spd 30 ft; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Base Atk +3; Grp +4; Atk +7 melee (1d6, Quarterstaff); Full Atk +7/+2 melee (1d6, Quarterstaff); SQ Nature Sense, Resist Nature's Lure, Spontaneous Casting, Trackless Step, Venom Immunity, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +12; Ref +11; Will +12; Str 10, Dex 14, Con 14, Int 12, Wis 18, Cha 9.

Skills and Feats: Concentration +15, Handle Animal +15, Knowledge (Arcana) +6, Knowledge (Nature) +16, Listen +17, Ride +4, Spot +17, Survival +11; Improved Initiative, Lightning Reflexes, Skill Focus (Handle Animal), Sudden Maximize*, Sudden Widen*

Spells prepared (6/5/5/4/3/1; base DC = 14 + spell level): 0th – *create water*, *detect magic*, *flare*, *guidance* (x2), *light*; 1st – *cure light wounds*, *entangle*, *snake's swiftness** (x2), *speak with animals*; 2nd – *barkskin*, *cloudburst**, *flaming sphere*, *snake's swiftness* (legion)*, *soften earth and stone*; 3rd – *dominate animal*, *nature's favor** (x2); 4th – *arc of lightning**, *flame strike*, *languor**; 5th – *animal growth*.

Possessions: quarterstaff, +1 leather armor, cloak of resistance +2, pearl of power (1st), pearl of power (2nd), periapt of wisdom +2, scroll: *dispel magic*, *potion of barkskin* +3

Animal Companion (Ex): A beastmaster gains the service of a loyal animal companion. See the druid class feature, pages 35-36 of the *Player's Handbook*. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level +3. A beastmaster can select one of the animals available to a 1st-level druid and then apply the

modifications as appropriate for a 4th-level druid's animal companion, or she can select a typical version of one of the animals available to a 4th-level druid.

As a beastmaster gains class levels, her animal companion gains Hit Dice and other special abilities just as a druid's animal companion does. Use the beastmaster's class level + 3 to determine the animal companion's special abilities.

If a beastmaster already has an animal companion from another class, her beastmaster class levels stack with class levels from all other classes that grant an animal companion. For example, a 5th-level druid/2nd-level beastmaster would be treated as a 10th-level druid for the purpose of improving the statistics of her animal companion (and which alternative animal companions she could select).

Wild Empathy (Ex): A beastmaster can improve the attitude of an animal. See the druid class feature, page 35 of the *Player's Handbook*. If a beastmaster has a wild empathy from another class, her levels stack for determining the bonus.

Dire Bear companion: CR na; Large Animal; HD 12d8+51; hp 110; Init +1; Spd 40 ft; AC 18 (touch 10, flat-footed 17 [-1 size, +1 Dex, +8 natural]; Base Atk +9; Grp +19; Atk +20 melee (2d4+10, Claw); Full Atk +20 melee (2d4+10, 2 Claws) and +13 melee (2d8+5, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +12; Ref +9; Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (Claw)

Possessions: amulet of natural armor +1

Frack (Brown Bear form): Male Human Drd5/MasterofManyForms2/WarShap3*: CR 10; HD 5d8+2d8+3d8+60; hp 115; Init +2; Spd 30 ft; AC 19 (touch 10, flat-footed 18) [-1 size, +1 Dex, +3 armor, +6 natural]; Base Atk +6; Grp +20; Atk +15 (2d6+10, Claw); Full Atk +15 (2d6+10, 2 Claws) and +10 (2d6+5, Bite); Space/Reach 10 ft/10 ft; SA Improved Grab, Morphic Reach*, Morphic Weapons*; SQ Improved Wild Shape (humanoid, giant; Large), Morphic Body*, Morphic Immunities*, Nature Sense, Resist Nature's Lure, Shifter's Speech, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +17; Ref +7; Will +9; Str 31, Dex 13, Con 23, Int 12, Wis 16, Cha 9.

Skills and Feats: Climb +11, Concentration +18, Knowledge (Nature) +15, Knowledge (Planes) +3, Listen +13, Spot +13, Survival +15, Swim +19; Alertness, Endurance, Natural Bond*, Natural Spell, Track

Possessions: (masterwork scimitar), +1 beastrskin leather armor, amulet of natural armor +1, cloak of resistance +1, (elixir of hiding) (items in parentheses are non-functional in bear form)

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

Improved Wild Shape (Su): A master of many forms knows how to use her wild shape ability to assume a wider range of forms. At 1st level, she can assume a humanoid form with wild shape. She later gains the ability to assume the form of a giant (at 2nd level).

The size limit of the shapes she can assume also increases as she gains levels. At 2nd level, she can assume the form of a large creature;

A master of many forms also gains one additional use per day of her wild shape ability per class level gained.

* see Appendix 2: New Rules Items

Frack (Human form): Male Human
Drd5/MMF2/WShap3: CR 10; HD 5d8+2d8+3d8+20; hp 75; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 natural]; Base Atk +6; Grp +6; Atk Scimitar +7 melee (1d6/18-20); Full Atk Scimitar +7/+2 melee (1d6/18-20); SA Morphic Reach*, Morphic Weapons*, SQ Improved Wild Shape (humanoid, giant; Large), Morphic Body*, Morphic Immunities*, Nature Sense, Resist Nature's Lure, Shifter's Speech*, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +13; Ref +8; Will +9; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 9.

Skills and Feats: Climb +3, Concentration +13, Knowledge (Nature) +15, Knowledge (Planes) +3, Listen +13, Spot +13, Survival +15, Swim +3; Alertness, Endurance, Natural Bond*, Natural Spell, Track

Spells prepared (5/4/3/2; base DC = 12 + spell level): 0th – create water, cure minor wounds, detect magic, guidance (x2); 1st – cure light wounds (x3), speak with animals; 2nd – barkskin, decomposition*, snake's swiftness (legion)*; 3rd – lion's charge*.

