

GEO7-03

# Breath of the Ancients

## A Two-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

### Geoff Regional Adventure

Version 0.1.9

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A new development threatens to annihilate the inhabitants of the Dim Forest. With a dead Bondmate and a withered Heart, everyone in or near the Forest is in dire need of help. Will you be the one to walk the path of fallen heroes? A Geoff Regional adventure for APLs 6-12, and Part 3 of the *Cycle of Darkened Mirrors* series, as well as Part 2 of the *Crescent Moon Rising* series.

**Note:** This adventure is of particular interest to member of the Order of Shining Beacons, Servants of the Sylvan Throne, and Warband of the Seven Tribes.

**Resources:** *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Lords of Madness* [Richard Baker, James Jacobs, and Steve Winter], *Magic Item Compendium*, *Player's Handbook II* [David Noonan], *Races of the Wild* [Skip Williams], *Complete Adventurer* [Jesse Decker], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Complete Arcane* [Richard Baker]

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 [scon40@aol.com](mailto:scon40@aol.com).

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 two-round Regional adventure, set in Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check

(DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

## ADVENTURE BACKGROUND

Once upon a time, Derelion was the elven capital of the Dim Forest area west of the Realstream; a large elven tree-town, (as close to a city as wood elves get), founded many hundreds of years ago by the sylvan elves, and most importantly, built around the mystical Heart of the Dim Forest. Because of the importance of the city, the elven Lord of Derelion was the de facto High Lord of the entire Dim Forest. The High Lord united the wood elven tribes, and organized defenses and trade from his capital to the other elven settlements. His leadership allowed all of the elves to live in relative peace despite some of the strange and hostile residents of the Dim Forest.

Shortly after the passing of the first High Lord, the blood of his heirs (through his daughter) became commingled with that of an efreeti from the elemental plane of fire named Radwan the Gracious. The offspring of this union were elven fire genasi, and because of their fire-born ancestry, they could not live in the tree houses of the wood elves. Instead, the princes of the wood elves had to live in buildings made of stone, and the family became known as Stonehouse.

Compared with the normally chaotic nature of the wood elves, the Stonehouse family was more lawfully inclined due to their noble efreet ancestry. They looked and acted differently from their wood elf kin (even taking efreet names). Their rule was somewhat more structured than the nature of wood elves would normally tolerate, yet they were always fair, and always fulfilled their role as protectors of the sylvan people. As long as their line was the best qualified for the responsibilities of leadership, the olve tribes of the Dim Forest had no problem pledging their allegiance to the elven fire genasi nobles. Hence, the Stonehouse noble line of succession remained unbroken until the year the giants came to Geoff.

When the giants invaded the Dim Forest, the wood elves prepared to defend their capital. During their preparations however, the magics of a well-intentioned wizard went awry and opened a rift to the Plane of Shadow. A rift from which the ancient shadow dragon Hasforenses emerged, wreaking havoc amongst elf and giant alike. Alexander Stonehouse, high prince of Derelion and a powerful elven druid, was there when the Shadow Rift opened and fought the Shadow Dragon as his people scattered. He was eventually slain after he and his companions entered the Shadow Rift to stem the tide of shadow creatures coming through.

Through powerful magics, Alexander's remains returned to the Stonehouse family tomb (which is located on the Elemental Plane of Fire). Years later, a group of adventurers under the guidance of a portentous dream from Ehlonestra, retrieved and used Alexander's now divinely transformed remains to open a gate to the plane of The Beastlands, Ehlonestra's home plane. This allowed them to bring the light-bearing illusern into the Dim, lighting portions of the forest, and driving back the creatures of shadow (*GEO 4-05 Vision of a Lighted Path*).

Lachion Stonehouse, brother to the late High Prince Alexander, was the sylvan elf ambassador to the Griffon Chair before the giants invaded. Upon learning of the doom that had befallen Derelion, he stayed with the Court of the Grand Duke as it went into exile. For fourteen years, an eye-blink to an elf, he has been member and a guest of the Grand Duke's court, working with the Griffon Guard, and all the while gathering his resources for the day when he would return to the Dim Forest and reclaim Derelion. That day has come.

Those that are joining Lachion in his endeavor include the former Aspect of Strength of the Midnight Ravens. The Aspect was the Captain of the Arvakhar (tr. royal guardsmen) of Derelion and was one of the few in Derelion to make it out alive, though only just. He took the defeat by the Shadow Dragon personally, and has been independently gathering his resources and allies for the day when he would seek vengeance on the draconic scourge of the Dim Forest.

In the absence of a wood elven noble to lead the surviving tribes of the Dim in time of war, the human ranger lord Darlon Lea was accepted as the Kánotaurë (tr. forest commander) by seven of the eight wood elven tribes in CY 592 (four years ago) because of his experience fighting the giants

and his acceptance of the ways of the wood elves (including having taken a wood elf wife many years before). Since their unification, the Warband of the Seven Tribes has rid the Dim Forest of any giant occupiers, though the uphill battle has been against the seemingly endless horde of shadow creatures that threaten to overwhelm the remaining elven settlements. The illusern have bought the elves some time, but even their protective light is on the verge of being blotted out by the pressing darkness.

For her part, Hasforenses is content to slowly expand her lair until it includes all of the Dim Forest. The proximity to the Shadow Rift has turned the Heart of the Dim Forest into a Dark Heart of the Wood, a polluted vestige of its former self, and the rift itself is constantly disgorging Fades and other creatures from the Plane of Shadow into the forest. Her minions grow by the day, and of late include cultist followers of Falazure, the evil shadow dragon god of undeath and decay. Hasforenses is sending all of them to press the attack against the remaining elven settlements and exterminate the illusern so that she can finally claim the Dim as her own domain.

The Shadows have pressed forward in the Dim Forest. Darlon Lea, Kánotaurë of the Wood Elves of the Dim has done his best by leading them into battle against this danger. Prince Lachion Stonehouse, heir to the Sylvan Throne, has come forward to present himself to lead the wood elves against the Shadows. Seven tribes follow Darlon Lea, but the final tribe follows Prince Stonehouse. Somehow, the two must come together to fight the Shadows or they will both fall, taking the entirety of the Dim Forest with them.

While their political fight continues, the Order of the Shining Beacons has tried their best to protect the people and the forest itself. Unfortunately, the Citadel they built near Endéryn has fallen under seige. While the Citadel was built to withstand a siege from the shadows, they are running out of manpower and supplies. Adventurers discovered the siege nearly a year ago, but were unable to do much to help other than lead civilians out of the Citadel using hidden tunnels.

Meanwhile, the shadow armies have gathered in force and are preparing for something big. Ultimately, their goal is to overtake the wood elves in the Dim and move into Geoff. They have captured one of the officers of the Order of Shining Beacons.

Othric was on patrol with a group of Order of Shining Beacons, when they were overrun by the shadows. All the Beacons except Othric were killed or turned to undead. Othric was spared and taken back to see the leadership of the shadow armies.

## ADVENTURE SUMMARY

**Introduction** – While the PCs are in Preston, Othric, an officer of the Order of Shining Beacons appears on the ground in front of them. Once awakened, he has information for the PCs and a mission for them.

**Encounter One** – With Othric and the Prophet, the PCs travel to the Dim Forest to speak with Darlon Lea and Lachion Stonehouse.

**Encounter Two** – The PCs travel to Mithrond to, hopefully, save the Bondmate of the Heart of the Dim Forest.

**Encounter Three** – Arriving in Mithrond, the PCs find the Bondmate, but in doing so are ambushed and have to fight their way out of Mithrond.

**Encounter Four** – The PCs choose to go either to Darlon Lea in Fuinorna or Lachion Stonehouse Dûrlas with the body of the Bondmate they've found.

**Encounter Five** – Having arrived back in Fuinorna, the PCs report their findings. The Prophet makes a suggestion that, while dangerous, could help save the forest and turn the tide in the fight against the Shadow Dragon.

**Encounter Six** – With the assistance of the Prophet, the PCs travel through the Plane of Time into the past.

**Encounter Seven** – The PCs arrive in Derelion in the midst of the giant attack. They make their way through the city to the Heart and the Temple of Corellon.

**Encounter Eight** – The Bondmate needs help with the final protections for the Heart of the Dim Forest. It is up to the PCs to convince him of their mission and ensure he protects himself.

**Encounter Nine** – The arrival of the Ancient Shadow Dragon, Hasforenses, in Derelion signals the need for a quick exit by the PCs and the Prophet.

**Encounter Ten** – Again, the PCs find themselves in Fuinorna. This time, they must decide what to do with the retrieved Spear of the High Lord.

## PREPARATION FOR PLAY

The PCs should provide the following information before play:

- Initiative bonus
- Meta organization memberships
- Race and subrace, if any
- Religious affiliation, if any
- Have played *GEO4-05 Vision of a Lighted Path*
- Have played *GEO6-02 Dead Silence*
- 4 Spot checks
- 2 Listen checks

Judges running this module should be familiar with running encounters in the Dim Forest as outlined in **DM Aid #1: Dim Forest Environment**.

## INTRODUCTION

The PCs arrive in Preston. They can buy any items allowed in the *LGCS CY597*. Because of the size of the town, there is only one standard adventure inn available - The Smiling Frog.

*Spring is in full bloom in Geoff and the warm days are tempered by a nice breeze. Preston is no different. This town, sheltered by the ancient Oytwood, is more comfortable than some places. The leaves rustle above as a strong gust of warm air out of the east speeds your steps into town.*

The merchants have their doors propped open to welcome in the breeze and air out the shops after a long, cold winter. The streets are nearly empty, as most people are busy gathering and storing foodstuffs. Just down the street, the notes of a bard singing drift out the door of the Smiling Frog.

If the PCs know each other, they can begin together by getting rooms at the Smiling Frog. If they are not traveling together initially, they should be directed to the Smiling Frog.

Allow for character introductions at this point. Once the PCs head to the Smiling Frog, read the following:

*Heading in that direction seems to be a good idea. A good, cold glass of siedr would be most welcome on a day like this. You head*

**for the door, but as you pass the corner of the building, you nearly trip over something.**

**A man wearing tattered robes and a purple cloak lays on the ground in front of you. The man is clearly of Flan heritage and he wears an armband stitched with a rampant unicorn and a radiant sunburst.**

Allow the PCs to react. With a Knowledge (Local – Sheldomar) (DC 20), the PCs recognize the armband as that of the Order of Shining Beacons. With a Knowledge (Local – Sheldomar) (DC 25) or for those who are members of the Order of Shining Beacons, recognize this man as Othric, an officer of the Order of Shining Beacons. He bears an extremely strong resemblance to a business man in Geoff. With a successful Knowledge (Religion), the PCs recognize his holy symbol as that of Obad-Hai.

The PCs can stabilize Othric themselves or take him inside the inn to help him. A Heal check (DC 15) prevents Othric from dying. He is at -1 hp when the PCs find him, so they will need to provide him with healing somehow (spells, scroll use, or potion use). He is somewhat beaten up and wounded, but still alive.

Alternatively, the PCs can find someone to heal him. If they chose to do this, read the following:

**Inside the inn, a woman in leathers sits at a table sipping on a siedr. She has a hawk sitting on her shoulder and she feeds him small bits of raw meat every so often. She wears a holy symbol of the Old Faith.**

Catrin is a Druid of the Old Faith and can cast low level healing spells. The hawk on her shoulder is named Heboca and is her animal companion. If the PCs don't recognize the armband or the holy symbol, Catrin can tell them what they are, but not who Othric is.

Once the PCs have stabilized Othric, he tells them who he is and what's happened to him.

**The man sits up slowly and puts his hands to his head with a grimace. "I hate when that happens." Looking up, he adds, "I need your help. I need to get to Fuinorna right away. I have to tell Darlon Lea and Lachion Stonehouse what's happened." He tries to stand, but is still quite wobbly.**

Q: Who are you?

**A: "My name is Othric. I'm a cleric of Obad-Hai and an officer of the Order of Shining Beacons. Please, it's very important. Thousands of lives depend on this information getting to them."**

Q: What information?

**A: "I was captured..." he winces and wipes some blood from his forehead, "... by the Shadows in the Dim. I went out on patrol and they cut everyone down. I managed to escape, but I was caught later. I heard things while they held me captive. They found the Bondmate of the Heart of the Dim and they're going to kill him."**

As the PCs continue their conversation with Othric, an elder elven man walks by slowly and overhears the conversation. He stops to listen and has some input as well.

**The high elf, like many of his people, has raven black hair and green eyes, but he stands out from the others nonetheless. There is an ethereal, almost otherworldly quality to his countenance, and the lenses of his eyes exhibit a milky opaque crescent shape.**

**"Your pardon, please. I could not help but overhear your conversation. Perhaps I can help. I am also traveling to the Dim Forest. Perhaps we might travel together?" He smiles gently, "Forgive me. I am Gilráne."**

Anyone of elven blood (elves and half-elves) in the party automatically knows, and anyone with a successful Knowledge (Nature) (DC 10) knows that the 'otherworldly countenance' is a trait of a venerable elf. Elves do not age as the other races. Their hair does not go gray, nor their skin wrinkle. Instead, they develop an unnameable otherworldly quality. The 'milky opaque crescent shape' signifies Sehanine's "Moonbow" - a sign that the elf is nearing the end of his days. Any elf PC, or anyone making a Knowledge (Nature) check (DC 10) can tell that this elf is likely well over five hundred years old.

Othric is anxious to leave for the Dim Forest to get the information to Darlon Lea and Lachion Stonehouse. Gilráne also encourages the PCs to help and he's headed to the Dim Forest himself. Proceed to **Encounter 1** once they decide to escort Othric and Gilráne. Please note that Gilráne speaks quite formally in all conversation with the PCs.

## ENCOUNTER 1: SPREADING THE WORD

The PCs may go to talk with Darlon Lea or Lachion Stonehouse. In either case, they need to travel from Preston to the Dim Forest.

Those at higher levels might want to travel by their own means. The use of a teleport spell is NOT recommended. For reasons why, allow the PCs a Knowledge (Local - Sheldomar) (DC 25), Knowledge (Arcana), Knowledge (Planes) or Bardic Knowledge (DC 20) to know the dangers of teleporting in the Dim Forest as listed in **DM Aid #1**. See **DM Aid #1** if the PCs insist on using a teleport spell.

For those who need transportation provided, read the following:

***You're able to catch a boat north up the Y'Avon river. At the junction with the Anniben Dwr, the boat heads northeast and past Hochoch. The crosswind and going upstream make the trip slower than Othric would like. He is very anxious to arrive in the Dim Forest towns.***

***Gilráne spends his time watching and waiting to arrive in the Dim Forest. While he sits on the deck, he whittles on small pieces of wood to pass the time.***

The PCs might have questions for Othric and Gilráne during the travel from Preston.

If the PCs want, they can ask questions of Gilráne about elven culture or religions, he's more than happy to talk with them about it.

For questions about the Heart, Othric doesn't know, but Gilráne can answer using information from **DM Aid #2: Lore of the Dim Forest**.

Q: Where were they holding you?

**A: "I don't know. Somewhere deep in the forest. That's all I know."**

Q: Where did they say they found the Bondmate?

**A: "They spoke of a place with stone buildings."**

Q: Why didn't they kill you?

**A: "I'm not sure. They wanted information from me, I guess. I was trying to get information from them at the same time." Othric shrugs.**

Q: What can you tell us about the Shadows and other creatures of the Dim Forest?

**A: "All different sorts. There are fades, fell creatures from the Plane of Shadow, and then there are the undead shadows that haunt the forest. Nasty all of them."**

See **DM Aid #1: Dim Forest Environment** for the environmental circumstances in the Dim Forest.

If the PCs decide to talk with Darlon Lea, it is fairly well known that Fuinorna is the most likely place to see the Kánotaurë. Go to **Encounter 1A**.

If the PCs decide to talk with Lachion Stonehouse, a successful Knowledge (Local – Sheldomar) (DC 20), or Gilráne, can tell them that Dûrlas is the most likely place to find him now. Go to **Encounter 1B**.

### **ENCOUNTER 1A – DARLON LEA IN FUINORNA**

If the PCs opt to tell Darlon Lea about the news, the riverboat captain leaves them on the southerly bank of the Winding Water (a tributary of the Realstream). Fuinorna is about a half-day's ride from the riverbank. It is also a half-day's ride from Dûrlas.