Possessions: masterwork scimitar, +1 beastrskin leather armor, amulet of natural armor +1, cloak of resistance +1, elixir of hiding

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

Improved Wild Shape (Su): A master of many forms knows how to use her wild shape ability to assume a wider range of forms. At 1st level, she can assume a humanoid form with wild shape. She later gains the ability to assume the form of a giant (at 2nd level).

The size limit of the shapes she can assume also increases as she gains levels. At 2nd level, she can assume the form of a large creature;

A master of many forms also gains one additional use per day of her wild shape ability per class level gained.

* see Appendix 2: New Rules Items

Brown Bear Companion: CR na; Large Animal; HD 6d8+24; hp 54; Init +1; Spd 40 ft; AC 16 (touch 10, flat-footed 15 [-1 size, +1 Dex, +6 natural]); Base Atk +4; Grp +16; Atk +11 melee (1d8+8, Claw); Full Atk +11 melee (1d8+8, 2 Claws) and +6 melee (2d6+4, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +9; Ref +6; Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track

Possessions: amulet of natural armor +1

Dire Bears (3): CR 7; Large Animal; HD 12d8+51; hp 110 each; Init +1; Spd 40 ft; AC 17 (touch 10, flat-footed 16 [-1 size, +1 Dex, +7 natural]); Base Atk +9; Grp +19; Atk +20 melee (2d4+10, Claw); Full Atk +20 melee (2d4+10, 2 Claws) and +13 melee (2d8+5, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +12; Ref +9; Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Swim
+13; Alertness, Endurance, Run, Toughness,
Weapon Focus (Claw)

APL 12

ENCOUNTER 6

Xill Cleric: Female Xill Clr7 (Sixin); CR 13; Medium Outsider (Extraplanar); HD 5d8+10 plus 7d8+14; hp 77 each; Init +7; Spd 40 ft; AC 24 (touch 13, flat-footed 17 [+3 Dex, +7 natural, +4 armor]; Base Atk +10; Grp +11; Atk +11 melee (1d6+2, +1 *short sword*) or +8 melee (1d4+1, claw) or +10 ranged (1d8, longbow); Full Atk +9/+9 melee (1d6+2, +1 short swords) and +8 melee (1d4, 2 claws); or +8 melee (1d4+1, 1d4, 4 claws); or +6 ranged (1d8, longbows); SA spells, Implant, Improved Grab, paralysis; SQ darkvision 60ft., planewalk, spell resistance 21; AL LE; SV Fort +11; Ref +9; Will +10; Str 12, Dex 16, Con 15, Int 12, Wis 16, Cha 11.

Skills and Feats: Balance +8, Climb +10, Concentration +15 (+18 with skill focus), Diplomacy +2, Escape Artist +8, Intimidate +8, Knowledge (religion) +9, Knowledge (the planes) +5, Listen +6, Move silently +10, Sense Motive +8, Spellcraft +8, Spot +6, Survival +8, Tumble +10, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack[b], Multiweapon Fighting, Quickdraw, Skill Focus (Concentration), Silent Spell.

Spells prepared (6/5+1/4+1/3+1/1+1; save DC = 13 + spell level) 0—*create water*, *detect magic*, *resistance*, *guidance*; 1st—*longstrider*^p, *bless*, *cure light wounds*(x2), *protection from good*, *shield of faith*; 2nd—*silent enlarge person*^p, *silence*, *silent cure light wounds*, *wave of grief*⁶(x2); 3rd—*silent bull's strength*^p, *silent hold person*, *wrack*⁶; 4th—*dimension door*^p (*this spell will not function of the plane of faerie*), *silent blindness/deafness*.

Possessions: *cloak of energy protection*^{*}, +1 studded leather armor, 2 +1 short swords, 2 saps, 2 longbows, 20 arrows, planar fork (Faerie)

^p = Domain Spell. Domains: Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level [+7]. Activating the power is a free action, the power lasts 1 round, and it is usable once per day) and Travel (For a total time per day of 1 round per cleric level [7 rounds total] you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This is a supernatural ability).

* see Appendix 2: New Rules Items

Xill Rogue (2): Male Xill Rog3; CR 9; Medium Outsider (Extraplanar); HD 5d8+15 plus 3d6+9; hp 56 each; Init +7; Spd 40 ft; AC 24 (touch 13, flat-footed 19 [+3 Dex, +7 natural, +4 studded leather armor]; Base Atk +7; Grp +9; Atk +10 melee (1d6+2, Short sword) or +9 melee (1d6+2, sap) or +9 melee (1d4+2, claw) or +10 ranged (1d8, longbow); Full Atk +8/+8 melee (1d6+2, masterwork short swords) and +7 melee (1d4+1, 2 claws); or +7/+7 melee (1d6+2, saps) and +7 melee (1d4+1, 2 claws); or +7 melee (1d4+2, 1d4+1, 4 claws); or +6 ranged (1d8, longbows); SA sneak attack +2d6, Implant, Improved Grab, paralysis; SQ darkvision 60ft., planewalk, spell resistance 21; AL LE; SV Fort +8; Ref +10; Will +6; Str 15, Dex 16, Con 16, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Disable Device +5, Escape Artist +13, Intimidate +8, Listen +9, Move silently +14, Open Lock +7, Search +7, Sense Motive +8, Spot +9, Tumble +14, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack[b], Multiweapon Fighting, Quickdraw.

Possessions: *cloak of energy protection*^{*}, +1 studded leather armor, 2 masterwork short swords, 2 saps, 2 longbows, 20 arrows

Tactics: The xill kidnap team will arrive with a *silence* spell precast. The xill cleric will hold a stone with *silence* cast upon it in one of their two offhands. With the silence in effect, the cleric will use silenced spells to bolster the rogues, and the wave of grief spell which does not have a Verbal component. The Xill will work together using a combination of saps and claws to drop any PCs that are awake inside the tent. By using saps for subdual and their natural attacks they do not expect to kill the target. Their claw attacks can still initiate a grapple while using saps in their other two hands. Then, they will try to knock out the party's "face." However, they only have a general description. Depending on party makeup, they may attack to incapacitate more than one PC. If threatened by multiple PCs, they will switch to short swords using the Quickdraw feat. The xill will not implant eggs under any circumstances.

ENCOUNTER 8

Greenvise (2): CR 10; Huge Plant; HD 12d8+48; hp 102 each; Init +4; Spd 10ft; AC 16 (touch 8, flat-footed 16 [size -2, +8 natural]); Base Atk +7; Grp +26; Atk +16 melee (2d4+9, Slam); Full Atk +16 melee (2d4+9, 4 Slams) and +11 melee (1d6+4, Bite); Face/Reach 15ft/15ft; SA death fog, improved grab, swallow whole; SQ acid immunity, plant traits, woodsense; AL N; SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

Skills and Feats: Hide +10; Cleave, Improved Initiative, Improved Critical (bite), Power Attack, Skill Focus (hide).

ENCOUNTER 9

Frick: Male Human Drd11/BstMstr1: CR 12; HD 11d8+1d10+24; hp 92; Init +6; Spd 30 ft; AC 12 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Base Atk +3; Grp +4; Atk +9 melee (1d6, Quarterstaff); Full Atk +9/+4 melee (1d6, Quarterstaff); SQ Nature Sense, Resist Nature's Lure, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride; AL NE; SV Fort +13; Ref +11; Will +14; Str 10, Dex 14, Con 14, Int 12, Wis 20, Cha 9.

Skills and Feats: Concentration +17, Handle Animal +17, Knowledge (Arcana) +6, Knowledge (Nature) +18, Listen +20, Ride +4, Spot +20, Survival +14; Improved Initiative, Lightning Reflexes, Natural Spell, Skill Focus (Handle Animal), Sudden Maximize*, Sudden Widen*

Spells prepared (6/7/5/5/4/3/1; base DC = 15 + spell level): 0th – create water, detect magic, flare, guidance (x2), light; 1st – cure light wounds (x3), entangle, snake's swiftness (x2)*, speak with animals; 2nd – barkskin, cloudburst*, flaming sphere, snake's swiftness (legion)*, soften earth and stone; 3rd – dominate animal, nature's favor* (x2), protection from energy, wind wall; 4th – air walk, arc of lightning*, flame strike, languor*; 5th – animal growth, baleful polymorph, cure critical wounds; 6th – antilife shell.

Possessions: quarterstaff (spellstaff on it with mass bull's strength), +1 leather armor, cloak of resistance +2, pearl of power (1st), pearl of power (2nd), periapt of wisdom +4, scroll: dispel magic, potion of barkskin +3, scroll: wall of fire

Animal Companion (Ex): A beastmaster gains the service of a loyal animal companion. See

the druid class feature, pages 35-36 of the *Player's Handbook*. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level +3. A beastmaster can select one of the animals available to a 1st-level druid and then apply the modifications as appropriate for a 4th-level druid's animal companion, or she can select a typical version of one of the animals available to a 4th-level druid.

As a beastmaster gains class levels, her animal companion gains Hit Dice and other special abilities just as a druid's animal companion does. Use the beastmaster's class level + 3 to determine the animal companion's special abilities.

If a beastmaster already has an animal companion from another class, her beastmaster class levels stack with class levels from all other classes that grant an animal companion. For example, a 5th-level druid/2nd-level beastmaster would be treated as a 10th-level druid for the purpose of improving the statistics of her animal companion (and which alternative animal companions she could select).

Wild Empathy (Ex): A beastmaster can improve the attitude of an animal. See the druid class feature, page 35 of the *Player's Handbook*. If a beastmaster has a wild empathy from another class, her levels stack for determining the bonus.

* see Appendix 2: New Rules Items

Dire Bear companion: CR na; Large Animal; HD 14d8+59; hp 128; Init +2; Spd 40 ft; AC 21 (touch 11, flat-footed 19 [-1 size, +2 Dex, +10 natural]); Base Atk +10; Grp +21; Atk +22 melee (2d4+11, Claw); Full Atk +22 melee (2d4+11, 2 Claws) and +15 melee (2d8+5, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +13; Ref +11; Will +10; Str 33, Dex 15, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +11, Spot +11, Swim +14; Alertness, Endurance, Run, Toughness, Weapon Focus (Claw)

Possessions: amulet of natural armor +1

Frack (Dire Bear Form): Male Human Drd5/MasterofManyForms2/WarShap4*/NatWar 1: CR 12; HD 5d8+2d8+4d8+1d10+84; hp 149; Init +2; Spd 30 ft; AC 22 (touch 10, flat-footed 21) [-1 size, +1 Dex, +3 armor, +9 natural]; Base Atk +8; Grp +24; Atk +19 (2d6+12, Claw); Full Atk +19 (2d6+12, 2 Claws) and +14 (2d6+6, Bite); Space/Reach 10 ft/10 ft; SA Improved Grab, Morphic Reach*, Morphic Weapons*, SQ Improved Wild Shape (humanoid, giant; Large),

Morphic Body*, Morphic Healing*, Morphic Immunities*, Nature's Armament (Earth's Resilience)*, Nature Sense, Resist Nature's Lure, Shifter's Speech, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Wilding, Woodland Stride; AL NE; SV Fort +21; Ref +8; Will +10; Str 35, Dex 13, Con 23, Int 12, Wis 17, Cha 9.

Skills and Feats: Climb +21, Concentration +20, Knowledge (Nature) +15, Knowledge (Planes) +3, Listen +19, Spot +15, Survival +15, Swim +21; Alertness, Endurance, Improved Toughness*, Natural Bond*, Natural Spell, Track

Spells prepared (5/4/3/2; base DC = 12 + spell level): 0th – *create water, cure minor wounds, detect magic, guidance* (x2); 1st – *cure light wounds* (x3), *speak with animals*; 2nd – *barkskin, decomposition**, *snake's swiftness (legion)**; 3rd – *lion's charge**.

Possessions: (masterwork scimitar), +1 *beastskin leather armor, amulet of natural armor +2, cloak of resistance +2, (elixir of hiding)* (items in parentheses are non-functional in bear form)

Nature's Armament (Su): Upon attaining an odd numbered level in this prestige class, a nature's warrior may choose one of the following abilities. These abilities, unless otherwise noted, are only applicable while the nature's warrior is in wild shape form.