***After a whole day of brisk-paced marching, the lights of the village of Fuinorna come into view through the trees. The village is built on two levels. What Gyri there are live in wooden houses on the forest floor, while the elves live on flets and homes overhead. Stairways of living wood curl and wind up the mighty tree trunks, linking the smaller Gyric part with the larger wood elven settlement. Warm light spills out of the ground buildings, contrasting with the cool magical flames that light the worn pathways outside.***

When the PCs are ready to tell Darlon Lea, read the following:

***You are led to a specific treehouse within the village. Your escort motions for you to wait outside, while he enters.***

***A moment later, a wood elf whose hair is in rows of tiny braids, a female half-orc, and a half-elf exit the treehouse. Gilráne wanders off to let Othric and you deal with this passing of information.***

A successful Knowledge (Local – Sheldomar) or Bardic Knowledge check (DC 15) names the

people (in order) as Aralyn Caelinor, Lily Gellsblood, and Cuthalion Strongbow. Lily Gellsblood and Cuthalion Strongbow are both former Olwythi (tr. Rangers of Geoff) companions of Darlon Lea. Darlon and Cuthalion both served as First Ward of the Olwythi at one time.

***Othric is tired from the travel, but certainly in better shape than when you came upon him. Despite his exhaustion, he brushes past you in his haste to deliver his ominous news.***

***The comfortable room is lit by glowing spheres placed on high shelves in the corners of the room. A map of the Dim Forest is tacked to a wall behind the desk in the center of the room.***

***A grizzled Flan man stands in the middle of it all. He wears a fine elven chain shirt, which contrasts with the grim look he wears on his lean and bearded face. A longspear, onto which are tied seven tribal tokens, leans against the wall behind the desk. The tokens of leadership mark him as the Kánotaurë, the Forest Commander, of the Dim.***

***"Darlon, you have to help him. They found the Bondmate. They're going to kill him."***

***"Slow down. What do you mean they found the Bondmate? The Bondmate of the Heart of the Dim? But, he died at Derelion during the attack," replies Darlon Lea, his eyes narrowing suspiciously.***

***Othric goes on to tell the story of his capture and how he learned of the fate of the Bondmate.***

***Darlon takes this all in. It is a long moment before he speaks and his words are carefully chosen, "I wish I could send someone to look into this, Othric. However, I am gathering my warriors to break the siege on the Order of Shining Beacons before they are destroyed. Mithrond is deep in fade territory, and I can't weaken that effort to pursue such a dangerous path. I appreciate that you risked much to bring this news to me, but there is nothing I can do."***

With a successful Sense Motive (DC 20), it's clear to the PCs that Darlon wants to believe Othric, but is suspicious that the information is false.

#### **Darlon Lea Q&A**

Q: If you were a real Kánotaurë, you would take care of the Bondmate first!

***A: "The Shining Beacons have been holding back that siege for months now and my scouts tell me they cannot survive much longer. If it's a choice between saving those inside the citadel, or risking my warriors on information that may or may not pan out, then there is no choice here."***

Q: Who were those people who were here before us?

***A: "They are some of my trusted advisors. Aralyn is my captain-at-arms, and a Shining Beacon. The others are my old companions, here to aid in breaking the siege."***

Q: Can we help break the siege?

***A: "While I can't spare enough warriors to make a difference, a small band of say, four to six..." the Kánotaurë says, eyeing your group, "...could likely get into fade territory to investigate this with little notice...if they're careful. If Othric's intelligence is right, and the Bondmate is alive, then this is a pressing matter. Besides, I don't suspect you'd have come this far if you weren't willing to see this through."***

If the PCs agree to investigate the Bondmate information, Darlon wishes them luck. If the party looks like they need assistance, he offers to send a scout from the Caelaner tribe to lead them to Mithrond. He also offers to provide them with lightweight deerskin canoes for crossing the Javan River (which lies between them and Mithrond).

If the PCs want to follow Aralyn Caelinor, Lily Gellsblood or Cuthalion Strongbow, they may. Any of the three of them will speak briefly with the PCs.

If the PCs want to talk with Aralyn, read the following:

***You follow the wood elf across a few rope and plank pathways before catching up to him. Aralyn turns to you, "What is it? I'm busy." His stern eyes watch and wait for you.***

He is concerned with the well-being of the Order of Shining Beacons, and is trying to be patient, knowing that Darlon's followers need the time to muster en force.

If the PCs want to talk with Lily, read the following:

***The female half-orc doesn't go far. Lily Gellsblood crosses her arms as you talk with her. Her eyes look past you to the village around you.***



Lily is a gruff half-orc. She's a tough fighter and the scars she bears show her experience in battle. She's anxious to take the fight to the fades. Sitting still and waiting makes her antsy.

If the PCs want to talk with Cuthalion, read the following:

***Cuthalion is quiet and patient. There's an unspoken strength in his demeanor. With practiced patience, he says, "You wanted to talk with me?"***

He is particularly interested in the situation regarding the Bondmate. If the intelligence is true, the death of the Bondmate would hurt the elves even more. The Dark Heart would become irreparably tainted, and the forest would likely never recover.

Once the PCs are done here, they may get some supper at Eben's Place or they can rest in a spare treehouse for the night.

### **The Lodge**

The PCs are given a flat to use overnight if they want a place to sleep. When they enter their lodging, they find a common room with a hearth fire going. There are a dozen bunks for the party to choose from (two of them hearthside).

### **Eben's Place**

If the PCs want some supper or a drink:

***Eben's place is a dark and smoky taproom. The floor is packed dirt and the whole building is made of sturdy timbers. Straw has been tossed on the floor to soak up spilled drinks. There is no bar. Instead, tables and chairs are spaced about the room. Across the floor, man with a limp delivers drinks in wooden mugs. The patrons are mostly Gyri woodsmen, some of whom look up when you enter, before going back to their drinking and eating.***

If there are any Knights of the Watch, or Gran March military members amongst the party, they are eyed suspiciously as they walk through the village by the folk that are still out and about. If they enter Eben's, the entire taproom quiets immediately, as Gyri woodsmen glower at the offending individual for a few heartbeats. However, they soon go back to their supping and their drinking.

A Knight of the Watch character with the party automatically turns the attitudes of the Gyri patrons to Unfriendly. They refuse to talk to any of the PCs with the Knight until their reaction is

improved to at least Indifferent, which requires a Diplomacy check (DC 15).

If the party wishes to gather information at Eben's place or in the village, they can make a Gather Information check with the following results. Any member of the Warband of the Sevn Tribes meta-org may add a +10 circumstance bonus to their Gather Information roll:

#### **DC 10**

- Darlon Lea is the recognized Kánotaurë by 7 of the 8 wood elven tribes.
- Lachion Stonehouse has returned recently with allies. They appear to be from the Plane of Fire.

#### **DC 15**

- There is a strategic dispute between Darlon and Lachion regarding how best to wage war against the shadow forces. Lorindoriel has been trying to mediate terms between the two leaders, but so far, has not been successful.
- The Order of Shining Beacons has been held under siege by the Shadow Armies for nearly a year. Although their Citadel of the Light was built to last through a siege, they hadn't expected to be under siege nearly this long.

#### **DC 20**

- A few months ago, fades appeared on the eastern side of the Taura Ridge for the first time. This has many of the wood elves worried about the inevitable push by the shadow forces into the last safe lands held by the elven tribes.

#### **DC 25**

- Darlon has many ties to these wood elves. Not only did he win the respect of many of the chieftains by defeating them in hand-to-hand combat, but he also married a wood elf.
- Lachion Stonehouse's elder brother, and his father before that, was High Lord of the Dim Forest, and ruled for many decades despite their mixed elven and fire genasi heritage.

If the PCs want to speak with Lachion as well, proceed to **Encounter 1B**. Otherwise, proceed to **Encounter 1C**.

## **ENCOUNTER 1B – LACHION STONEHOUSE IN DÛRLAS**

If the PCs opt to tell Prince Lachion Stonehouse about the news, the riverboat captain leaves them on the northerly bank of the Winding Water (a tributary of the Realstream). Dûrlas is about a couple of hours ride from the riverbank. It is also a half-day's ride from Fuinorna.

*Like most villages east of the Taura Ridge, this is a mixed village of Gyri living amongst a wood elven tribe. Though most of this village is made of wood flets in the trees and wooden houses on the floor of the forest, there are also a few large buildings on the westernmost edge of the village, nearest the Winding Water. They are built from flat river rocks, and appear to have been hastily erected.*

*As you near the buildings, it is quickly evident that the creatures here are not elven, though some appear to have some elven blood. The overwhelming majority, however, appear to be creatures of fire.*

When the PCs are ready to tell Lachion Stonehouse, read the following. If any of them experienced the events in *GEO6-03 A Dark Realm Divided*, or the battle interactive *Shadowfall*, they know who Lachion is, and Lachion's forces may know them as well.

*You are led to a specific stone building within the village and, once permission is given, you are shown inside. The central room is lit by softly glowing spheres floating in the corners of the room. All the furniture is made of stone to avoid being burned.*

*Lachion Stonehouse's hair of flame and his ruby-topped staff make him unmistakable. Surrounding him is an interesting group. Standing behind Lachion is a silver-haired wood elf dressed in black. At his waist is an elven thinblade with the crest of Derelion on the hilt. An imposing and surly looking half-orc stands in the back.*

*Towards the back of the room is a woman who resembles Lachion. It's quite clear that she is related to him, and rather closely. The flames of her hair have been pulled back and braided, revealing the porcelain elven features of her face.*

A successful Knowledge (Local – Sheldomar) or Bardic Knowledge check (DC 15) names the people (in order) as the Hothron, rumored to be an

outlaw and thieves guild leader (Note: Wood elf PCs who grew up in Derelion recognize him as the Captain of the Arvakhar, the Royal Guardsmen of Derelion); the half-orc is Glarnog Mystblood, former adventurer/mercenary; the woman is Amirah Stonehouse, Lachion's cousin and Lieutenant.

*Othric is tired from the travel, but certainly in better shape than when you found him. Despite his exhaustion, brushes past you in his haste to deliver his ominous news. "Prince Lachion, you have to help him. They found the Bondmate. They're going to kill him."*

*Lachion Stonehouse arches a brow and regards the flushed cleric before him, "What do you mean they found the Bondmate? You must be mistaken, you poor sod. The Bondmate died at Derelion when the city fell to the shadow dragon." Suspicion is evident in his voice, but he appears very interested nonetheless.*

*Othric goes on to explain his situation and how he found out that the Shadow Army found the Bondmate. "They said they found him in Mithrond," he adds. Lachion's only response is a deep intake of breathe and a clenched jaw.*

With a successful Sense Motive check (DC 15) to notice that not only is Lachion upset by the mention of the town, but Amirah has a similar reaction. With a successful Knowledge (Nobility and Royalty) (DC 20) or Bardic Lore check (DC 25) the PCs can remember that the Stonehouse's family estate was in Mithrond before the war.

Q: Can you send someone to save the Bondmate or find out what's going on?

*A: "I am preparing what few troops I have left to begin an assault on Derelion. I cannot spare anyone. Although I suppose it's possible he survived somehow..." Lachion ponders this last thought, and then looks to your group, "If you have faith that your companion's tale is correct, if indeed it IS correct, then this is a pressing matter. If you would deign to investigate this further, I could provide you with a scout to ensure you do not lose your way."*

Q: If you were a real Lord of the Forest, you would take care of the Bondmate first!

*A: "Your argument has merit, but I have no choice. While it would be a mighty boon to have the Bondmate of the Heart to aid us, we*

***cannot be certain that this isn't a trap of the Shadows to ambush more of my troops."***

Q: What's so special about Mithrond?

***A: "It was my family's home in the Dim. While Derelion was our capital, Mithrond was home to the Stonehouse family. It was our namesake. In that place, stone buildings and magical wards safeguarded the forest from our fiery nature. Though, it has since fallen to the shadow, like every other settlement in that part of the forest."***

If the PCs agree to investigate the Bondmate information, Lachion offers to send a Gwathuri scout to lead them to Mithrond. He also offers to provide them with lightweight deerskin canoes for crossing the Javan River (which lies between them and Mithrond).

If the PCs want to talk with the Hothron, Glarnog, or Amirah Stonehouse, they may. Any of the three of them will speak briefly with the PCs.

If the PCs want to talk to the Hothron (the Aspect of Strength), read the following:

***This quiet elf doesn't make it easy for you to follow. At one point, he disappears around a corner, only to step out from a tree behind you and ask, "What do you want with me?"***

He does not discuss the Midnight Ravens with anyone, even members of the organization. His concern is for Lachion's protection and Lachion's rise to the throne.

If the PCs want to talk to Glarnog, read the following:

***This half-orc is easy to follow, though somewhat intimidating for most to approach. Glarnog grips his adamantine greatsword and grunts, "What you want? Unless you're gonna kill shadows, you're wasting my time."***

Glarnog has a bit of a mouth on him. He's quick to challenge someone in battle and just as ready to take off anyone's head. He is anxious for the "real" battles to begin.

If the PCs want to talk to Amirah Stonehouse, read the following:

***This regal woman possesses all the best qualities of her heritage. The grace and beauty of her elven heritage mixes well with the passion and power of the fire genasi. "Yes?"***

Amirah is quiet and respectful, though she is upset that Lachion's troops are so depleted. She

is worried Lachion will do something rash to end the standoff with the Shadows.

The PCs may rest in Dûrlas. They are given space in a small building. It appears that the building was originally wood, but had stone shingles added. A few of the beams are scorched.

If the PCs want to gather information, they may. Most of the creatures here are from the Plane of Fire and somewhat reluctant to speak to anyone who is not a wood elf, thus getting a -5 circumstance bonus to their Diplomacy and Gather Information checks. Any member of the Servants of the Sylvan Throne meta-org do not suffer this penalty, and in addition may add a +10 circumstance bonus to their Gather Information roll.

They gain the following information with the proper results:

DC 10

- Darlon Lea is the recognized Kánotaurë by 7 of the 8 wood elven tribes. The last tribe, the Gwathuri, support Prince Lachion Stonehouse.
- Lachion Stonehouse has returned recently with allies from the Plane of Fire, though they've taken heavy losses during their fierce battles with the shadow forces.

DC 15

- There is a strategic dispute between Darlon and Lachion regarding how best to wage war against the shadow forces. Lorindoriel has been trying to mediate terms between the two leaders, but so far, has not been successful.
- The Order of Shining Beacons has been held under siege by the Shadow Armies for nearly a year. Although their Citadel of the Light was built to last through a siege, they hadn't expected to be under siege nearly this long.

DC 20

- A few months ago, fades appeared on the eastern side of the Taura Ridge for the first time. This has many of the wood elves worried about the inevitable push by the shadow forces into the last safe-lands held by the elven tribes.

- Darlon has many ties to these wood elves. Not only did he win the respect of many of the chieftains by fighting them, but he also married a wood elf.
- Lachion Stonehouse's elder brother, and his father before that, was High Lord of the Dim Forest, and ruled for many decades despite their mixed elven and fire genasi heritage.

If the PCs want to speak with Darlon as well, proceed to **Encounter 1A**. Otherwise, proceed to **Encounter 1C**.

## **ENCOUNTER 1C – SENT ON A QUEST**

If the PCs have already volunteered to investigate the Bondmate issue:

At an opportune time when the PCs are at their lodgings, are approached by Gilráne and Othric.

*A shadow darkens the doorway of your lodgings, joined quickly by another. Gilráne stands for a long moment as if pondering what course he should pursue. Othric looks at you all and shifts his weight, barely containing his impatience.*

*“We are gladdened that you have decided to take on the responsibility of saving the Bondmate,” the high elf says simply.*

*Othric simply nods. After another pause, Gilráne speaks again, his words carefully chosen.*

*“Your decision marks you as heroes of the highest order, for no other would volunteer to fight against the shadow and death that grip this forest. Know that your cause is just, for there can be no question that the future of the Dim Forest and thousands of lives are in the balance.”*

*If spoken by anyone else, those words might seem melodramatic, but the demeanor of this ancient elf as he speaks them conveys that he is utterly serious, and believes every word.*

If the PCs are as yet undecided about the quest:

At an opportune time when the PCs are at their lodgings, they will be approached by Gilráne and Othric.

*A shadow darkens the doorway of your lodgings, joined quickly by another. Gilráne stands for a long moment as if pondering what course he should pursue. Othric looks at you all and shifts his weight, barely containing his impatience.*

*“We have discussed this matter between us,” Gilráne begins, “And we hope that you will take on the responsibility of saving the Bondmate. Only when he is safe, can the forest begin to heal.”*

*Othric simply nods. After another pause, Gilráne speaks again, his words carefully chosen.*

*“Under any other circumstances, we would hesitate to ask others to fight against the chill shadow and death that grips this forest. However, there can be no question that the future of the Dim Forest and thousands of lives are in the balance.”*

*If spoken by anyone else, those words might seem over the top, but the demeanor of this ancient elf as he speaks them conveys that he is utterly serious, and believes every word. From behind Gilráne, Othric speaks, “Will you take up this task?”*

If the PCs decide to go investigate the Bondmate, proceed to **Encounter 2**. If the PCs do not go to investigate, proceed to **Encounter 5**.