Earth's Resilience: The nature's warrior gains damage reduction 3/-.

Wilding (Su): Nature's warrior class levels stack with druid levels (as well as levels in other prestige classes that allow these abilities to stack) to determine wild shape abilities and for wild empathy checks. For example, a druid 8/nature's warrior 3 would be considered an 11th-level druid for purposes of wild shape size, type and frequency. (She could assume wild shape form 4/day and could become a Tiny creature). She would add +11 for her class levels (instead of +8) to her wild empathy checks against animals and certain magical beasts.

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

Improved Wild Shape (Su): A master of many forms knows how to use her wild shape ability to assume a wider range of forms. At 1st level, she can assume a humanoid form with wild shape. She later gains the ability to assume the form of a giant (at 2nd level).

The size limit of the shapes she can assume also increases as she gains levels. At 2nd level, she can assume the form of a large creature;

A master of many forms also gains one additional use per day of her wild shape ability per class level gained.

* see Appendix 2: New Rules Items

Frack (Human form): Male Human
Drd5/MasterofManyForms2/WarShap4*/NatWar
1: CR 12; HD 5d8+2d8+4d8+1d10+36; hp 101; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 15) [+2 Dex, +3 armor, +2 natural]; Base Atk +8; Grp +8; Atk +9 melee (1d6, scimitar); Full Atk +9/+4 melee (1d6, scimitar); SA Morphic Reach*, Morphic Weapons*, SQ Improved Wild Shape (humanoid, giant; Large), Morphic Body*, Morphic Healing*, Morphic Immunities*, Nature's Armament (Earth's Resilience)*, Nature Sense, Resist Nature's Lure, Shifter's Speech*, Spontaneous Casting, Trackless Step, Wild Empathy, Wild Shape, Wilding, Woodland Stride; AL NE; SV Fort +17; Ref +9; Will +10; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 9.

Skills and Feats: Climb +9, Concentration +16, Knowledge (Nature) +15, Knowledge (Planes) +3, Listen +19, Spot +15, Survival +15, Swim +9; Alertness, Endurance, Improved Toughness*, Natural Bond*, Natural Spell, Track

Spells prepared (5/4/3/2; base DC = 12 + spell level): 0th – *create water, cure minor wounds, detect magic, guidance* (x2); 1st – *cure light wounds* (x3), *speak with animals*; 2nd – *barkskin, decomposition**, *snake's swiftness (legion)**; 3rd – *lion's charge**.

Possessions: masterwork scimitar, +1 *beastskin leather armor, amulet of natural armor +2, cloak of resistance +2, elixir of hiding*

Nature's Armament (Su): Upon attaining an odd numbered level in this prestige class, a nature's warrior may choose one of the following abilities. These abilities, unless otherwise noted, are only applicable while the nature's warrior is in wild shape form.

Earth's Resilience: The nature's warrior gains damage reduction 3/-.

Wilding (Su): Nature's warrior class levels stack with druid levels (as well as levels in other prestige classes that allow these abilities to stack) to determine wild shape abilities and for wild empathy checks. For example, a druid 8/nature's warrior 3 would be considered an 11th-level druid for purposes of wild shape size, type and frequency. (she could assume wild shape form 4/day and could become a Tiny creature). She would add +11 for her class levels (instead of +8) to her wild empathy checks against animals and certain magical beasts.

Shifter's Speech (Ex): A master of many forms maintains her ability to speak normally (including verbal components of spells) regardless of the form she takes. Furthermore, she can communicate with other creatures of the same kind while in wild shape, as long as such creatures are normally capable of communicating with each other using natural methods.

Improved Wild Shape (Su): A master of many forms knows how to use her wild shape ability to assume a wider range of forms. At 1st level, she can assume a humanoid form with wild shape. She later gains the ability to assume the form of a giant (at 2nd level).

The size limit of the shapes she can assume also increases as she gains levels. At 2nd level, she can assume the form of a large creature;

A master of many forms also gains one additional use per day of her wild shape ability per class level gained.

* see Appendix 2: New Rules Items

Brown Bear Companion: CR na; Large Animal; HD 6d8+24; hp 54; Init +1; Spd 40 ft; AC 16 (touch 10, flat-footed 15 [-1 size, +1 Dex, +6 natural]; Base Atk +4; Grp +16; Atk +11 melee (1d8+8, Claw); Full Atk +11 melee (1d8+8, 2 Claws) and +6 melee (2d6+4, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +9; Ref +6; Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track

Possessions: amulet of natural armor +1

Advanced Dire Bears (4): CR 8; Large Animal; HD 15d8+63; hp 137 each; Init +1; Spd 40 ft; AC 17 (touch 10, flat-footed 16 [-1 size, +1 Dex, +7 natural]; Base Atk +11; Grp +21; Atk +22 melee

(2d6+10, Claw); Full Atk +22 melee (2d6+10, 2 Claws) and +15 melee (2d8+5, Bite); SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +13; Ref +10; Will +10; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +11, Spot +11, Swim +14; Alertness, Endurance, Improved Natural Attack (Claw), Run, Toughness, Weapon Focus (Claw)

Appendix 2: New Rules Items

Natural Bond as presented in *Complete Adventurer*

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion

Benefit: Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

Sudden Maximize as presented in *Complete Arcane*

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

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

Sudden Widen as presented in *Complete Arcane*

You can increase a spell's area without special preparation.

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

Improved Toughness [GENERAL] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die, such as by gaining a level, you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level, you lose 1 hit point permanently.

Practiced Spellcaster as presented in *Complete Arcane*

Choose a spell casting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spell craft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 hit dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or the spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

Augment Healing as presented in *Complete Divine*

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuraton [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including

the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

Cloak of Elemental Protection as presented in the *Miniatures Handbook*

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire or sonic). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.

The cloak can be used only after being worn continuously for a full 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price: 1000 gp.

Arc of Lightning as presented in *Complete Arcane*

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warlock 5, witch 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create a natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be within range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Cloudburst as presented in *Complete Divine*

Evocation (Water)

Level: Druid 2

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Area: 100-ft.-radius emanation

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You cause clouds to gather and a heavy rain to fall.

The rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks. It automatically extinguishes unprotected flames, and has a 50% chance of extinguishing protected flames. Ranged weapon attacks and Listen checks suffer a -4 penalty.

This spell does not function indoors, underground, underwater, or in desert climates. After the spell ends, the water created evaporates over the next 10 minutes. The water created by this spell does not slake thirst or provide any nourishment to plants.

Decomposition as presented in *Complete Divine*

Necromancy

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft

Area: All enemies within a 50-ft radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within the area takes normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell. A successful Heal check (DC 15) or the application of any *cure* spell or other healing magic (*heal*, *healing circle*, and so on) stops the festering. Only one wound festers at a time; additional wounds suffered while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 1 point of damage from

festering the next round, and another 1 point on the round after that. On the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round. The next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, inflicting 1 point of festering damage on the next round.

Languor as presented in *Complete Divine*

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. The spell's *slow* effect counters and is countered by *haste*. However, the Strength penalty is not countered by *haste*.

Lion's Charge as presented in the *Miniature's Handbook*

Transmutation

Level: Druid 3

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell grants you the pounce special ability (see page 313 of the *Monster Manual*)

Nature's Favor as presented in *Complete Adventurer*

Evocation

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess, to a maximum of +5 at 15th level.

Snake's Swiftess as presented in the *Miniature's Handbook*

Transmutation

Level: Druid 1, Sorcerer/Wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject may immediately make one melee or ranged attack, even if it has already taken its action for the round. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Snake's Swiftess, Legion as presented in the *Miniature's Handbook*

Transmutation

Level: Druid 2, Sorcerer/Wizard 3

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

Target: Allied creatures in a 20-ft.-radius burst

This spell functions like *snake's swiftess*, except that it affects multiple allies out to medium range.

Wave of Grief as presented in *Complete Divine*

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, Blackguard 2, Cleric 2

Components: S, M

Casting Time: 1 standard action

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

Area: Cone

Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a –3 morale penalty on all saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack (as presented in Complete Divine Necromancy [Evil])

Level: Cleric 3, Sorcerer/Wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One humanoid
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Warshaper as presented in Complete Warrior

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield. The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand. Blessed with the ability to change form at a moment's notice, warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes. Wizards and sorcerers who know the *polymorph* spell can take levels in the prestige class, as can druids who have mastered the wild shape class feature. Most warshapers can change their outward appearance in the blink of an eye, so they don't stand out

among the ranks of their allies. It's not until the soldier you're fighting grows a tentacle and fangs that you know you have met a warshaper.

Hit Die: d8.

Requirements

To qualify to become a warshaper, a character must fulfill all the following criteria.

Race: Any (but see below).

Base Attack Bonus: +4.

Special: Must be able to change shape in one of the following five ways:

- 1 Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, salad).
- 2 Shapechanger subtype (lycanthropes, phasm).
- 3 *Polymorph* as a spell-like ability (astral deva, planetar, solar, couatl, marilith, bronze dragon, gold dragon, silver dragon, Efreeti, leonal guardinal, night hag, ogre mage, pixie).
- 4 Able to cast the *polymorph* spell.
- 5 Wild shape or similar class feature (bear warrior, druid)

The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

Class Skills

The warshaper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

lvl	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Morphic Immunities, Morphic Weapons
2	+1	+3	+1	+1	Morphic Body
3	+2	+3	+1	+1	Morphic Reach
4	+3	+4	+1	+1	Morphic Healing
5	+3	+4	+1	+1	Flashmorph / Multimorph

Class Features

All of the following are class features of the warshaper prestige class. The class features

function only when the warshaper is in a form other than her own (which for doppelganger and phasm warshapers is most of the time).

Weapon and Armor Proficiency: Warshapers gain no proficiency with any weapon or armor.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a Huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Flashmorph/Multimorph (Su): A 5th level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change forms as a move action. If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form. For example, a wizard/warshaper could *polymorph* into a troll for 2 minutes, then change into a red dragon for 4 minutes, and then spend the rest of the spell's duration in the form of a hill giant. Each change requires a standard action, and only the first transformation heals the warshaper. If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

New Creatures

FEYTOUCHED as presented in the *Fiend Folio*

Medium Sized Fey

Hit Dice: 1d6-1 (2hp)

Initiative: +5

Speed: 30 ft.

AC: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12

Base Attack/Grapple: +0/+0

Attack: Dagger +0 melee (1d4) or shortbow +1 ranged (1d6)

Full Attack: Dagger +0 melee (1d4) or shortbow +1 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Charm person*

Special Qualities: Immunity to mind-affecting effects, low light vision

Saves: Fort -1, Ref +3, Will +2

Abilities: Str 10, Dex 13, Con 9, Int 10, Wis 10, Cha 13

Skills: Bluff +5, Handle Animal +2, Hide +7, Knowledge (any one) +2, Move Silently +7, Sense Motive +4, Spot +3, Survival +4

Feats: Improved Initiative

Environment: Any land and underground

Organization: Solitary or team (2-4)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic (any)

Advancement: By character class

Level Adjustment: +1

The fey are known for their curiosity (some would say obsession) with humanoids and giants, and sometimes a fey falls in love with one of these creatures. The creatures known as feytouched have a half-fey and a humanoid or a giant as ancestors.

Feytouched are a widely varied group of beings – some are wispy and beautiful, while others are ugly and brutish. Some resemble elves, with pointed ears and almond shaped eyes. Others look more like trolls, with warty skin and disproportioned limbs. Regardless, all feytouched have at least one feature or characteristic that is out of the norm – vibrantly colored hair, feathered eyebrows, or a propensity for speaking in rhyme, for example. Despite their actual appearance, all feytouched are highly charismatic beings that draw attention wherever they go.