## **ENCOUNTER 2: TIME IS OF THE ESSENCE**

The wood elven scout assigned to the PCs (by either Darlon or Lachion) recommends that they pass just south of Endéryn (partly to assess the situation there), cross the Javan River and follow the riverbank from the slightly safer cantrev of Dwyr, and finally cross the Olvewater upstream of Hocholve. This is the safest and quickest overland route.

Taking this route from Fuinorna or Dûrlas covers approximately 110 miles, and takes 5 days of walking. Horses will only help the PCs until they reach the nearly mile-wide Javan River, at which point the horses will not be able to cross on the canoes (unless the PCs have some magical means of transporting them). If some PCs have horses and others do not, they need to travel at normal overland walking speed. Even with mounts for everyone, the trip will only be shortened by a couple of days, and this has little

bearing on the encounters to come. See the *Player's Handbook* pg. 162 for details on overland movement.

**Judge's Note:** If the PCs decide not to walk and instead provide their own transportation through spells such as *wind walk* or *mass fly* and fly above the canopy, they bypass **Encounter 2A** completely and do not get xp or the treasure from that combat. When the PCs stop to spend the night after having crossed the Javan River, they should have **Encounter 2B**. Otherwise, they do not get that xp or treasure either.

Allow PCs to make provisions for travel. Any mundane travel provisions (within reason) can be provided for the PCs by Darlon or Lachion's camp. Have them get into a travel order. If they suggest taking the rivers instead of the forest, remind them of the time factor.

***With no actual roads and the gigantic tree roots sticking up everywhere, travel is slow. Game trails serve as the paths to lead you forward. Walking amongst the massive trees would be quite monotonous if not for your companions. The little light that passes through the high canopy above plays into shadowy patterns around you. The further you walk, the darker the shadows become.***

***By the end of the first day, you see shadows moving in the corner of your eye. You hear faint echoes of whispering and laughter off in the distance. Is it shadows or is just a trick of the light?***

After their first day of travel, the PCs pass close enough to Endéryn to see a bit of the siege albeit from a distance.

Proceed to **Encounter 2A**.

## **ENCOUNTER 2A - PASSING THE CITADEL OF LIGHT AT ENDÉRYN**

***After a day and a half of travel, you are over the Taura Ridge and well into in the Shadow-held portion of the Dim Forest. The shadows around you dart closer to your group then ease away and around trees. Far in the distance there's a flickering glow that peeks intermittently through the trees.***

***While not a particularly bright light, it's enough to be a curiosity. The light isn't even constant, but there's always the hint of the glow on the horizon. The shadows here have***

***more form to them. Some even look like full figures of people – some elven, some human.***

***Rounding a tree and moving forward, a new sight awaits you. Sitting atop a mount is a man that stands nearly seven feet tall heavily muscled beneath a suit of full plate armor. A large spiked shield is held in his left hand, an extremely well-made longsword is gripped in the other. All of his gear has been deliberately darkened. The spikes of the shield have been installed directly over an existing symbol of Pelor, in effect defacing that likeness.***

**Creatures:** This encounter is with two fallen members of the Order of Shining Beacons. Specifically, the fallen Paladin may well be recognized as the one pulled from the walls of Endéryn in *Dead Silence* when the combat begins. The traditional armbands of the Order have been removed and there is no sign of them.

Wil starts off 40' away from the PCs. Elena is tucked around a tree within sight of Wil, but as out of sight as she can be to the PCs.

### **APL 6 (EL 9)**

**Wil Del'Madras, Male Shadow Human Ex-Pal7 (1):** hp 63; See *Appendix 1*

**Elena Shadowsbane, Female Shadow Human Clr5 (1):** hp 38; See *Appendix 1*

### **APL 8 (EL 11)**

**Wil Del'Madras, Male Shadow Human Ex-Pal9 (1):** hp 88; See *Appendix 2*

**Elena Shadowsbane, Female Shadow Human Clr7 (1):** hp 53; See *Appendix 2*

### **APL 10 (EL 13)**

**Wil Del'Madras, Male Shadow Human Blk10/Ex-Pal1 (1):** hp 107; See *Appendix 3*

**Elena Shadowsbane, Female Shadow Human Clr9 (1):** hp 68; See *Appendix 3*

### **APL 12 (EL 15)**

**Wil Del'Madras, Male Shadow Human Blk10/Ex-Pal1/Ftr2 (1):** hp 169; See *Appendix 4*

**Elena Shadowsbane, Female Shadow Human Clr11 (1):** hp 83; See *Appendix 4*

**Tactics:** Anyone that the pair recognize as a member of the Order of Shining Beacons is the first target chosen. Wil moves to engage on his fiendish servant mount, taking advantage of the Shadow Blend. He gives a mocking salute on his way in, but is generally silent. Elena stays between 30' and 60' away, casting spells in support of Wil or using damage spells if he does not need any support that round. Note: Elena has utilized her Divine Ward feat with Wil as the willing target.

If any of the PCs was a member of the Order of Shining Beacons before the siege began in Year CY596, they are automatically recognized and become the primary first target of the assault.

If all PCs fall to the former Order of Shining Beacon members, the adventure ends for them. Go to **Conclusion A**. The characters cannot be recovered.

**Development:** Once the combat is over, the PCs can make a camp for the evening. Watches are highly recommended. Any animals with the party are restless all night. Every so often, they raise their heads and growl at the forest. When the PCs check the area, there's nothing there.

*It's been a tough trip through the dark woods. More shadows, more echoes, more twigs snapping with no one there to step on them. Even your rest is tense and fitful.*

*Eventually, the light rises ever so slightly chasing a few of the darkest shadows away from the camp. Slowly, the morning fog burns off and it's time to be off through the forest again.*

If the PCs are traveling from Fuirnorna or Dûrlas to Mithrond, proceed to **Encounter 2B**.

## **ENCOUNTER 2B- SPENDING THE NIGHT IN THE DIM**

Once the PCs have gotten around Endéryn and the Citadel, they still have a little over 3 days before they reach Mithrond. They must cross the Javan River, and travel approximately 45 miles in the cantrev of Dwyr (the scout recommends traveling as far as possible on this side of the river). One night while resting near the riverbank, the PCs are ambushed.

**Conditions:** Ideally the PCs spend two nights on this side of the river, as the threat of the shadows is much less here (their scout recommends this). If the PCs opt to spend one night in Hocholve, the attack happens on the other night. The PCs should set up a camp. Roll randomly to see during which part of the night the attack happens. If the PCs neglect to set a watch, the Gnolls attack from the best possible locations at a time of their leisure.

**Creatures:** These are gnoll slavers looking to take captives.

### **APL 6 (EL 8)**

**Gnoll Alpha, Male Gnoll Rgr4 (1):** hp 50; See *Appendix 1*

**Gnoll Hunter, Male Gnoll Rog2 (4):** hp 30; See *Appendix 1*

### **APL 8 (EL 10)**

**Gnoll Alpha, Male Gnoll Rgr6 (1):** hp 72; See *Appendix 2*

**Gnoll Hunter, Male Gnoll Rog4 (4):** hp 44; See *Appendix 2*

### **APL 10 (EL 12)**

**Gnoll Alpha, Male Gnoll Rgr6/Ftr2 (1):** hp 101; See *Appendix 3*

**Gnoll Hunter, Male Gnoll Rog4/Ftr2 (4):** hp 63; See *Appendix 3*

### **APL 12 (EL 14)**

**Gnoll Alpha, Male Gnoll Rgr6/Ftr4 (1):** hp 123; See *Appendix 4*

**Gnoll Hunter, Male Gnoll Rog4/Ftr4 (4):** hp 83; See *Appendix 1*

**Tactics:** The slave-takers approach hiding and moving silently after the PCs have set a watch (if they do) and gone to bed for the night. The Hunters move in first, while the Alpha stays 30' away among the trees in a position with a good field of fire. Use the pre-rolled Listen and Spot checks during the round that the Hunters move into place and another when the Hunters move forward to the attack.

The Hunters attack any targets that have not awakened or stood to fight first, taking full advantage of their sneak attack. The Alpha targets any elves and humans in that order to

maximize the effect of his favored enemy bonuses.

If all PCs fall to the slavers, the adventure ends for them. Go to **Conclusion A** and email the Geoff Triad at [ma\\_triad@yahoo.com](mailto:ma_triad@yahoo.com) with the character information.

If the PCs are traveling from Fuirnorna or Dûrlas to Mithrond, proceed to **Encounter 3**.

## ENCOUNTER 3: ALL THAT GLITTERS IS NOT GOLD

The PCs finally make it to the outskirts of Mithrond and the shadows are much heavier here because of the proximity to Derelion. The PCs have to be careful in their scouting and investigation.

The guide sent with the PCs waits well outside the ruins of Mithrond.

***Through the dark forest, small bits of stone start to dot the landscape. Finally, you see the town you were looking for. As odd as it might seem, this is an elven-style town completely made of stone. Every delicate building is carved from alabaster rock. Deep scorch marks scar some of the remaining carvings and walls. Despite the state the town is in now, it's clear this was once a beautiful settlement.***

***Many of the buildings are crumbled and broken. Boulders and blocks dot the cityscape. Something about this place seems darker and gloomier than the rest of the Dim.***

Anyone casting *Detect Evil* senses it strongly in every direction around them. The ground itself radiates as evil.

To find the tracks, the PCs need to succeed on a Track check to even see the tracks.

DC 10 – The ground here is solid ground. There are many partial sets of tracks throughout the area

DC 15 – Same as DC 10, plus there are some tracks that are more recent, perhaps a week old.

DC 20 – Same as DC 15 plus those recent tracks include medium-sized humanoid tracks. The tracks are from booted feet and lead into town, but none lead out of town.

DC 25 – Same as DC 20 plus inside the town, the tracks lead to one building in particular. There are also other tracks that someone has tried to hide

DC 30 – Same as DC 25 plus the hidden tracks lead to almost all the buildings in the town.

Give the PCs a chance to make a plan to get into the building where the tracks lead.

As the group moves into the town proper, they can make spot and listen checks to see if they can hear or see anything.

Spot:

- APL + 10 – The PCs see some movement in the building where the footprints lead.
- APL + 20 – The PCs can see what appears to be a crystal ball sitting on a stone table inside the building.

Listen:

- APL +10 – They can hear whispers inside the building where they saw the movement.
- APL + 20 – The PCs hear bits of a whispered conversation. “What shall we do with him?” “We shall keep him safe here.”

Once they round the corner of the building and directly see the table, they also see the crystal ball on the table. The PCs can move into the building and look at the crystal ball. When they look at the crystal ball, read the following:

***A scene plays out in the pure crystal ball sitting on the table in front of you. An elf lays on a table with his arms crossed over his chest. His coppery skin and reddish-brown long hair mark him clearly as a wood elf of the Dim Forest. A holy symbol of Sehanine Moonbow is prominent around his neck.***

***Servants wearing the livery of the Stonehouse family work all around this sleeping elf. Some are sweeping, another is slicing vegetables. A human in the silver and black livery of the Grand Duchy of Geoff is standing near the fire in the background.***

Once a PC does anything to the crystal ball but look at it (touch it, cast a spell on it, try to break it, etc.) combat begins. Read the following:

***In an explosion of glass and magic, the crystal ball shatters. Large shards of the crystal ball fly through the room. Suddenly,***

*the scene you witnessed in the crystal ball is real. A dark-haired elf lays on the very stone table where the crystal ball was. What were once the servants of the Stonehouse family are now spectral figures floating around you.*

#### APL 6 (EL 10)

**House Guard, Male Evolved Spectre (1):** hp 63; See *Appendix 1*

**Stonehouse Chambermaids, Shadow (3):** hp 27; See *Appendix 1*

#### APL 8 (EL 12)

**House Guard, Male Evolved Spectre Exm2 (1):** hp 81; See *Appendix 2*

**Stonehouse Chambermaids, Evolved Shadow (3):** hp 27; See *Appendix 2*

**Fallen Gyri Emissary, Evolved Wight Lkt1 (1):** hp 54; See *Appendix 2*

#### APL 10 (EL 14)

**House Guards, Male Evolved Spectre Exm2 (2):** hp 81; See *Appendix 3*

**Stonehouse Chambermaids, Evolved Shadow (3):** hp 27; See *Appendix 3*

**Fallen Gyri Emissary, Male Evolved Wight Lkt3 (2):** hp 63, See *Appendix 3*

#### APL 12 (EL 16)

**House Guards, Male Evolved Spectre Exm3 (3):** hp 90; See *Appendix 4*

**Stonehouse Chambermaid, Female Evolved Greater Shadow (1):** hp 58; See *Appendix 4*

**Fallen Gyri Emissary, Male Evolved Wight Lkt3 (4):** hp 63; See *Appendix 4*

See DM Map Aid: Map #2 – Mithrond.

**Tactics:** Each type of undead should have its own initiative. There is no surprise round for the PCs or the undead from the crystal ball.

When the combat begins with the PCs, the Chambermaids are overcome with hatred and

attack without much forethought, striking out against the nearest PC.

The Gyri emissary begins the encounter hidden in plain sight (allow the PCs an opposed spot check to reveal them). On the first round, they use their haste ability before moving to attack the PCs on the second.

The House Guards are quite intelligent and maneuver over, under, and behind the PCs (through solid objects if necessary) to place themselves in best position to strike. Any good aligned cleric that they identify is the first target chosen.

If all PCs fall to the undead, the adventure ends for them. Go to **Conclusion A**. The characters cannot be recovered.

**Development:** The Bondmate does not detect as evil at any time. Once the combat has been defeated, the PCs can get the Bondmate out of the town and back to Fuinorna or Dúrlas.

With a Heal check (DC 5), it's clear the Bondmate is not breathing, but it's unusual that the body has not decayed if it's been here for nearly 15 years. A Knowledge (spellcraft) (DC 20) will tell the PCs that he is under the effect of some sort of stasis spell.

If someone casts a *detect magic* spell on the Bondmate, the body detects as moderate magic of the Necromancy school of magic.

Proceed to **Encounter 4**.

## ENCOUNTER 4: REPORTING THE RESULTS

If the PCs want to report back to Darlon Lea, they can go to Fuinorna. Go to **Encounter 4A**.

If the PCs want to report back to Lachion Stonehouse, they can go to Dúrlas. Go to **Encounter 4B**.

### ENCOUNTER 4A – DARLON LEA IN FUINORNA

*You arrive in Fuinorna with the body of the Bondmate. No amount of healing or care has awakened him.*

*After hearing the story of how you obtained the body of the Bondmate, Darlon again offers you shelter and food. Othric*



*offers to watch over the Bondmate's body for you.*

## **ENCOUNTER 4B – LACHION STONEHOUSE IN DÚRLAS**

*You arrive in Fuinorna with the body of the Bondmate. No amount of healing or care has awakened him.*

*After hearing the story of how you obtained the body of the Bondmate, Lachion again offers you shelter and food. Othric offers to watch over the Bondmate's body for you.*

Once they have reported finding the Bondmate to whomever they are going to tell, Gilráne approaches the PCs again. Go to **Encounter 5**.

### **End of Round 1**

## **ENCOUNTER 5– A MODEST PROPOSAL**

If the PCs come here from **Encounter 1C**, Gilráne returns the next day.

If the PCs are coming from **Encounter 4A** or **Encounter 4B**, Gilráne lets them get settled wherever they are and then offers a suggestion. Read the following:

*Again, Gilráne comes to you. After listening to your story, he sits quietly and nods slowly to himself. "I may know another way you can help. Although it is perilous and nothing is certain, perhaps there is something more that can be done." He reaches into his robes and pulls out a small pocket knife. From another pocket, he retrieves a small block of wood. As he talks, he begins to carve slowly.*

*"While it was believed that the Bondmate died at the fall of Derelion, there is something else that was lost there - the Spear of the High Lord. When Alexander Stonehouse was lost in the Shadow Rift, somehow, he went in without the Spear of the High Lord. No one really knows what happened to it." Gilráne pauses to take a closer look at the wood he's carving before continuing voicing his thoughts.*

*"It may be possible for me to help you get to Derelion in the time before the Shadow Dragon attacked, in order to retrieve the Spear." Gilráne pauses, letting this sink in. "If*

*anyone can do it, my instincts tell me it is you."*

*"If you do this, you must find the Spear of the Highlord and convince the Bondmate to protect himself. As you've retrieved his body, I think that is quite a compelling reason to assume you've already succeeded...at least in that part of the endeavor." The elder elf smiles.*

*"I must warn you, Labelas does not take lightly to meddling in the past, so you must do exactly as I say, and nothing more. Are you willing to do this?"*

Any PC who makes a Knowledge (Religion) (DC 15), knows that the 'Labelas' Gilráne speaks of is Labelas Enorath, the elven god of time and history, also known as the Lord of the Continuum, and The Lifegiver. If asked, Gilráne tells the PCs that he has a favor owed to him by Labelas (he does not explain further).

Q: What is the significance of the Spear of the High Lord? How will the Spear help?

A: *"The Spear of High Lord is the symbol of the Lord of the Forest. The spearhead is made from the same stone as the Heart of the Dim Forest. It ties the Lord of the Forest to the very spirit of these woods."*

Q: How will the Spear help?

A: *"In order to bring the Dim Forest back into balance, three things must be healed and joined. The Bondmate, the Heart and the Spear of the High Lord must all be gathered before the Heart, and through it the forest, can be healed."*

Q: What do we do with the Bondmate we found?

A: *"He is safe for now. Othric, and the wood elves are fully capable of watching over him. I have no doubt that either Lachion or Darlon would be more than willing to provide a place for the Bondmate to rest and continue his sleep."*

Q: What does the Spear of the High Lord look like?

A: *"The spearhead is an unmistakable light purple stone, and the spear itself holds all of the tokens of all the wood elven tribes of the Dim Forest."*

Q: What could the Bondmate do to protect himself?

**A:** *"I am not sure what he did exactly, but he Bondmate is usually a powerful cleric of the Seldarine, so he apparently found a way to do something."*

If the PCs need a little encouragement:

**"Although there are no guarantees, the situation in the Dim Forest is dire and requires action before the whole forest falls to the Shadow Dragon and her minions and allies."**

Once the PCs have discussed it and agree to go back to Derelion to talk with the Bondmate, proceed to **Encounter 6**.

If the PCs have not retrieved the Bondmate yet and want to now, proceed to **Encounter 2**.

If the PCs decide not to go on, proceed to **Conclusion A**. The adventure is over for them.

## **ENCOUNTER 6: A STITCH IN TIME**

In the morning, Gilráne is ready to go. When the PCs are ready, read the following:

**Early the next morning, before the sun's rays have broken the darkness, Gilráne gathers everyone.**

**"It is time for us to travel by the good graces of the Lord of the Continuum," the elder elf says. "When we arrive in his domain, I ask that you be not afraid and please hold still. There are precautions I will need to take so that we are not swept away in the Winds of Time. May the blessings of the The Creator be on us all." With that, he reaches inside his robes and retrieves a scroll and a metal fork. It looks very similar to a musical tuning fork, but there are enough differences that you know this fork isn't for music.**

**Gilráne asks you all to gather in a circle with any animals you might be traveling with. Those closest to him are asked to hold onto his robes, while everyone else is asked to clasp hands with each other. Once everyone is joined in the circle, Gilráne begins to cast a spell.**

A Spellcraft check (DC 22) recognize this spell as a greater plane shift spell.

**The world around you shimmers and then in the blink of an eye you are somewhere else. Your insides are shifted and pushed. Your balance leaves you, and you stumble forward.**

**A chiming bell can be heard in the distance and the ticking of a hundred clocks surrounds you.**

**You are standing atop a long strip of metal that is suspended in mid-air. The end of the metal strip, where you are standing, widens into the shape of a spade.**

**The sky above and below you is dark, but spirals of dust whip across the empty void, carried by a fiercely blowing wind. The metal path leads to a massive clockwork structure some distance away.**

Allow the PCs to react to the spell casting and their arrival. With a Knowledge (Planes) check (DC 20), the PCs can learn about the Plane of Time, and the Winds of Time. See **DM Aid #3: Plane of Time**.

If the PCs move off the "clock hand" where they are, find themselves in a bit of trouble. PCs whose weight is not supported by the minute arm (i.e. Those who are flying or floating) find themselves 25 ft. away from the arm (in the Winds of Time) as it sweeps out from underneath them.

Since gravity is subjective here, the PCs can move themselves to within 10 ft. of the arm, before downward gravity kicks back in. PCs capable of flying can fly back to the arm, but experience the consequences of the erratic time chart.

The Winds of Time is full of tiny dust particles that suffocate the PCs. PCs that fall off the clock hand must be rescued quickly before they suffocate per the rules in the DMG (pg. 304).

When the PCs are ready to move forward, read the following:

**"Just a little longer," muses Gilráne. He pulls another scroll from his robes and begins reciting. "Hei-Corollon shar-shelevu..." which translates to "Corellon, may your grace grant..." Several times during the casting, it almost seems as though he is praying rather than casting a spell.**

**There's no sound except for the murmur of Gilráne's prayer. For several minutes nothing happens. Then, in a gust of air and a heartbeat later you are standing on another long strip of metal. This is different than where you were a second ago. The clocks' chimes are coming from a different direction. And the widest end of the metal strip is on the other side.**

Gilráne has just cast miracle to travel through the Winds of Time to an exact location in the past. Any PC that makes a Knowledge (Arcana) or (Spellcraft) check (DC 24), knows that this sort of precision is almost impossible without some order of divine intervention.

Allow the PCs to adjust for a moment, then read the following:

***Gilráne lets out a deep breath. "Join hands again then, please. One last casting should do it." Again, he reaches into his robes and retrieves a scroll. "Hold on tight." He holds the fork in one hand as he begins murmuring words from the scroll. His voice rises and falls with the intonation of the casting.***

***The world around you shimmers and then in the blink of an eye you are somewhere else. Your insides are shifted and pushed. Your balance leaves you, and you stumble forward.***

A Spellcraft check (DC 22) recognize this spell as a *greater plane shift* spell.

Proceed to **Encounter 7**.

## **ENCOUNTER 7: THE TIME HAS COME**

The PCs are at Derelion in the fall of CY 583, during the attack by the giants, and minutes before the rift to the plane of shadow is opened.

***With a jolt, you hear your feet thud onto a wooden floor. It takes a moment for your eyes to focus. When they finally do, you find you are looking out the door of a treehouse with quite a sight before you.***

***A huge elven city is spread before you. Treehouses sit upon boughs as far as the eye can see. Rope and plank bridges stretch from tree to tree, linking homes and business. Some trees even contain steps of living wood to buildings higher or lower in connected trees.***

***But the sight is marred by the giants tearing their way through the city. Boulders are tossed carelessly at treehouses. Massive hands reach up to pull down anything they can grab. Branches fall haphazardly to the ground below.***

***Many rope bridges are torn down or on fire, stranding the defenders of the city at their posts. More elven warriors than have been***

***seen in many years seem to have formed firing lines on the edges of many of the flets. Each line moves forward in response to a shouted command and looses a volley of arrows, carrying death to the invader.***

***"The Shadow Dragon hasn't attacked yet, but you'll have to hurry. The temple where the Bondmate resides is across the city," states Gilráne. He reaches into a pouch at his waist and pulls out little wooden carvings. He hands one to each of you. "If you find yourselves in dire peril, break this. It will bring you to me. May Corellon's grace be with you."***

***As if the giant army heard Gilráne's blessing, a concentrated barrage of boulders strikes one of the smaller flets in the distance. Shouts of dismay can be heard from the elven defenders as they see a squad of their own land helplessly among the giant army and disappear.***

Gilráne announces he is going to stay in the treehouse on the outskirts of the city where they landed in case trouble starts. He gives each PC a little wooden figure he's been whittling during the entire trip. Each is a target item from a *refuge* spell. He gives them the command word with the instructions to break the totem if they need to get to him immediately.

When the PCs are ready to move to the temple, read the following:

***You start to make your way across one of the few plank and rope bridges left in the city. Battles rage all around you. Arrows fly, spells explode, screams of pain and death assault your hearing. But there's another sound that cuts through it all. From directly below you, comes the cry of a little girl.***

***"Da! Where are you Da!" she screams in a panic. It is a human girl of about eight winters. Her dark hair is pulled back in braids and her brown eyes are filled with tears. Behind her, she's dragging a wooden spear that makes trails in the dirt.***

***As you watch, a bugbear starts running toward her, intent on slicing her down.***

With a successful Spot check (DC 20) (use one of the pre-rolled spot checks), the PCs see that the spear the little girl is dragging has a stone spearhead. The stone glows a faint purplish color.

The PCs are 40' above the ground and 30' from a rope ladder to get down to the ground. The

bugbear has to move 120' to get to Adwen. Because of the terrain, he can only double move, not run or charge.

The PCs can jump straight down. With a successful Jump or Tumble check (DC 15), the PC takes falling damage of 30' feet (3d6). If they fail the skill check, they take the full damage of falling 40' (4d6).

The girl cowers behind a tree and clings to the spear while the PCs fight the coming giant forces. If they chose to ignore the little girl and don't fight the giant patrol, they do not get the experience points for the combat. They also do not get the Spear of the High Lord and cannot help the Bondmate save himself.

#### **APL 6 (EL 8)**

**Giant Army Sergeant, Male Bugbear Sct3 (1):** hp 52; See *Appendix 1*

**Giant Army Skirmishers, Male Hobgoblin Rog1/Sct3 (3):** hp 32; See *Appendix 1*

#### **APL 8 (EL 10)**

**Giant Army Sergeant, Male Bugbear Sct5 (1):** hp 72; See *Appendix 2*

**Giant Army Skirmishers, Male Hobgoblin Rog1/Sct5 (3):** hp 48; See *Appendix 2*

#### **APL 10 (EL 12)**

**Giant Army Sergeant, Male Bugbear Sct5/Bar2 (1):** hp 96; See *Appendix 3*

**Giant Army Skirmishers, Male Hobgoblin Rog1/Sct7 (3):** hp 65; See *Appendix 3*

#### **APL 12 (EL 14)**

**Giant Army Sergeant, Male Bugbear Sct5/Bar2/Ftr2 (1):** hp 120; See *Appendix 4*

**Giant Army Skirmishers, Male Hobgoblin Rog3/Sct7 (3):** hp 86; See *Appendix 4*

See **DM Aid: Map #3 – Giant Patrol**

**Conditions:** At his time, the Dim Forest does not suffer the light hindering effects described in **DM Aid #1: Dim Forest Environment**. However, because of the raging battle and the huge roots of the trees, charging is not possible.

**Tactics:** The patrol attacks as a well-trained unit, using their superior mobility to pinwheel around targets, taking every opportunity to flank. They almost never take a full-round action, but instead prefer to move 10' into a new flanking position. They are exceptionally mobile and in many cases have defenses against normal delaying spells such as entangle.

If all PCs fall to the giant patrol, Gilráne gathers them together and transports their bodies and gear back to the Prime Material Plane. The adventure is over for these characters. Go to **Conclusion A**.

**Development:** Once the combat is over, if the little girl is saved, she is more than willing to stay with the PCs for safety. She's scared.

Q: Who are you?

**A:** *"I'm Adwen merch Llyneth. My father is here to talk with the elves for the Brenin and the giants came and now I can't find my da and I need to find him. Is he dead? Everyone else I know is dead." She starts to cry.*

Those who have played *GEO4-05 Vision of a Lighted Path*, or *GEO6-02 Dead Silence* and went inside the Fortress of Light have met the adult version of Adwen.

Q: Is that your spear? Where did you get the spear?

**A:** *"I found it. A man dropped it while he was running." Adwen clings even more tightly to the spear.*

Q: Can I have the spear?

**A:** *"I need it to protect myself. Why do you need it?"*

The PCs will need to make a DC 15 Diplomacy check to get her to give up the spear. She automatically fails the saves on a *charm person* or similar spell. The spell can be used to convince her to give it up to the PCs.

If the PCs try to grab the spear from her, she fights them off as best she can (stomping on their toes and kicking their shins) although it does her no good. She throws a rock at them when they get the spear out of her hands. Even at this age, she has some fire to her spirit.

**As you are standing there talking with her, an elf of military bearing runs past. He wears the symbol of the Royal Court of Derelion on his black armor, as well as the rank of Captain**

of the Arvakhar, the Royal Guardsmen of Derelion. His silvered hair and twin elven thinblades make this elf unmistakable, as very little of his appearance has changed in the intervening years. He sees your group and stops.

***"It's the Hothron!" cries out Adwen. She runs over to him. He scoops her up and says to you, "It isn't safe here. You should go." Adwen seems very relaxed in his arms. Without further comment, the Hothron turns and leaves into the city. As he runs, he slides Adwen around so she can ride on his back, making movement for him easier.***

The PCs recognize this man as one of Lachion Stonehouse's inner circle. Hothron translates to "captain" in elvish.

Once Adwen is off with the Hothron, read the following:

***The battle rages on all around you. By now, most of the pathways in the trees have been torn down or have fallen down. The ground is the only certain way to travel. Piles of boards and branches litter the way toward the temple of Corellon. Some of the rubble shifts a bit as it's walked over.***

#### **APL 6 (EL3)**

**Falling Treebranches:** Search DC 25; Mechanical; location; See *Appendix 1*

#### **APL 8 (EL 5)**

**Falling Treebranches:** Search DC 20; Mechanical; location; See *Appendix 2*

#### **APL 10 (EL 7)**

**Falling Treebranches:** Search DC 20; Mechanical; location; See *Appendix 3*

#### **APL 12 (EL 9)**

**Falling Treebranches:** Search DC 25; Mechanical; location; See *Appendix 4*

Once they have made it through this patch of rough area, read the following:

***Coming around the edge of one trunk the combat you've been hearing comes into sharp focus. To your left, a mass of hobgoblins and bugbears punctuated by groups of hill giants faces off with a row of elven warriors.***

***The defenders of Derelion stand completely silent perhaps fifty yards from the***

***invaders. Shields of mithril and longswords of fine elven craftsmanship reflect sunlight from breaks in the branches above. Two rows of swordsmen are supported by two rows of pikemen, their longswords set to receive the rush of monsters.***

***The attack comes a few seconds later, started by the giant army moving forward as an undisciplined mass. A piercing whistle is heard just before thousands of arrows rain upon death, fired from the flet directly above you.***

***Broken for a moment, the humanoids waver in their rush and the battlefield is quiet. An ear-splitting shout is heard, drawing your attention to several forest giants emerging at the rear of the hobgoblins. Perhaps this would be a good time to move on.***

This encounter deliberately has no statistical summary, as it is not designed to be a combat for the PCs to engage. If the PCs seem as if they are going to interfere with the flow of events, remind them of the warning of Gilráne not to interfere. Also remind the PCs of the general sense of urgency behind this mission, as the Bondmate could perish in this battle before they meet him. If they are delayed more than 5 minutes of in-game time in this spot they will be caught in the pending breath of the Shadow Dragon in **Encounter 9** and will not be recoverable.

With a successful Spot check (DC 25), the PCs can see a silver-haired elf in black giving orders to the royal guard near the Palace. They recognize him as the Hothron who is now in Lachion Stonehouse's camp. If the PCs gave him Adwen, the little girl, she peeks over his shoulder from his back.

The PCs move to their final destination of the Temple of Corellon.

***Moving forward, the terrain is no easier. Fires explode and spells sizzle in the heat of battle. The deafening crash of boulders and logs overpower everything else. Dodging dirt, splinters, fire, rocks, arrows and anything else that might get tossed around on the battlefield, you come to a place that is a contradiction in this city.***

***Here, in a circular clearing in the middle of the elven city, no battle debris has fallen. In the center sits a large shrine in the shape of a crescent moon. A small reflecting pool rests between the horns of the crescent. In the***

*center of the crescent, just before the pond, there is a megalithic standing stone of a strange purplish color.*

*An elf is standing next to the stone.*

Proceed to **Encounter 8**.

## **ENCOUNTER 8: TICK, TICK...**

Now that the PCs have seen the Heart and Bondmate, they can approach him. When they do, read the following:

*This wood elf has the coppery skin and reddish gold hair of his people. You see that his amber eyes exude peace and wisdom. His age is hard to tell, but his calm demeanor speaks to a wise soul, and he wears the robes of a priest of Sehanine Moonbow.*

Q: What is this place?

**A:** *"This is the temple of Corellon Larethian, The Creator and Preserver of the elves. This city is Derelion, the capitol of the nation, and home to the Heart of the Dim Forest."*

Q: Who are you?

**A:** *"I am Baelavin. I am the Bondmate to the Heart."*

Q: What is that purple stone?

**A:** *"That is the Heart of the Hornwood. It is the very source and lifeblood of all within the Hornwood. I am its Bondmate, its voice and the conduit for its power."*

Q: What can the Heart do?

**A:** *"The Heart's magic can be used for many things, but it is intended to allow the High Lord of the Forest to protect the forest and the life within the forest from danger. And even, to continue the circle of life for those who die before their time under its boughs."*

If the PCs touch the monolith at any time, read the following:

*"The strange purple stone is warm rather than cold. It throbs slightly beneath your touch. The throb pulses with the beat of your own heart."*

Q: Why is the Heart so important?

**A:** Use the information provided in **DM Aid #2: Lore of the Dim Forest**.

Q: You have to do something to protect yourself...it's a long story...