Feytouched have no cohesive culture; either they become isolated loners, or they immerse themselves in cosmopolitan society, sampling everything life has to offer. They are also drawn to the same natural settings that other fey call home. Most fey respond favorably to feytouched and consider them distant cousins.

Combat

Feytouched rarely think of combat as something serious. They enjoy toying with their opponent, but can become truly enraged when things turn against them. They are usually baffling and erratic in combat.

Most fey first try to avoid combat by using their *charm person* ability. If that fails, they will fend off attacks until they can safely flee.

Charm Person (Sp): Once per day, a feytouched can use *charm person* as the spell. Caster level equals Hit Dice, save DC 11.

Immunity to Mind-Affecting Effects (Ex): A feytouched is immune to all spells and effects with the mind-affecting descriptor.

Skills: Feytouched have a +2 racial bonus on Hide and Move Silently checks.

Feytouched characters

A feytouched's favored class is bard or rogue, although those that seclude themselves in nature are usually druids or rangers. Feytouched clerics are rare, since most fey have a strong aversion to the worship of gods.

GREENVISE as presented in *Monster Manual II*

Huge Plant

Hit Dice: 12d8+48

Initiative: +4

Speed: 10 ft.

AC: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +7/+26

Attack: Slam +16 melee (2d4+9)

Full Attack: 4 Slams +16 melee (2d4+9) and Bite +11 melee (1d6+4)

Space/Reach: 15 ft/15 ft

Special Attacks: Death Fog, Improved Grab, Swallow Whole

Special Qualities: Acid Immunity, Plant Traits, Woodsense

Saves: Fort +12, Ref +4, Will +4

Abilities: Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6

Skills: Hide +10

Feats: Cleave, Improved Initiative, Improved Critical (bite), Power Attack, Skill Focus (hide)

Environment: Temperate of warm hills, plains or marsh

Organization: Solitary, pair or patch

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 13-18 HD (Huge); 19-36 HD (Gargantuan)

Greenvises are ambulatory vegetable horrors that stalk the fringes of some humanoid settlements. These carnivorous plants are not bold—they prefer to ambush lone prey that happens to come too near. Greenvises rest at night and actively hunt during daylight hours, repositioning themselves throughout the day if prey in a particular hunting area proves scarce.

A greenvise is a larger, sturdier version of the venus flytrap, with a thick, green, trunklike stem and four sturdy tendrils that hang down like vines. When the creature opens its mouth, a mottled pink maw lined with toothlike thorns is revealed; when closed, the mouth structure resembles an ordinary leafy bush. A greenvise has small, tendrillike roots that it uses to move.

Combat

After setting itself up in an appropriate location, a greenvise lies in wait for prey to pass. It lunges at the first living creature it senses, using all its tendrils to grab the prey and transfer it to its maw. An extremely hungry or seriously hurt greenvise releases a death fog to weaken its

opponents and obscure their vision. Although multiple greenvise are sometimes found together, they do not share their prey and thus do not assist each other in combat unless many potential victims are present.

Death Fog (Su): Twice per day, a greenvise can emit an acidic fog that functions like an acid fog spell, except as follows. The death's fog area is a 40-foot high spread with a 60-foot radius. Within this area, all sight, including darkvision, is limited to 5 feet. A creature within 5 feet has one-half concealment (attacks against it have a 20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker can't use sight to locate the target.) Any creature attempting to move through the death fog progresses at one-tenth normal speed, and each of its melee attack and melee damage rolls incurs a -2 circumstance penalty. A death fog prevents effective ranged weapon attacks, except for magic rays and the like.

In addition to obscuring sight, a death fog is highly acidic. Each round, the fog deals 3d8 points of acid damage to every creature and object within it (no saving throw). A severe wind (31+mph) disperses these vapors in 1d2 rounds; otherwise, the effect lasts for 3d6+1 rounds. The greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

Improved Grab (Ex): If a greenvise hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow in the next round. Alternatively, the greenvise has the option to conduct the grapple normally, or simply use its tendrils or maw to hold the opponent (-20 penalty on grapple check, but the greenvise is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam or bite damage, as appropriate.

Swallow Whole (Ex): A greenvise can swallow a single creature that is at least one size category smaller than itself by making a successful grapple check (grapple bonus +26), provided it already has that opponent in its maw (see Improved Grab, above). Once inside the greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round