**A:** *Before the Bondmate can answer, a giant patrol heads for you at the Heart.*

### **APL 6 (EL 10)**

**Strike Team Leader, Female Ogre Magi Wrm1 (1):** hp 48; See *Appendix 1*

**Ogre Bruisers, Male Ogre (4):** hp 29; See *Appendix 1*

### **APL 8 (EL 12)**

**Strike Team Leader, Female Ogre Magi Wrm3 (1):** hp 62; See *Appendix 2*

**Ogre Bruisers, Male Ogre Bar1/Ftr1 (4):** hp 56; See *Appendix 2*

### **APL 10 (EL 14)**

**Strike Team Leader, Female Ogre Magi Wrm5 (1):** hp 83; See *Appendix 3*

**Ogre Bruisers, Male Ogre Bar2/Ftr2 (4):** hp 89; See *Appendix 3*

### **APL 12 (EL 16)**

**Strike Team Leader, Female Ogre Magi Wrm7 (1):** hp 103; See *Appendix 4*

**Ogre Bruisers, Male Ogre Bar2/Ftr4 (4):** hp 111; See *Appendix 4*

### **See DM Aid: Map #4 – At the Temple**

**Conditions:** At his time, the Dim Forest does not suffer the light hindering effects described in **DM Aid #1: Dim Forest Environment**. However, because of the raging battle and the huge roots of the trees, charging is not possible.

**Tactics:** The Ogre Bruisers close off the front of the temple if possible and move their way inward, using the walls of the temple as their ally.

The Strike Team Leader uses her mobility to hover and shift position as required at a distance over the PCs and lob spells and spell-like abilities into the temple. Her approach is covered by *invisibility*, since this is a war zone. She makes a general effort not to include her Bruisers in the

area of effect of her spells, but if they get caught such are the fortunes of war.

**Note:** If the PCs are actively protecting the Bondmate and the Heart, the Bondmate aids the PCs by casting a mass *delay death* spell, as well as *cure* spells at range. The latter is done only if the PCs look like they are in desperate need of assistance. Beyond that, the Bondmate's priority is protecting the Heart.

If all PCs fall to the giant patrol, Gilráne finds them and gathers them together, transporting their bodies and gear back to their present time. The adventure is over for these characters. Go to **Conclusion A**.

**Development:** Once the combat is done, the PCs need to convince the Bondmate to somehow protect himself from the coming Shadow Dragon attack.

The PCs need to reach a diplomacy check (DC 20 + APL). The group MUST roleplay. Rolling a die is not enough. Through roleplay, they may gain the following bonuses:

- +2 bonus if there is a wood elf in the party.
- +2 if the conversation is held in elven or sylvan.
- +2 if the PCs mention the current situation with the Shadows in the Dim Forest.
- +2 if they mention the elder Gilráne, as the Bondmate is familiar with him.
- +2 if the PCs mention the political situation between Darlon Lea and Lachion Stonehouse.
- +2 if there is a follower of Corellon or Sehanine Moonbow in the party.
- +4 if the PCs mention they have already found his body in stasis in Mithrand.
- +2 if the PCs tell the Bondmate they will give the Spear of the High Lord to Lachion Stonehouse.

**Judge's Note:** Remember there is a war going on around this conversation so the PCs shouldn't be allowed to take forever to convince the Bondmate to save himself. If, after two serious attempts at diplomacy, they haven't been able to convince him, move forward to the Shadow Dragon's arrival in **Encounter 9**.

Once the PCs have convinced the Bondmate to protect himself, read the following:

***Convinced that you are here to help him, the Heart, and indeed the whole of the Dim Forest, the Bondmate Baelavin ponders for a moment and then says, "If you will permit me to use the Spear for a moment, I will place my spirit into the spearhead. But you must promise me that the travel to your time will be quick and that once there, you can return me to my body within a few hours. My soul can only survive for a certain amount of time away from my body."***

If the PCs do not have the Spear, they need to go find it. Baelvin casts a divination spell and announces that Sehanine Moonbow tells him that a stranger who is bright of heart holds the spear. Proceed to **Encounter 7** and Adwen.

If the PCs have already retrieved his body and have the spear, read the following:

Allow the PCs to react if they want to. He asks a PC to hold the spear for him. Continue reading:

***"There is not time to explain what I am about to do, but all you need remember is that you must get the spearhead back to my body soon." Once this warning is given, Baelavin sits against the Heart and begins praying. He calls on Sehanine Moonbow to aid him in this difficult journey on which he is about to embark. His words die off to nothing more than murmurs. After a few moments, he looks up. "I am ready then." He begins praying again.***

***His eyes never open from prayer. He slumps to one side and a wisp of purple haze travels from the Bondmate's body to the spearhead. As soon as the transfer is made, the Bondmate's slumped body disappears with a barely audible 'pop'.***

Any PC who makes a Spellcraft check (DC 22) can realize what Baelvin is doing. First, he asks his goddess for a *miracle*. With this *miracle*, he replicates an arcane *contingency* spell. He then casts a *magic jar* using the tip of the spear as the focus and receptacle for his soul.

Any PC who makes a Knowledge (religion) (DC 15) knows that one of Sehanine's domains is Travel, which allows her clerics to cast *teleport*, which is the final effect seen by the PCs.

An Intelligence check (DC 10) by those with the appropriate knowledges, if the PCs haven't already guessed it, can tell them that the

contingency was a teleport spell triggered when his soul left his body. At that point, the body teleported to a safe location known to the Bondmate: a safe house in Mithrond.

Proceed to **Encounter 9**

## ENCOUNTER 9: ...TOCK

With business concluded in Derelion, it's time for the PCs to go back to Gilráne and return home.

If the PCs finished their conversation with the Bondmate, read this first:

***The area of the heart falls to utter silence, a stillness that completely contradicts the war. It was much the same when you arrived to speak with the Bondmate, but the feel of it is different somehow. Pressure seems to be building in the very bones of this city.***

Continue with the following -

If the PCs were interrupted because they took too long, start here:

***From the direction of the palace a flash of blinding light is seen, followed by a detonation of force almost powerful enough to knock you to your knees even from this distance. Immediately afterward the city is shrouded in the dark of deepest midnight. The shadow eases as the sunlight fights against its influence, allowing you to witness a sight out of nightmare.***

***An enormous dragon stands on the flet holding the palace, staring balefully down at those warring beneath. A shriek of anger is heard as its wings spread to knock dozens of elves to the forest floor from that great height. With a great intake of breath, the creature leans down toward the ground, exhaling a cloud of dark mist over elf and giant alike.***

***Where it passes, nothing living remains. Those who were fighting a moment before simply fall over without a sound, their bodies drained of everything that used to grant them life. A rhythmic rumble reaches your ears. It is a long moment before you realize that the dragon is amused by this course of events. The dragon turns to examine the rest of its surroundings, leaving your sight.***

***In the ensuing silence, a girl's shriek draws your attention. The Hothron moves at a run over fallen soldiers and debris, barely staying ahead of the moving cloud. With one last great***

***leap, he bounds over one of the great roots at the base of the city and leaves your sight.***

***Seconds later, the corpses on the ground begin to stir themselves, a mute army of thousands dedicated to a new cause.***

At this point, if he hasn't already done so, the Bondmate carries through with his spells. Once he sees the shadow dragon in the distance, there is no need to convince him.

Pause to allow the PCs to take any precautions they want to make before the cloud reaches them in approximately 30 more seconds of game time. This would be a good time for them to use their *refuge* totems they were given when they first arrived.

***The totems are snapped and the words uttered. A gush of air rushes against your cheeks and you are standing on the flet next to Gilráne, who has a scroll and the planar fork in his hands already. He waits until everyone is there, then begins his casting.***

***The world around you shimmers and then in the blink of an eye you are somewhere else. Your insides are shifted and pushed. Your balance leaves you, and you stumble forward. Suddenly, a chiming bell can be heard in the distance and the ticking of a hundred clocks surrounds you.***

Allow the PCs to react to the spell casting and their arrival. With a Knowledge (Planes) check (DC 20), the PCs can learn about the Plane of Time, the Winds of Time. See **DM Aid #3: Plane of Time**.

When the PCs are ready to move forward, read the following:

***The planar fork is put away and another scroll is brought out from his robes. "Hei-Corollon shar-shelevu," begins Gilráne. The process is working, at least for now, and you are all transported to another part of this strange plane. Casting such spells, even from scrolls seems to be taking some toll on the revered elf. He pauses a moment to catch his breath and steady his hands.***

Allow the PCs to adjust for a moment, then read the following:

***Gilráne pulls the metal fork out again, as well as a scroll. "One last time, friends." The world around you shimmers, and then in the blink of an eye, you are somewhere else. Your***



*insides are shifted and pushed. Your balance leaves you, and you stumble forward. Your feet touch onto solid ground and the darkness of the Dim Forest surrounds you once again.*

If the PCs have already retrieved the Bondmate's body, proceed to **Encounter 10**.

## ENCOUNTER 10: FINAL DECISIONS

Whether the PCs return to Fuinorna or Durlas, read the following:

*The Bondmate's body is where you left it. Othric stands nearby watching over the body of the Bondmate.*

*The tip of the Spear of the High Lord is touched to the Bondmate. A purple wisp of vapor floats from the spearhead to the chest of the Bondmate. At first, it appears that nothing is happening. Then, Baelavin begins to take shallow breathes. Slowly, his breathing becomes more deep, but his eyes do not open. Apparently, it will take some time before he is fully awake.*

**Judge's Note:** The environment has changed slightly. See DM's Aid #4: New Dim Forest Environmental Changes

If the PCs have returned with the Bondmate's soul already returned to him, start here. Otherwise, continue from above:

*Gilráne turns to you. "And now another decision must be made. Who will you give the Spear of the High Lord to? Will it be given to the elf who rules by inheritance, forethought, and longevity? Or will it be given to the human who has given his life and proven his worth to bind himself with the wood elves? You have the Spear of the High Lord in your hands. With it, the decision is yours. I trust you will make the right decision."*

The PCs must chose to give the Spear to Darlon Lea or Lachion Stonehouse or keep it for themselves. No one else will take it.

## CONCLUSION

This section contains the wrap-up of the adventure. Include any rewards given to the characters (especially AR effects), final explanations, and other conditions that the game master might need. The first paragraph of the

conclusion is not indented; all subsequent paragraphs are. If there are multiple conclusion paths possible, you can list them in subsections, as follows:

### CONCLUSION A: IF THE PCS DO NOT HAVE THE SPEAR

*Somehow, you have failed to help. Darlon Lea and Lachion Stonehouse are still at each others' throats. The Shadow still pushes forward in the Dim Forest. The Bondmate is completely lost to history, as is the Spear of the High Lord.*

### CONCLUSION B: IF THE PCS DECIDE TO GIVE THE SPEAR TO DARLON LEA

*With the arrival of the Spear of the High Lord, Darlon Lea and Lachion Stonehouse are both in Fuinorna. Your decision has been made known. Darlon Lea and his closest companions stand in the clearing. The seven tribe chieftains that have supported him stand behind him in a semi-circle to show their approval. Darlon Lea takes the Spear of the High Lord into his hands. After a long pause, he shakes his head. "I cannot take this, for I have never aspired to be High Lord of this forest. This spear belongs to Lachion Stonehouse."*

*Darlon steps off the rise in the center of the clearing and approaches Lachion Stonehouse. "I believe this is yours, my Lord."*

*Lachion graciously reaches out and takes the Spear from Darlon. This unexpected turn of events seems to take Lachion a moment to consider. He nods and turns to the Gwathari Chieftain standing behind him. He takes the tribal totem from the Chieftain's spear and turns back to Darlon. "And I believe this is yours, Kánotaurë."*

*A cheer goes up among all the wood elves.*

The PCs receive the **Favor of Darlon Lea** and the **Notice of Gilráne**.

### CONCLUSION C: IF THE PCS DECIDE TO GIVE THE SPEAR TO LACHION STONEHOUSE

*With the arrival of the Spear of the High Lord, Darlon Lea and Lachion Stonehouse are both in Fuinorna. Your decision has been*

*made known. Lachion Stonehouse and his closest companions stand in the clearing. The tribe chieftain that has supported him stands behind him in a semi-circle to show his approval.*

*Lachion graciously reaches out and takes the Spear of the High Lord. This unexpected turn of events seems to take Lachion a moment to consider. He nods and turns to the Gwathari Chieftain standing behind him. He takes the tribal totem from the Chieftain's spear and turns back to Darlon. "I believe this is yours, Kánotaurë, if you will have it." With a small smile, Darlon attaches the eight token to the spear he holds.*

*A cheer goes up among all the wood elves.*

The PCs receive the **Favor of Lachion Stonehouse** and the **Notice of Gilráne**.

### **CONCLUSION D: IF THE PCS DECIDE TO KEEP THE SPEAR**

*You have decided to keep the Spear for yourself. As soon as you step outside the Dim Forest, the spear begins to disintegrate. Within a week, the Spear is nothing but ash and the spearhead is a useless piece of dull stone.*

*The shadows return to the depths of the Forest, returning the Forest to the taint of the Plane of Shadow. The effects brought on by the joining of the Bondmate and the Spear of the High Lord fade.*

**The End**

## **EXPERIENCE POINT SUMMARY**

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

### **Encounter 2A**

Defeat the fallen members of the Order of Shining Beacons.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

### **Encounter 2B**

Defeat the slavers.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

### **Encounter 3**

Defeat the former Stonehouse staff members.

APL 6: 300 xp.

APL 8: 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

### **Encounter 7**

Defeat the Giant Army Patrol.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

### **Encounter 7**

Survive the falling debris.

APL 6: 90 xp.

APL 8: 150 xp.

APL 10: 210 xp.

APL 12: 270 xp.

### **Encounter 8**

Defeat the Giant strike force.

APL 6: 300 xp.

APL 8: 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

### **Story Award**

Help Othric tell Darlon Lea or Lachion Stonehouse.

APL 6: 72 xp.

APL 8: 90 xp.

APL 10: 108 xp.

APL 12: 126 xp.

#### Retrieve Bondmate's body from Mithrond

APL 6: 72 xp.

APL 8: 90 xp.

APL 10: 108 xp.

APL 12: 126 xp.

#### Retrieve Spear of the High Lord from Derelion

APL 6: 72 xp.

APL 8: 90 xp.

APL 10: 108 xp.

APL 12: 126 xp.

#### Return from Derelion with Bondmate's spirit and the Spear of the High Lord.

APL 6: 72 xp.

APL 8: 90 xp.

APL 10: 108 xp.

APL 12: 126 xp.

#### Discretionary Roleplaying Award

APL 6: 72 xp.

APL 8: 90 xp.

APL 10: 108 xp.

APL 12: 126 xp.

#### Total possible experience

APL 6: 1,800 xp.

APL 8: 2,250 xp.

APL 10: 2,700 xp.

APL 12: 3,150 xp.

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description,

giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

#### Encounter 2A:

**APL 6:** L: 127 gp, C: 0 gp, M: +1 *Longsword* (193 gp), +1 *Full Plate* (221 gp), +1 *Heavy Steel Shield* (98 gp), Cure Serious Wounds Potion (63 gp), Gauntlets of Ogre Power (333 gp), Cloak of Resistance +1 (83 gp), Brooch of Shielding (125 gp), Periapt of Wisdom +2 (333 gp), Oil of Invisibilty (25 gp)

**APL 8:** L: 127 gp, C: 0 gp, M: +1 *Longsword* (193 gp), +1 *Full Plate* (221 gp), +1 *Heavy Steel Shield* (98 gp), *Cure Serious Wounds* Potion (63 gp), *Gauntlets of Ogre Power* (333 gp), *Cloak of Resistance* +1 (83 gp), *Brooch of Shielding* (125 gp), *Periapt of Wisdom* +2 (333 gp), *Oil of Invisibilty* (25 gp)

**APL 10:** L: 210 gp, C: 0 gp, M: +1 *Longsword* (193 gp), +1 *Full Plate* (221 gp), +1 *Heavy Steel Shield* (98 gp), *Cure Serious Wounds* Potion x2 (125 gp), *Gauntlets of Ogre Power* (333 gp), *Vest of Resistance* +1 (83 gp), *Brooch of Shielding* (125 gp), *Periapt of Wisdom* +2 (333 gp), *Oil of Invisibilty* (25 gp), *Cloak of Charisma* +2 (333 gp), *Pearl of Power* 3<sup>rd</sup> Level (750 gp)

**APL 12:** L: 210 gp, C: 0 gp, M: +1 *Shocking Longsword* (693 gp), +2 *Full Plate* (388 gp), +2 *Heavy Steel Shield* (348 gp), *Cure Serious Wounds* Potion x2 (125 gp), *Gauntlets of Ogre Power* (333 gp), *Vest of Resistance* +1 (83 gp), *Brooch of Shielding* (125 gp), *Periapt of Wisdom* +2 (333 gp), *Oil of Invisibilty* (25 gp), *Cloak of Charisma* +2 (333 gp), *Elemental Gem (Earth)* (188 gp), *Salve of Spell Resistance* (113 gp), *Pearl of Power* 3<sup>rd</sup> Level (750 gp)

### Encounter 2B

**APL 6:** L: 127 gp, C: 0 gp, M: *Chain Shirt* +1 (104 gp), *Composite Longbow* +1 (+4) (267 gp), *Cloak of Resistance* +1 x5 (416 gp), +1 *Studded Leather Armor* (392 gp), *Elixir of Hiding* x4 (83 gp) *Elixir of Sneaking* x4 (83 gp)

**APL 8:** L: 19 gp, C: 0 gp, M: *Chain Shirt* +1 (104 gp), *Composite Longbow* +1 (+4) (267 gp), *Cloak of Resistance* +1 x5 (416 gp), +1 *Studded Leather Armor* (392 gp), *Elixir of Hiding* x4 (83 gp) *Elixir of Sneaking* x4 (83 gp), +1 *Greataxe* (773 gp), *Amulet of Health* +2 (333 gp), *Oil of Keen Edge* x4 (250 gp), *Scroll of Restoration* x2 (133 gp)

**APL 10:** L: 19 gp, C: 0 gp, M: *Chain Shirt* +1 (104 gp), *Composite Longbow* +1 (+4) (267 gp), *Cloak of Resistance* +1 x4 (333 gp), *Cloak of Resistance* +2 (333 gp), +1 *Studded Leather Armor of Mobility* x4 (1392 gp), *Elixir of Hiding* x4 (83 gp) *Elixir of Sneaking* x4 (83 gp), +1 *Greataxe* x4 (773 gp), *Amulet of Health* +2 (333 gp), *Oil of Keen Edge* x4 (250 gp), *Gloves of Dexterity* +2 (333 gp), *Cure Moderate Wounds* Potion (25 gp), *Potion of*

*Haste* x 4 (250 gp), *Scroll of Restoration* x2 (133 gp)

**APL 12:** L: 19 gp, C: 0 gp, M: *Chain Shirt (Improved Agility)* +1 (479 gp), *Composite Hunting Longbow* +1 (+4) (767 gp), *Cloak of Resistance* +1 x4 (333 gp), *Cloak of Resistance* +2 (333 gp), +1 *Studded Leather Armor of Mobility* x4 (1392 gp), *Elixir of Hiding* x4 (83 gp) *Elixir of Sneaking* x4 (83 gp), +1 *Corrosive Greataxe* x4 (2773 gp), *Amulet of Health* +2 (333 gp), *Oil of Keen Edge* x4 (250 gp), *Gloves of Dexterity* +2 (333 gp), *Cure Moderate Wounds* Potion (25 gp), *Potion of Haste* x 4 (250 gp), *Scroll of Restoration* x2 (133 gp)

### Encounter 3

**APL 6:** L: 0 gp, C: 0 gp, M: 0 gp

**APL 8:** L: 0 gp, C: 0 gp, M: 0 gp

**APL 10:** L: 0 gp, C: 0 gp, M: 0 gp

**APL 12:** L: 0 gp, C: 0 gp, M: 0 gp

### Encounter 7

**APL 6:** L: 0 gp, C: 0 gp, M: *Chain Shirt* +1 x4 (417 gp), *Cloak of Resistance* +1 (83 gp), +1 *Glaive* x4 (769 gp)

**APL 8:** L: 0 gp, C: 0 gp, M: *Chain Shirt* +1 x4 (417 gp), *Cloak of Resistance* +1 (83 gp), +1 *Glaive* x4 (769 gp), *Brooch of Shielding* (125 gp), *Ring of Protection* +1 x3 (500 gp)

**APL 10:** L: 0 gp, C: 0 gp, M: *Chain Shirt* +1 x4 (417 gp), *Cloak of Resistance* +1 (83 gp), +1 *Glaive* x4 (769 gp), *Brooch of Shielding* (125 gp), *Ring of Protection* +1 x3 (500 gp), *Boots of Springing and Striding* (458 gp), *Brooch of Shielding* (125 gp), *Gauntlets of Ogre Power* x3 (1000 gp)

**APL 12:** L: 0 gp, C: 0 gp, M: *Chain Shirt* +1 x4 (417 gp), *Cloak of Resistance* +2 (333 gp), +1 *Berserker Glaive* (692 gp), +1 *Deadly Precision Glaive* x3 (2077 gp), *Brooch of Shielding* (125 gp), *Cloak of Resistance* +1 x3 (250 gp), *Ring of Protection* +1 x3 (500 gp), *Boots of Springing and Striding* (458 gp), *Brooch of Shielding* (125 gp), *Gauntlets of Ogre Power* x3 (1000 gp)

### Encounter 8

**APL 6:** L: 164 gp, C: 0 gp, M: *Cloak of Resistance* +2 (333 gp)

**APL 8:** L: 0 gp, C: 0 gp, M: Cloak of Resistance +2 (333 gp), Ring of Protection + 1 (167 gp), Cure Serious Wounds Potion (63 gp), Greatclub +1 x 4 (768 gp), Hide Armor + 1 (388 gp), Potion of Shield of Faith +4 x4 (200 gp)

**APL 10:** L: 0 gp, C: 0 gp, M: Cloak of Resistance +2 (333 gp), Ring of Protection + 1 (167 gp), Cure Serious Wounds Potion x6 (375 gp), Gloves of Dexterity +2 (333 gp), Amulet of Health +2 (333 gp), Greatclub +1 x 4 (768 gp), Hide Armor + 1 x4 (388 gp), Potion of Shield of Faith +4 x4 (200 gp)

**APL 12:** L: 0 gp, C: 0 gp, M: Cloak of Resistance +3 (750 gp), Ring of Protection + 1 (167 gp), Cure Serious Wounds Potion x10 (625 gp), Gloves of Dexterity +2 (333 gp), Amulet of Health +2 x5 (333 gp), +1 Frost Greatclub x 4 (2768 gp), Hide Armor + 1 x4 (388 gp), Potion of Shield of Faith +4 x4 (200 gp), Heward's Handy Haversack (167 gp)

### Total Possible Treasure (Maximum Reward Allowed)

**APL 6:** L: 267 gp, C: 0 gp, M: 3,194 gp – Total: 3,461 gp (1,800 gp).

**APL 8:** L: 61 gp, C: 0 gp, M: 7,857 gp – Total: 7,918 gp (2,600 gp).

**APL 10:** L: 249 gp, C: 0 gp, M: 15,315 gp – Total: 15,564 gp (4,600 gp).

**APL 12:** L: 433 gp, C: 0 gp, M: 2,149 gp – Total: 25,582 gp (6,600 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

**Notice of Gilráne:** You have acquitted yourself with great valor and wisdom, and have gained the notice of the enigmatic Gilráne, venerable high elf priest of Corellon Larethian. Because of your courage in the face of grave danger, Gilráne will provide you with ONE scroll of *greater plane shift* in return for a donation made to the Church of Corellon Larethian in the amount of the standard purchase price of the scroll. This favor may come into play down the line. Favor Level D. Mark this favor as USED when it is spent.

**Favor of Darlon Lea:** You have brought great honor to Darlon Lea and he is not one who easily forgets those who help him. Because of your support of him and your help in the Dim Forest, Darlon Lea will supply you with access to ONE of the following (Access: Adventure): *quiver of Ehlonna* (DMG), *bracers of accuracy* (MIC), or a *ring of adamantite touch* (MIC). Favor Level B. Mark this favor as USED when it is spent.

**Favor of Lachion Stonehouse:** Lachion Stonehouse has risen to the position of High Lord and he does not easily forget those who help him. In thanks for your support of him and your help in the Dim Forest, Lachion Stonehouse will supply you with access to ONE of the following (Access: Adventure): *gloves of flame* (MIC), *brooch of stability* (MIC), *elemental gem (fire)* (DMG). Favor Level A. Mark this favor as USED when it is spent.

### Item Access

#### APL 6 and 8:

*Planar Fork (Tuned to the Plane of Time)* (Adventure; Player's Handbook; 200 gp)

*Brooch of Shielding* (Adventure; DMG)

*Elixir of Hiding* (Adventure; DMG)

*Elixir of Sneaking* (Adventure; DMG)

*Oil of Keen Edges* (Adventure, MIC)

*Scroll of Restoration* (Adventure, DMG)

#### APL 10

*Mobility Armor Special Ability Upgrade* (Adventure, MIC)

*Boots of Striding and Springing* (Adventure, DMG)

*Pearl of Power, 3<sup>rd</sup> Level* (Adventure, DMG)

#### APL 12

*Salve of Spell Resistance* (Adventure, MIC)

*Hunting Weapon Special Ability Upgrade* (Adventure, MIC)

*Deadly Precision Weapon Special Ability Upgrade* (Adventure, MIC)

Order of Shining Beacons, Servants of the Sylvan Throne, Warband of the Seven Tribes, Church of Corellon Lariethian

(access to members of appropriate metaorganizations):

*Berserker Weapon Special Ability Upgrade*  
(Regional; MIC)

*Hunting Weapon Special Ability Upgrade*  
(Regional, MIC)

*Scroll of Restoration* (Regional, DMG)

*Pearl of Power, 3<sup>rd</sup> level* (Regional, DMG)

## APPENDIX 1 – APL 6

### ENCOUNTER 2A

#### WIL DEL'MADRAS

CR 8

Male Shadow Ex-Pal7

**Align** LE **Size** Medium Humanoid (Human)

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

**Languages** Common

**AC** 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)

**hp** 63 (7d10+14)

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

**Speed** 30 ft (6 squares)

**Melee** +1 Longsword +11 (1d8+3, 19-20/x2) or +1 Longsword +11/+6 (1d8+3, 19-20/x2) or +1 Spiked Large Steel Shield +10 (1d6+2, x2) or +1 Spiked Large Steel Shield +10/+5 (1d6+2, x2)

**Ranged** None

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

**Base Atk** +7/+2; **Grp** +9/+4

**Combat Gear** +1 Full Plate, +1 Heavy Steel Shield (Spiked), +1 Longsword

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

**SQ** Cold Resist 12, Darkvision 60', Low-Light Vision, Shadow Blend

**Feats** Improved Shield Bash, Improved Sunder, Power Attack, Weapon Focus (Longsword)

**Skills** Diplomacy +12, Move Silently +0, Ride +11, Sense Motive +11

**Possessions** Potion of Cure Serious Wounds

Special Attacks/Qualities

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Description** This man stands nearly seven feet tall heavily muscled beneath a suit of full plate armor. A large spiked shield is held in his left hand, an extremely well-made longsword is gripped in the other. All of his gear has been deliberately darkened. The spikes of the shield have been installed directly over an existing symbol of Pelor, in effect displacing that likeness.

**Sources** Lords of Madness

#### ELENA SHADOWSBANE

CR 6

Shadow Female Clr 5

**Align** CE **Size** Medium Humanoid (Human)

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

**Aura** Evil 5

**Languages** Common, Elven

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

**hp** 38 (5d8+10)

**Fort** +7, **Ref** +3, **Will** +8

**Speed** 30 ft (6 squares)

**Melee** Heavy Mace +3 (1d8/x2)

**Ranged** None

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

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

**Combat Gear** Heavy Mace, Full Plate

**Cleric Spells Prepared** (CL 5th):

**3rd**—Contagion<sup>(D)</sup>, Cure Serious Wounds, Searing Light

**2nd**—Death Knell<sup>(D)</sup>, Calm Emotions, Cure Moderate Wounds, Hold Person

**1st**—Cause Fear<sup>(D)</sup>, Cure Light Wounds (2), Divine Favor, Shield of Faith

**0**—Cure Minor Wounds (2), Detect Magic (1), Resistance (2)

**Deity** Falazure

**Domains** Death, Destruction

**Abilities** Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 10

**SQ** Cold Resist 10, 60' Darkvision, Low-Light Vision, Shadow Blend, Fast Healing 2, Rebuke Undead, Spells

**Feats** Augment Healing, Divine Ward, Extra Turning

**Skills** Concentration +8, Heal +8, Knowledge (Religion) +7, Knowledge (The Planes) +7, Spellcraft +7

**Possessions** Brooch of Shielding, Oil of Invisibility

Special Attacks/Qualities

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Description** This woman wears darkened full plate that shows the remnants of being issued by the Order of Shining Beacons at one point. She bears a holy symbol of Falazure at her neck.

**Sources** Complete Divine, Complete Warrior, Lords of Madness, Magic Item Compendium, Player's Handbook II

### ENCOUNTER 2B

#### GNOLL ALPHA

CR 5

Male Rgr4

**Align** CE **Size** Medium Humanoid (Gnoll)

**Init** +3; **Senses** +6 Listen, +6 Spot

**Languages** Gnoll

**AC** 20, touch 14, flat-footed 16 (+1 Natural, +4 Dex, +5 Armor)

**hp** 50 (6d8+18)

**Fort** +11, **Ref** +8, **Will** +2

**Speed** 30 ft (6 squares)

**Melee** Longsword +9 (1d8+4/19-20)

**Ranged**

Composite Longbow +1 +9 (1d8+4/x3), or  
Composite Longbow +1 +7/+7 (1d8+4/x3) [Rapid Shot]

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

**Base Atk** +5; **Grp** +9

**Combat Gear** Chain Shirt +1, Composite Longbow +1 (+4 Str), 100 arrows, Longsword

**Abilities** Str 18, Dex 17, Con 16, Int 10, Wis 10, Cha 6

**SQ** 60' Darkvision, Track, Wild Empathy, Combat Style, Animal Companion, Favored Enemy

**Feats** Endurance, Track, Rapid Shot, Point Blank Shot, Precise Shot

**Skills** Hide +11, Listen +6, Move Silently +11, Search +7, Spot +6, Survival +7

**Possessions** Cloak of Resistance +1

Special Attacks/Qualities

**Favored Enemy (Ex):** Due to his extensive study of certain foes, the Alpha gains bonuses to Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against the specific creatures. Also, he gains a bonus on weapon damage against such creatures. All bonuses from feats and equipment are included below for reference.

**1<sup>st</sup> Favored Enemy:** Humanoid (elf), +2 bonuses (+2 damage)

**Wild Empathy (Ex):** A ranger can use body language, vocalization and demeanor to improve the attitude of an animal.

**Combat Style (Ex):** A ranger may select one of two combat styles to pursue. The Alpha has chosen the archery style.

**Animal Companion (Ex):** Under normal circumstances, a ranger gains an animal companion. In this case, the prior companion of the Alpha was slain by a group of elves. The Alpha has determined that there will be no more such companions.

**Description** While this gnoll is the size of most, instead of the traditional reddish mane his is snow white, giving him an appearance very similar to a walking winter wolf. Adding to the effect is the whitewash given to his chain shirt, cloak, and other equipment.

**Sources** Complete Warrior, Races of the Wild

#### **GNOLL HUNTER**

**CR 3**

Male Rog2 (4)

**Align CE Size** Medium Humanoid (Gnoll)

**Init** +2; **Senses** Listen +10, Spot +10

**Languages** Gnoll, Common

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +1 Natural, +4 Armor)

**hp** 30 (2d8+2d6+12)

**Fort** +7, **Ref** +6, **Will** +1

**Speed** 30 ft (6 squares)

**Melee** Masterwork Greataxe +7 (1d12+6/x3)

**Ranged** Heavy Crossbow +3 (1d10/19-20 x2)

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

**Base Atk** +2; **Grp** +6

**Combat Gear** Masterwork Greataxe, Heavy Crossbow, 20 bolts, +1 Studded Leather

**Abilities** Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 8

**SQ** 60' Darkvision, Sneak Attack +1d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

**Feats** Stealthy, Power Attack, Hamstring, Prone Attack, Mobility

**Skills** Hide +17 (+7), Listen +10, Move Silently +17 (+7), Search +5, Spot +10, Survival +6

**Possessions** Cloak of Resistance +1, Potion of Haste, Elixir of Hiding, Elixir of Sneaking

Special Attacks/Qualities

**Evasion (Ex):** A rogue can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Description** This humanoid is slightly taller than most humans. It has gray skin, a furry body covered with black studded leather, and a head like a hyena's with a reddish-gray mane. Its hands hold an enormous greataxe. A crossbow and provision pack are strapped tightly on its back to allow for swift and silent movement.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium

## **ENCOUNTER 3**

### **HOUSE GUARD (STONEHOUSE)**

**CR 8**

Male Evolved Spectre

**Align** LE **Size** Medium Undead (Incorporeal)

**Init** +7; **Senses** Listen +14, Spot +14

**Languages** Common, Elven, Giant

**AC** 16, touch 16, flat-footed 14 (+3 Dex, +3 deflection) (+2 vs. Good)

**hp** 63 (7d12)

**Fort** +2, **Ref** +5, **Will** +7 (+1 vs. Fear) (+2 vs. Good)

**Speed** 40 ft (8 squares), fly 80 ft. (perfect)

**Melee** Incorporeal Touch +7 (1d8 plus energy drain)

**Ranged** -

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

**Base Atk** +3; **Grp** -

**Combat Gear** None

**Abilities** Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

**SQ** Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura, Spell-Like Ability: 1/day – Haste (Self Only) (CL 7), Fast Healing 3

**Feats** Alertness, Blind-Fight, Improved Initiative



**Skills** Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)

**Possessions** None

Special Attacks/Qualities

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attacks gain two negative levels. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Spell-Like Ability:** 1/day – Haste (Self Only) (CL 7)

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Description** This creature made of disembodied wrath wears the livery of Stonehouse even in death. No

other equipment is seen, although much of its form fades in and out of view.