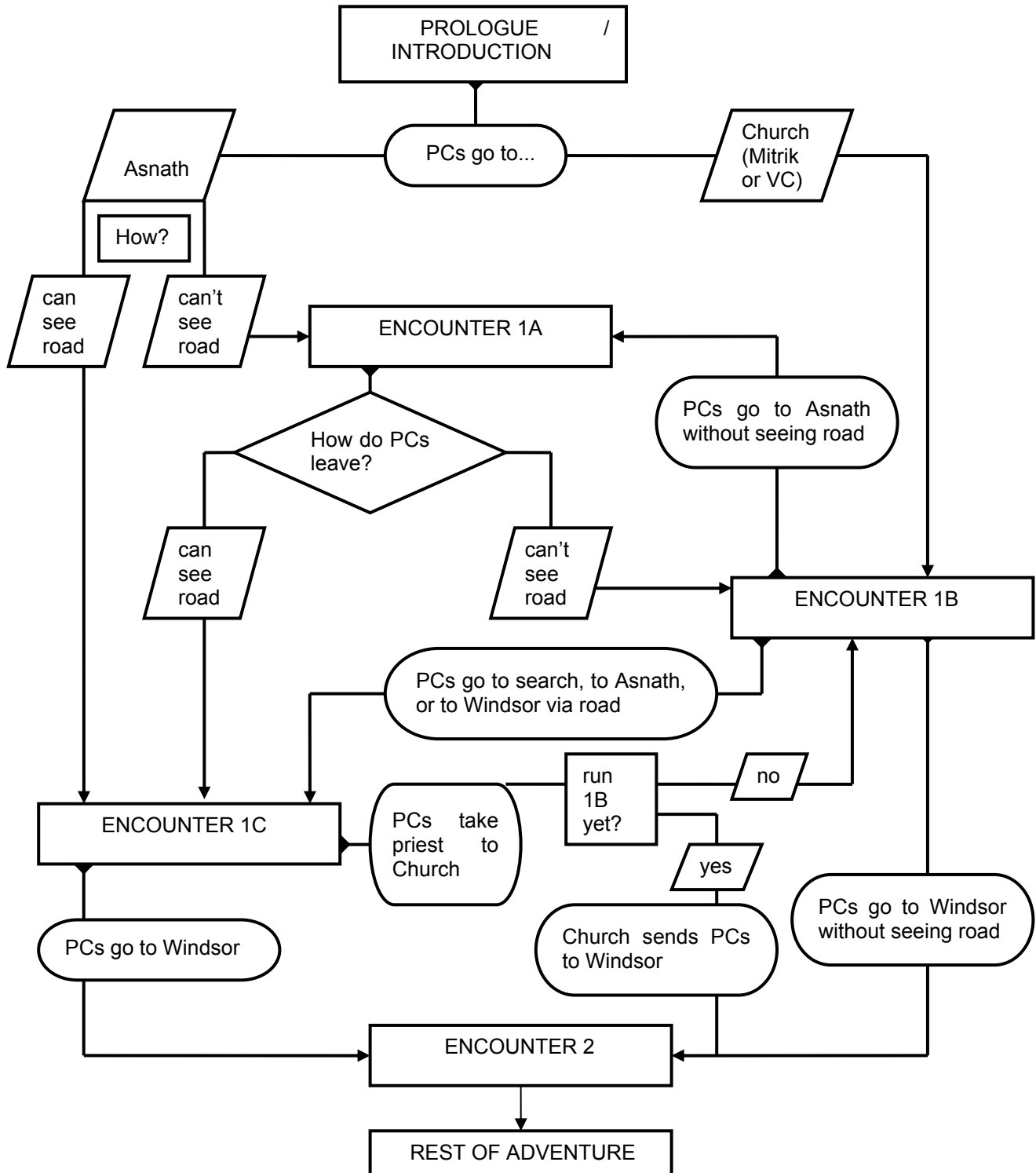
from the plant's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the greenvise's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 20 of damage to the stomach (AC14) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A greenvise's stomach can hold 1 Large, 4 Medium-size, 16 Small or 64 Tiny or smaller opponents.

Plant Traits: A greenvise is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Woodsense (Ex): A greenvise can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as it is.

Appendix 3: Maps and Aids

DM Aid #1: Flowchart for Intro thru Encounter 2



DM Aid #2: Info re. Archbishop Creen (Church of Rao version)

About 450 years ago, Tallin Creen was an up and coming personality in the Church. He had done well in his studies and on some small missions for his superiors, and had even been with the group that had found Canon Herion's broken holy symbol. These factors, along with his great drive, ambition, and political acumen, led to a rapid ascent through the ranks, and he was soon appointed to the position of Archbishop of the small but growing city of Asnath, in the Copse of the same name. While not a prestigious post, it was a very good one for such a young priest, and a solid stepping stone to other things.

Nevertheless, soon after his appointment, it was evident that Creen's ambition was not sated, and it was causing problems. A delegation from the elves of the Copse arrived in Veluna City, requesting audience with Creen's superiors within the Church. They reported that the new Archbishop planned to begin logging the Copse, and demanded that he be stopped, lest the relationship between the Church and the elves be strained or even broken. Needless to say, the Church saw no reason in gaining some lumber and farmland at the price of losing a firm ally, so they sent orders for Creen to forget about the plans.

Right about that time, Creen disappeared. Some jumped to the conclusion that the elves had something to do with it, but all investigations at the time (including *divinations* to Rao) revealed that they had done nothing – that Creen had just vanished. Obviously, in light of recent events, more *divinations* have been performed, with different questions being asked, and it has been discerned that Creen may have slipped into the faerie realm all those years ago.

DM Aid #3: Info regarding Archbishop Creen (Elves of the Copse version)

Some of the older elves tell stories of an arrogant human priest who came in advance of an army of woodcutters on a mission to turn the beautiful Copse into lumber and farmland for Veluna. He arrived, pompous and superior, demanding the elders of the elven nation come to him. The meeting, thought to perhaps be talks of communal cooperation, was nothing more than the priest informing the elders of the necessity to move their people to some other forest – Asnath must grow. The elders tried to explain that this forest was their people's ancestral home, and that picking up and leaving was out of the question. Despite the eloquent and reasoned line of reasoning presented by the elders, the priest seemed oblivious, treating the elves as but flighty children. The "talks" broke down soon thereafter, the priest giving them two weeks to move, and the elves sending a delegation to Veluna City.

The story continues that instead of waiting for word from Veluna City, the priest went ahead with his plans – mapping, marking the forest for destruction, even ordering the lumberjacks to start their cutting – but while scouting ahead one day, he disappeared. The humans went looking for him, but it seemed that the forest had defended itself well – he was never found. The humans at first suspected the elves of a malicious act, but as their investigations proved we were perfectly innocent, nothing came of it. The delegation to Veluna City returned shortly afterward with the agreement that the Copse would not be logged, the lumbermen moved on to other jobs, and everyone lived happily ever after.

Some elves take the tale as a fanciful fairy tale, some as strict history, but most all use it as a warning for humans not to threaten the forest, lest something happen to them, too.

DM Aid #4: Non-functioning Arcane Magic on the Plane of Faerie

Due to the lack of a conjunction with the Astral or Ethereal Planes, and the Plane of Shadow, the following spells do not work on the Plane of Faerie

Astral Plane Spells

Astral projection
Dimensional anchor
Dimension door
Interplanar message
Summon monster spells (I-IX)
Teleport
Teleport, greater
Teleportation circle
Vanish

Ethereal Plane Spells

Blink
Blink, greater
Dimensional anchor
Ethereal jaunt
Etherealness
Invisibility purge
Leomund's secret chest
See invisibility
True seeing
Vanish

Plane of Shadow Spells

Dimensional anchor
Greater shadow conjuration
Greater shadow evocation
Shades
Shadow conjuration
Shadow evocation
Shadow walk
Summon monster (I-IX)

DM Aid #5: Table of Modifiers for Court Diplomacy Check

All bonuses and penalties are cumulative, and (unless noted otherwise) can only be added once. For example, if five PCs wear non-ceremonial weapons, the penalty would be -5, but if two of those weapons are also cold iron, the penalty would be -7. On the other hand, if a PC mentions the threat of Herion to all peoples of Veluna, a +1 bonus would apply, but mentioning it over and over would not earn additional bonuses.