**Sources** Libris Mortis

**STONEHOUSE CHAMBERMAIDS**

**CR 3**

Shadow (3)

**Align** CE **Size** Medium Undead (Incorporeal)

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

**Languages** Common

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection) (+2 vs. Good)

**hp** 27 (3d12)

**Fort** +1, **Ref** +3, **Will** +4 (+1 vs. Fear) (+2 vs. Good)

**Speed** 40ft. (8 squares), fly 80 ft. (perfect)

**Melee** Incorporeal Touch +4 (1d6 Str)

**Ranged** -

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

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

**Combat Gear** None

**Abilities** Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13

**SQ** Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, Create spawn, strength damage

**Feats** Alertness, Dodge

**Skills** Hide +8, Listen +7, Search +4, Spot +7

**Possessions** None

Special Attacks/Qualities

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

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**Description** This is a being of pure shadow. No features may be seen, although the shape appears to most readily match the size of a young elf.

## ENCOUNTER 7

### GIANT ARMY SERGEANT

CR 5

Male Bugbear Sct3

**Align** CE **Size** Medium Humanoid (Goblinoid)

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

**Languages** Goblin

---

**AC** 22, touch 17, flat-footed 18 (+4 Dex, +3 Nat, +5 Armor)

**hp** 54 (6d8+24)

**Fort** +7, **Ref** +11, **Will** +2

**Speed** 40 ft (8 squares)

---

**Melee** +1 Glaive +9 (1d10+7/x3)

**Ranged** None

**Space** 5 ft.; **Reach** 10 ft. (Glaive)

**Base Atk** +4; **Grp** +9

**Combat Gear** Chain Shirt +1, +1 Glaive

**Abilities** Str 19, Dex 18, Con 18, Int 10, Wis 8, Cha 8

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**SQ** 60' Darkvision, Fast Movement (Scout), Trapfinding, Battle Fortitude +1, Uncanny Dodge, Trackless Step,

**Feats** Dodge, Mobility, Power Attack

**Skills** Climb +7, Hide +9, Jump +7, Listen +7, Move Silently +9, Spot +7, Tumble +10

**Possessions** Cloak of Resistance +1

---

Special Attacks/Qualities

**Fast Movement (Ex):** Gained from both Scout and Barbarian levels, the Sergeant's land speed is faster than the normal for his race by +20 ft. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

**Uncanny Dodge (Ex):** The Sergeant can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Sergeant cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Sergeant relies of mobility to deal extra damage and improve his defense. He receives +1d6 damage and +1 AC in any round in which he moves at least 10 feet.

---

**Description** This muscular, savage humanoid stands 7 feet tall. Course hair covers most of his body. His mouth is full of long, sharp fangs and its nose is much like that of a bear.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

### GIANT ARMY SKIRMISHERS

CR 4

Male Hobgoblin Rog1/Sct3 (3)

**Align** CE **Size** Medium Humanoid (Goblin)

**Init** +4; **Senses**

**Languages** Goblin

---

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 armor)

**hp** 32 (1d6+3d8+12)

**Fort** +4, **Ref** +8, **Will** +1

**Speed** 40 ft (8 squares)

---

**Melee** +1 Glaive +6 (1d10+7/x3)

**Ranged** None

**Space** 5 ft.; **Reach** 10 ft. (Glaive)

**Base Atk** +2; **Grp** +5

**Combat Gear** +1 Glaive, Chain Shirt +1

**Abilities** Str 17, Dex 16, Con 16, Int 10, Wis 10, Cha 10

---

**SQ** 60' Darkvision, Sneak Attack +1d6, Trapfinding, Skirmish, Battle Fortitude +1, Uncanny Dodge, Fast Movement

**Feats** Dodge, Mobility

**Skills** Escape Artist +10, Hide +10, Jump +13, Listen +13, Move Silently +13, Search +10, Spot +13, Survival +2, Tumble +9

**Possessions** Ring of Protection +1

---

Special Attacks/Qualities

**Fast Movement (Ex):** The base speed of the Skirmishers is increased by 10'.

**Uncanny Dodge (Ex):** The Skirmishers can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Skirmishers cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Skirmishers rely of mobility to deal extra damage and improve their defense. They receive +1d6 damage and +1 AC in any round in which they moves at least 10 feet.

**Evasion (Ex):** The Skirmishers can avoid even magical and unusual attacks with great agility. If they make a successful saving throw against an attack that normally deals half damage on a save they instead takes no damage.

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**Description** These burly humanoids stand 6 ½ feet tall. They have hairy skin, feral eyes, and a flat nose and chin.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

## ENCOUNTER 7 - TRAP

### TRAP FALLING TREEBRANCHES CR 3

**Description** The giant forces have partially cut the trunks and branches of the trees. When weight is applied, the tree branches fall, making for precarious footing and treacherous traveling through the city.

**Search** DC 25 **Type** mechanical

**Trigger** location,

**Effect** Atk +10 melee (4d6, heavy wooden logs)

**Disarm** Disable Device DC 20

## ENCOUNTER 8

### STRIKE TEAM LEADER CR 9

Female Ogre Magi Wrm1

**Align** LE **Size** Large Giant

**Init** +4; **Senses** +10 Listen, +10 Spot

**Languages** Common, Giant, Orc

**AC** 18, touch 9, flat-footed 18 (-1 size, +5 natural, +4 chain shirt)

**hp** 48 (5d8+1d6+18)

**Fort** +9, **Ref** +3, **Will** +7

**Speed** 40 ft (8 squares), fly 40' (good)

**Melee** Greatsword +7 (3d6+7/19-20)

**Ranged** Longbow +2 (2d6/x3)

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

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

**Combat Gear** Greatsword, Longbow, 40 arrows, Chain Shirt

**Class Spells Known** (CL 5th):

**1st (4/day)**—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid (Lesser), Orb of Cold (Lesser), Orb of Electricity (Lesser), Orb of Fire (Lesser), Orb of Sound (Lesser), Shocking Grasp, True Strike

**0 (5/day)**—Acid Splash, Disrupt Undead, Light, Ray of Frost

**Abilities** Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17

**SQ** Darkvision 90', Low-Light Vision, Regeneration 5, Spell Resistance 19, Flight, Armored Mage (Light), Warmage Edge, Spells

**Feats** Combat Expertise, Improved Initiative, Practiced Spellcaster

**Skills** Concentration +12, Intimidate +5, Listen +10, Spellcraft +11, Spot +10

**Possessions** Cloak of Resistance +2

**Special Attacks/Qualities**

**Spell-Like Abilities:** At will—Darkness; 1/day -- charm person (DC 14), cone of cold (DC 18), gaseous form, sleep (DC 14). Caster level 9th. The save DCs are Charisma-based.

**Flight (Su):** An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

**Regeneration (Ex):** Fire and acid deal normal damage to an ogre mage.

**Armored Mage (Light) (Ex):** A warmage avoids arcane spell failure when using light armor and light shields.

**Warmage Edge (Ex):** A warmage adds his Intelligence bonus to the amount of damage dealt, if positive. The Strike Team Leader adds +2.

**Description** This creature looks like a big demonic human. It has green skin, dark hair, and a pair of short ivory horns protruding from its forehead. The eyes are dark with strikingly white pupils and its teeth and claws are jet black.

**Sources** Complete Arcane

### OGRE BRUISER (4) CR 3

Male Ogre

**Align** CE **Size** Large Giant

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

**Languages** Giant

**AC** 16, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +3 hide armor)

**hp** 29 (4d8+11)

**Fort** +6, **Ref** +0, **Will** +1

**Speed** 30 ft (6 squares)

**Melee** Greatclub +8 (2d8+7/x2)

**Ranged** Javelin +1 ranged (1d8+5/x2)

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

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

**Combat Gear** Greatclub, Javelin (x5), Hide Armor

**Abilities** Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

**SQ** Darkvision 60', Low-Light Vision

**Feats** Toughness, Weapon Focus (Greatclub)

**Skills** Climb +5, Listen +2, Spot +2

**Possessions** None

**Special Attacks/Qualities** None

**Description** These hulking brutes appear to be at least 9 feet tall. They have thick hides covered in warty bumps. They are wearing armor made of smelly skins of vanquished foes and their hair is long, unkempt and greasy. A greatclub is held menacingly in one fist and a bunch of javelins are clasped in the other.



## APPENDIX 2 - APL 8

### ENCOUNTER 2A

#### WIL DEL'MADRAS

CR 10

Male Shadow Ex-Pal9

**Align** LE **Size** Medium Humanoid (Human, Extraplanar)

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

**Languages** Common

**AC** 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)

**hp** 88 (9d10+27)

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

**Speed** 30 ft (6 squares)

**Melee** +1 Longsword +14 (1d8+4, 19-20/x2) or +1 Longsword +14/+9 (1d8+4, 19-20/x2) or +1 Spiked Large Steel Shield +12 (1d6+3, x2) or +1 Spiked Large Steel Shield +12/+7 (1d6+3, x2)

**Ranged** None

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

**Base Atk** +9/+4; **Grp** +12/+7

**Combat Gear** +1 Full Plate, +1 Heavy Steel Shield (Spiked), +1 Longsword

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

**SQ** Cold Resist 14, Darkvision 60', Low-Light Vision, Shadow Blend, Fast Healing 2

**Feats** Improved Shield Bash, Improved Sunder, Power Attack, Weapon Focus (Longsword), Cleave

**Skills** Diplomacy +12, Hide -3, Knowledge (religion) +2, Move Silently +0, Ride +11, Sense Motive +11

**Possessions** Gauntlets of Ogre Power, Cloak of Resistance +1, Potion of Cure Serious Wounds

Special Attacks/Qualities

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a

*light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Description** This man stands nearly seven feet tall heavily muscled beneath a suit of full plate armor. A large spiked shield is held in his left hand, an extremely well-made longsword is gripped in the other. All of his gear has been deliberately darkened. The spikes of the shield have been installed directly over an existing symbol of Pelor, in effect displacing that likeness.

**Sources** Lords of Madness

#### ELENA SHADOWSBANE

CR 8

Shadow Female Clr 7

**Align** CE **Size** Medium Humanoid (Human, Extraplanar)

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

**Aura** Evil 7

**Languages** Common, Elven

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

**hp** 53 (7d8+14)

**Fort** +7, **Ref** +3, **Will** +9

**Speed** 30 ft (6 squares)

**Melee** Heavy Mace +5 (1d8/x2)

**Ranged** None

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

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

**Combat Gear** Heavy Mace, Full Plate

**Cleric Spells Prepared** (CL 9th):

**4th**—Inflict Critical Wounds<sup>(D)</sup>, Cure Critical Wounds, Freedom of Movement

**3rd**—Contagion<sup>(D)</sup>, Cure Serious Wounds, Dispel Magic, Searing Light

**2nd**—Death Knell<sup>(D)</sup>, Bull's Strength, Calm Emotions, Cure Moderate Wounds (2), Hold Person

**1st**—Cause Fear<sup>(D)</sup>, Cure Light Wounds (2), Divine Favor, Shield of Faith (2)

**0**—Cure Minor Wounds (2), Detect Magic (2), Resistance (2)

**Deity** Falazure

**Domains** Death, Destruction

**Abilities** Str 10, Dex 12, Con 14, Int 12, Wis 19, Cha 10

**SQ** Cold Resist 12, 60' Darkvision, Low-Light Vision, Shadow Blend, Fast Healing 2, Rebuke Undead, Spells

**Feats** Augment Healing, Divine Ward, Extra Turning, Divine Armor

**Skills** Concentration +10, Heal +10, Knowledge (Religion) +8, Knowledge (The Planes) +8, Spellcraft +9

**Possessions** Brooch of Shielding, Periapt of Wisdom +2, Oil of Invisibility

Special Attacks/Qualities

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Description** This woman wears darkened full plate that shows the remnants of being issued by the Order of Shining Beacons at one point. She bears a holy symbol of Falazure at her neck.

**Sources** Complete Divine, Complete Warrior, Lords of Madness, Magic Item Compendium, Player's Handbook II

## ENCOUNTER 2B

### GNOLL ALPHA

CR 7

Male Rgr6

**Align** CE **Size** Medium Humanoid (Gnoll)

**Init** +3; **Senses** +6 Listen, +6 Spot

**Languages** Gnoll

**AC** 20, touch 14, flat-footed 16 (+1 Natural, +4 Dex, +5 Armor)

**hp** 72 (8d8+32)

**Fort** +13, **Ref** +10, **Will** +3

**Speed** 30 ft (6 squares)

**Melee** Longsword +11 (1d8+4/19-20) or Longsword +11/+6 (1d8+4/19-20)

**Ranged**

Composite Longbow +1 +11 (1d8+4/x3), or  
Composite Longbow +1 +11/+6 (1d8+4/x3) or  
Composite Longbow +1 +9/+9/+4 (1d8+4/x3) [Rapid Shot]

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

**Base Atk** +7/+2; **Grp** +11/+6

**Combat Gear** Chain Shirt +1, Composite Longbow +1 (+4 Str), 100 arrows, Longsword

**Abilities** Str 18, Dex 18, Con 18, Int 10, Wis 10, Cha 6

**SQ** 60' Darkvision, Track, Wild Empathy, Combat Style, Animal Companion, Favored Enemy

**Feats** Endurance, Track, Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Improved Favored Enemy

**Skills** Hide +11, Listen +6, Move Silently +11, Search +7, Spot +6, Survival +7

**Possessions** Amulet of Health +2, Cloak of Resistance +1

Special Attacks/Qualities

**Favored Enemy (Ex):** Due to his extensive study of certain foes, the Alpha gains bonuses to Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against the specific creatures. Also, he gains a bonus on weapon damage against such creatures. All bonuses from feats and equipment are included below for reference.

**1<sup>st</sup> Favored Enemy:** Humanoid (elf), +4 bonuses (+7 damage)

**2<sup>nd</sup> Favored Enemy:** Humanoid (human), +2 bonuses (+5 damage)

**Wild Empathy (Ex):** A ranger can use body language, vocalization and demeanor to improve the attitude of an animal.

**Combat Style (Ex):** A ranger may select one of two combat styles to pursue. The Alpha has chosen the archery style.

**Animal Companion (Ex):** Under normal circumstances, a ranger gains an animal companion. In this case, the prior companion of the Alpha was slain by a group of elves. The Alpha has determined that there will be no more such companions.

**Description** While this gnoll is the size of most, instead of the traditional reddish mane his is snow white, giving him an appearance very similar to a walking winter wolf. Adding to the effect is the whitewash given to his chain shirt, cloak, and other equipment.