Note also that “aid another” rolls are allowed, but the PC doing so must actively participate, not just say “I help” and roll a die. Also, Failing the DC10 roll by more than 5 results in a -1 penalty.

Argument

PCs...	Apologize for actions of Creen/Church	+3
	Have fey influence from Wing of Butterfly (VEL3-02)	+2
	Offer to speak with Church about preventing future logging of Asnath	+1
	- can back it up (have Church writ; tier 3+ of Church of Rao, Knights of Salvation, etc)	+3
	Use proper titles, full names, etc.	+1
	Mention threat of Herion affects all peoples of Veluna	+1
	Creen has been punished long enough	+1
	- Paid for his actions	+1
	- Note human lifespan (vs. fey): all he ever knew is gone.	+1
	Openly disagree amongst themselves	-1
	Openly contradict themselves	-2
	Make threatening statements towards Fey and/or lands	-2

Appearance

	Any PC in the party has fey-like aspects/characteristics from other adventures/regions	+2
	Wear courtier or better apparel with proper jewelry	+1
	Openly display holy symbols of Rao (per offending PC)	-1
	Wear/carry/display non-ceremonial weapons other than gift (per offending PC)	-1
	- those weapons are cold iron (per weapon)	-1
	Using magic to enhance appearance, influence faerie, etc	-2
	Any PC in the party has fiendish/odd aspects, or radiates evil (per PC)	-5

Actions

PCs...	Offer to speak first before the faerie court	+2
	Offer gift to Fey Duke (per 1000 gp OR per 1000 gp [book value] for magic item)	+1
	- item is important to PC (not just bought for this purpose; DM's discretion)	+1
	Offer cold iron weapon to the fey	+1
	Provide entertainment for the court (sing/perform, etc)	
	Skill Check = 31 and up	+4
	= 26-30	+3
	= 21-25	+2
	= 15-20	+1
	= 6-14	0
	= 5 and under	-2
	Threatened any faerie or their guests (eg Nerin, Creen)	-2
	Killed any faerie of their guests (eg Nerin, Creen; NOT including Xill)	-5

Other

	DM's discretion - gifts, tactics, dramatics and other things not already addressed	+1 to +3
	Offer to take Creen's place	Auto success

DM Aid #6: Map of Stone Circle



Appendix 4: Critical Events Summary

Was the third piece of Herion's broken holy symbol recovered and returned to the Church?

YES NO

If not, where is it now?

Did the PCs incur the ire of the fey at any time? If so how?

YES NO

Was Amien Fairwind's "secret" revealed?

YES NO

Were any PCs kidnapped?

YES NO

Were any PCs captured/arrested by the fey?

YES NO

Which conditional modifiers (+ and -) were applied to the PCs' Diplomacy check in the fey court?

What was the final opposed Diplomacy check?

Was Archbishop Creen returned to Veluna?

YES NO

If so, how was it accomplished?

Which versions (if any) of Archbishop Creen's history did the PCs hear?

Church's Elves' Both

Is there anything that happened of note, of interest, or that you feel the Triad should know?

Appendix 5: Player's Handout

Archbishop Tallin Creen

Tallin Creen: Male Human Clr9/Exp2: CR 10*; HD 9d8+2d6-22; hp 46; Init -3; Spd 20 ft; AC 13 (touch 8, flat-footed 11) [-3 Dex, +3 armor, +2 shield, +1 deflection]; Base Atk +7; Grp +5; Atk +6 melee (1d6-1, light mace); Full Atk +6/+1 melee (1d6-1, light mace); SA Spontaneous Casting; AL LN; SV Fort +4; Ref +0; Will +13; Str 6, Dex 5, Con 6, Int 15, Wis 18, Cha 17.

Skills and Feats: Bluff +10, Concentration +7, Diplomacy +16, Intimidate +7, Knowledge (Arcana) +3, Knowledge (History) +3, Knowledge (Local) +3, Knowledge (Nature) +7, Knowledge (Planes) +4, Knowledge (Religion) +5, Profession (Gardener) +10, Profession (Herbalist) +6; Augment Healing*, Improved Counterspell, Leadership, Persuasive, Skill Focus (Concentration)

Posessions: *Caster's Shield* (w/*Dispel Magic*), *Ring of Protection* +1, *Wand of Eagle's Splendor* (20 charges), *Rod of Metamagic* (*Extend*, *lesser* – used once today), Padded Armor (w/ extended *magic vestment* cast on it), Light Mace (w/ *greater magic weapon* cast on it), Silver Holy symbol. (Not worn (too heavy): +2 *Full Plate Mail*)

Spells prepared: (6/5+1/5+1/4+1/3+1/1+1; save DC = 14 + spell level, strikethroughs are precast) 0 – *create water* (x2), *guidance*, *light*, *mending* (x2); 1st – *bless*^D, *cause fear*, *comprehend languages*, *divine favor*, *doom*, *summon monster I*; 2nd – *bear's endurance*, *silence*, *spiritual weapon*, *sound burst*, *status*^D, *summon monster II*; 3rd – *daylight*, ~~*magic vestment*~~, *prayer*^D, *summon monster III*, *wind wall*; 4th – *divine power*, ~~*greater magic weapon*~~, *order's wrath*^D, *summon monster IV*; 5th – *dispel chaos*^D, *wall of stone*.

^D = Domain spell. Domains: Law (you cast law spells at +1 caster level) and Community (*calm emotions* as a spell-like ability once per day, and make diplomacy checks at +2).