**Sources** Complete Warrior, Races of the Wild

### GNOLL HUNTER

CR 5

Male Rog4 (4)

**Align** CE **Size** Medium Humanoid (Gnoll)

**Init** +2; **Senses** Listen +12, Spot +12

**Languages** Gnoll, Common

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +1 Natural, +4 Armor)

**hp** 44 (2d8+4d6+18)

**Fort** +8, **Ref** +7, **Will** +2

**Speed** 30 ft (6 squares)

**Melee** +1 Greataxe +9 (1d12+7/19-20x3)

**Ranged** Heavy Crossbow +5 (1d10/19-20 x2)

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

**Base Atk** +4; **Grp** +8

**Combat Gear** +1 Greataxe, Heavy Crossbow, 20 bolts, +1 Studded Leather

**Abilities** Str 19, Dex 14, Con 16, Int 12, Wis 10, Cha 8

**SQ** 60' Darkvision, Sneak Attack +2d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

**Feats** Stealthy, Power Attack, Hamstring, Prone Attack

**Skills** Hide +23 (+13), Listen +12, Move Silently +23 (+13), Search +7, Spot +12, Survival +6

**Possessions** Cloak of Resistance +1, Potion of Haste, Oil of Keen Edge, Elixir of Hiding, Elixir of Sneaking, Scroll of Restoration x2

Special Attacks/Qualities

**Evasion (Ex):** A rogue can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Trap Sense +1 (Ex):** A rogue gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** A rogue can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Description** This humanoid is slightly taller than most humans. It has gray skin, a furry body covered with black studded leather, and a head like a hyena's with a reddish-gray mane. Its hands hold an enormous greataxe. A crossbow and provision pack are strapped tightly on its back to allow for swift and silent movement.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium

### ENCOUNTER 3

**HOUSE GUARD (STONEHOUSE)** CR 10  
Male Evolved Spectre Exm2  
**Align** LE **Size** Medium Undead (Incorporeal)  
**Init** +7; **Senses** Listen +16, Spot +16  
**Languages** Common, Elven, Giant  
**AC** 18, touch 18, flat-footed 15 (+3 Dex, +5 deflection) (+2 vs. Good)  
**hp** 81 (9d12)  
**Fort** +2, **Ref** +5, **Will** +10 (+1 vs. Fear) (+2 vs. Good)  
**Speed** 40 ft (8 squares), fly 80 ft. (perfect)  
**Melee** Incorporeal Touch +8 (1d8 plus energy drain)  
**Ranged** -  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** -  
**Combat Gear** None  
**Abilities** Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17  
**SQ** Darkvision 60 ft., incorporeal traits, +4 turn resistance, sunlight powerlessness, undead traits, unnatural aura, Spell-Like Ability: 1/day – Haste (Self Only) (CL 7), Fast Healing 3  
**Feats** Alertness, Blind-Fight, Improved Initiative  
**Skills** Hide +15, Intimidate +12, Knowledge (religion) +14, Listen +16, Search +16, Spot +16, Survival +2 (+4 following tracks)  
**Possessions** None  
Special Attacks/Qualities

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attacks gain two negative levels. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Spell-Like Ability:** 1/day – Haste (Self Only) (CL 7)

**Improved Deflection (Su):** An ephemeral exemplar adds its class level to its deflection bonus to AC.

**Turn Resistance (Ex):** An ephemeral exemplar adds its class level to its turn resistance.

**Enhanced Spawn (Su):** Any spawn created by an ephemeral exemplar of 2<sup>nd</sup> level or higher gains a +4 bonus to its Dexterity score. If the exemplar is destroyed, the spawn loses this bonus.

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Description** This creature made of disembodied wrath wears the livery of Stonehouse even in death. No other equipment is seen, although much of its form fades in and out of view.

**Sources** Libris Mortis

**STONEHOUSE CHAMBERMAIDS** CR 4  
Evolved Shadow (3)

**Align** CE **Size** Medium Undead (Incorporeal)  
**Init** +2; **Senses** Listen +7, Spot +7  
**Languages** Common  
**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection) (+2 vs. Good)  
**hp** 27 (3d12)  
**Fort** +1, **Ref** +3, **Will** +4 (+1 vs. Fear) (+2 vs. Good)  
**Speed** fly 40ft. (8 squares) (perfect)  
**Melee** Incorporeal Touch +4 (1d6 Str)  
**Ranged** -  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** -

**Combat Gear** None

**Abilities** Str -, Dex 14, Con -, Int 6, Wis 12, Cha 15

**SQ** Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, Create spawn, strength damage, Fast Healing 3

**Feats** Alertness, Dodge

**Skills** Hide +8, Listen +7, Search +4, Spot +7

**Possessions** None

Special Attacks/Qualities

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Description** This is a being of pure shadow. No features may be seen, although the shape appears to most readily match the size of a young elf.

Sources Libris Mortis

#### FALLEN GYRI EMISSARY

**CR 5**

Evolved Wight Lkt 1

**Align** Lawful **Size** Medium Undead

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

**Languages** Common

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) (+2 vs. Good)

**hp** 54 (5d12)

**Fort** +1, **Ref** +2, **Will** +7 (+1 vs. Fear) (+2 vs. Good)

**Speed** 30 ft. (6 squares)

**Melee** +5 Slam (1d4+2 plus energy drain)

**Ranged** -

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

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

**Combat Gear** None

**Abilities** Str 14, Dex 12, Con -, Int 11, Wis 13, Cha 17

**SQ** Darkvision 60', undead traits, create spawn, energy drain, deathly power, Spell-Like Ability: 1/day – Haste (Self Only) (CL 5), Fast Healing 3

**Feats** Alertness, Blind-Fight

**Skills** Hide +9, Listen +8, Move Silently +17, Spot +8

**Possessions** None

Special Attacks/Qualities

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created him and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

**Deathly Power (Ex):** A lurking terror adds its class level to any save DCs for the extraordinary and supernatural special attacks possessed by an undead creature of its kind.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Spell-Like Ability:** 1/day – Haste (Self Only) (CL 5)

**Description** This creature made of disembodied wrath wears the livery of Stonehouse even in death. No other equipment is seen, although much of its form fades in and out of view.

Sources Libris Mortis

## ENCOUNTER 7

**GIANT ARMY SERGEANT**

**CR 7**

Male Bugbear Sct5

**Align** CE **Size** Medium Humanoid (Goblinoid)

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

**Languages** Goblin

**AC** 22, touch 17, flat-footed 18 (+4 Dex, +3 Nat, +5 Armor)



**hp** 72 (8d8+32)  
**Fort** +7, **Ref** +12, **Will** +2  
**Speed** 40 ft (8 squares)  


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**Melee** +1 Glaive +11 (1d10+9/x3)  
**Ranged** None  
**Space** 5 ft.; **Reach** 10 ft. (Glaive)  
**Base Atk** +5; **Grp** +10  
**Combat Gear** Chain Shirt +1, +1 Glaive  
**Abilities** Str 20, Dex 18, Con 18, Int 10, Wis 8, Cha 8  


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**SQ** 60' Darkvision, Fast Movement (Scout), Trapfinding, Battle Fortitude +1, Uncanny Dodge, Trackless Step, Skirmish, Evasion  
**Feats** Dodge, Mobility, Spring Attack, Power Attack  
**Skills** Climb +10, Hide +10, Jump +8, Listen +7, Move Silently +10, Spot +7, Tumble +10  
**Possessions** Brooch of Shielding, Cloak of Resistance +1  


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Special Attacks/Qualities

**Fast Movement (Ex):** Gained from both Scout and Barbarian levels, the Sergeant's land speed is faster than the normal for his race by +20 ft. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

**Uncanny Dodge (Ex):** The Sergeant can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Sergeant cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Sergeant relies of mobility to deal extra damage and improve his defense. He receives +2d6 damage and +1 AC in any round in which he moves at least 10 feet.

**Evasion (Ex):** The Sergeant can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Description** This muscular, savage humanoid stands 7 feet tall. Course hair covers most of his body. His mouth is full of long, sharp fangs and its nose is much like that of a bear.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

**GIANT ARMY SKIRMISHERS** **CR 6**  
Male Hobgoblin Rog1/Sct5 (3)  
**Align** CE **Size** Medium Humanoid (Goblin)  
**Init** +4; **Senses** Listen +13, Spot +13

**Languages** Goblin  


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**AC** 19, touch 14, flat-footed 16 (+3 Dex, +5 armor, +1 Def)  
**hp** 48 (1d6+5d8+18)  
**Fort** +4, **Ref** +9, **Will** +1  
**Speed** 40 ft (8 squares)  


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**Melee** +1 Glaive +7 (1d10+7/x3)  
**Ranged** None  
**Space** 5 ft.; **Reach** 10 ft. (Glaive)  
**Base Atk** +3; **Grp** +6  
**Combat Gear** +1 Glaive, Chain Shirt +1  
**Abilities** Str 17, Dex 16, Con 16, Int 10, Wis 10, Cha 10  


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**SQ** 60' Darkvision, Sneak Attack +1d6, Trapfinding, Skirmish, Battle Fortitude +1, Evasion, Uncanny Dodge, Fast Movement  
**Feats** Dodge, Mobility, Spring Attack, Short Haft  
**Skills** Escape Artist +13, Hide +13, Jump +16, Listen +13, Move Silently +17, Search +11, Spot +13, Survival +4, Tumble +9  
**Possessions** Ring of Protection +1  


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Special Attacks/Qualities

**Fast Movement (Ex):** The base speed of the Skirmishers is increased by 10'.

**Uncanny Dodge (Ex):** The Skirmishers can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Skirmishers cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Skirmishers rely of mobility to deal extra damage and improve their defense. They receive +2d6 damage and +1 AC in any round in which they moves at least 10 feet.

**Evasion (Ex):** The Skirmishers can avoid even magical and unusual attacks with great agility. If they make a successful saving throw against an attack that normally deals half damage on a save they instead takes no damage.

**Description** These burly humanoids stand 6 ½ feet tall. They have hairy skin, feral eyes, and a flat nose and chin.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

## ENCOUNTER 7 - TRAP

**TRAP FALLING TREEBRANCHES** **CR 5**

**Description** The giant forces have partially cut the trunks and branches of the trees. When weight is applied, the tree branches fall, making for precarious footing and treacherous traveling through the city.

**Search** DC 20 **Type** mechanical

**Trigger** location,

**Effect** Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares)

**Disarm** Disable Device DC 25

## ENCOUNTER 8

### STRIKE TEAM LEADER

CR 11

Female Ogre Magi Wrm3

**Align** LE **Size** Large Giant

**Init** +4; **Senses** +10 Listen, +10 Spot

**Languages** Common, Giant, Orc

**AC** 19, touch 10, flat-footed 19 (-1 size, +5 natural, +4 chain shirt, +1 deflection)

**hp** 62 (5d8+3d6+24)

**Fort** +10, **Ref** +4, **Will** +8

**Speed** 40 ft (8 squares), fly 40' (good)

**Melee** Greatsword +8 (3d6+7/19-20)

**Ranged** Longbow +3 (2d6/x3)

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

**Base Atk** +4; **Grp** +13

**Combat Gear** Greatsword, Longbow, 40 arrows, Chain Shirt

**Class Spells Known** (CL 7th):

**1st (6/day)**—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid (Lesser), Orb of Cold (Lesser), Orb of Electricity (Lesser), Orb of Fire (Lesser), Orb of Sound (Lesser), Shocking Grasp, Tenser's Floating Disc, True Strike  
**0 (6/day)**—Acid Splash, Disrupt Undead, Light, Ray of Frost

**Abilities** Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 18

**SQ** Darkvision 90', Low-Light Vision, Regeneration 5, Spell Resistance 19, Flight, Armored Mage (Light), Warmage Edge, Advanced Learning, Spells

**Feats** Combat Expertise, Improved Initiative, Practiced Spellcaster

**Skills** Concentration +13, Intimidate +7, Listen +10, Spellcraft +12, Spot +10

**Possessions** Cloak of Resistance +2, Ring of Protection +1, Potion (Cure Serious Wounds)

Special Attacks/Qualities

**Spell-Like Abilities:** At will--Darkness; 1/day -- charm person (DC 15), cone of cold (DC 19), gaseous form, sleep (DC 15). Caster level 9th. The save DCs are Charisma-based.

**Flight (Su):** An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

**Regeneration (Ex):** Fire and acid deal normal damage to an ogre mage.

**Armored Mage (Light) (Ex):** A warmage avoids arcane spell failure when using light armor and light shields.

**Warmage Edge (Ex):** A warmage adds his Intelligence bonus to the amount of damage dealt, if positive. The Strike Team Leader adds +2.

**Advanced Learning (Ex):** A warmage can add a new spell to his list. The spell must be of the Evocation school and of a level no higher than that of the highest-level spell the warmage can cast. The Strike Team Leader added Tenser's Floating Disc.

**Description** This creature looks like a big demonic human. It has green skin, dark hair, and a pair of short ivory horns protruding from its forehead. The eyes are dark with strikingly white pupils and its teeth and claws are jet black.

**Sources** Complete Arcane

### OGRE BRUISER (4)

CR 5

Male Ogre Bar1/Ftr1

**Align** CE **Size** Large Giant

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

**Languages** Giant

**AC** 17, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +4 hide armor)

**hp** 56 (4d8+1d10+1d12+21)

**Fort** +10, **Ref** +0, **Will** +1

**Speed** 40 ft (8 squares)

**Melee** +1 Greatclub +11 (2d8+8/x2)

**Ranged** Javelin +3 ranged (1d8+5/x2)

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

**Base Atk** +5; **Grp** +14

**Combat Gear** +1 Greatclub, Javelin +5, +1 Hide Armor

**Abilities** Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

**SQ** Darkvision 60', Low-Light Vision, Fast Movement, Rage

**Feats** Toughness, Weapon Focus (Greatclub), Power Attack, Improved Toughness

**Skills** Climb +7, Listen +2, Spot +2

**Possessions** Potion (Shield of Faith +4)

Special Attacks/Qualities

**Rage (Ex):** 1/day (5 rnds) - The Bruiser's statistics increase (+4 Str, +4 Con, (+12 hp), +2 Will, -2 AC) for the duration of the rage. Afterward the Bruiser loses those benefits and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter.

**Sources** Complete Warrior

**Description** These hulking brutes appear to be at least 9 feet tall. They have thick hides covered in warty bumps. They are wearing armor made of smelly skins of vanquished foes and their hair is long, unkempt and greasy. A greatclub is held menacingly

in one fist and a bunch of javelins are clasped in the other.

## APPENDIX 3 – APL 10

### ENCOUNTER 2A

#### WIL DEL'MADRAS

CR 12

Male Shadow Blk10/Ex-Pal1

**Align** LE **Size** Medium Humanoid (Human)

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

**Aura** Evil 11

**Languages** Common

**AC** 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)

**hp** 107 (11d10+33)

**Fort** +18, **Ref** +10, **Will** +11

**Speed** 30 ft (6 squares)

**Melee** +1 Longsword +16 (1d8+4, 19-20/x2) or +1 Longsword +16/+11/+6 (1d8+4, 19-20/x2) or +1 Spiked Large Steel Shield +14 (1d6+3, x2) or +1 Spiked Large Steel Shield +14/+9/+4 (1d6+3, x2)

**Ranged** None

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

**Base Atk** +11/+6/+1; **Grp** +14/+9/+4

**Combat Gear** +1 Full Plate, +1 Heavy Steel Shield (Spiked), +1 Longsword

**Class Spells Prepared** (CL 10th):

**4th**—Freedom of Movement

**3rd**—Inflict Serious Wounds (x2), Protection from Elements (x2)

**2nd**—Bull's Strength, Death Knell, Inflict Moderate Wounds (x2)

**1st**—Corrupt Weapon, Inflict Light Wounds (x3)

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

**SQ** Cold Resist 15, Darkvision 60', Low-Light Vision, Shadow Blend, Fast Healing 2, Aura of Evil, Detect Good, Poison Use, Dark Blessing, Smite Good, Command Undead, Aura of Despair, Sneak Attack +3d6, Fiendish Servant, Spells

**Feats** Improved Shield Bash, Improved Sunder, Power Attack, Weapon Focus (Longsword), Cleave

**Skills** Diplomacy +12, Hide +0, Knowledge (religion) +2, Move Silently +0, Ride +11, Sense Motive +12

**Possessions** Gauntlets of Ogre Power, Cloak of Resistance +1, Potion of Cure Serious Wounds (x2)

**Special Attacks/Qualities**

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Aura of Evil (Ex):** The power of a Will's aura of evil is equal to his class level.

**Detect Good (Sp):** Wil can use detect good as a spell-like ability at will, duplicating the effect of the detect evil spell.

**Poison Use:** Wil is skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Dark Blessing (Su):** Wil applies his Charisma modifier as a bonus on all saving throws.

**Smite Good (Su):** 4/day - Wil's Smite Good modifiers are +2 Attack, +10 Damage.

**Command Undead (Su):** Wil has the ability to command and rebuke undead. He commands undead as an 8th level cleric.

**Aura of Despair (Su):** Wil radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

**Sneak Attack:** +3d6, duplicating the ability of the rogue.

**Description** This man stands nearly seven feet tall heavily muscled beneath a suit of full plate armor. A large spiked shield is held in his left hand, an extremely well-made longsword is gripped in the other. All of his gear has been deliberately darkened. The spikes of the shield have been installed directly over an existing symbol of Pelor, in effect displacing that likeness.

**Sources** Lords of Madness

#### FIENDISH SERVANT HEAVY WARHORSE

**Align** NE **Size** Large Animal

**Init** +1; **Senses** Listen +5, Spot +4

**Languages** None

**AC** 21, touch 10, flat-footed 20 (-1 size, +1 Dex, +5 natural, +6 armor)

**hp** 66 (6d8+24)

**Fort** +10, **Ref** +5, **Will** +4

**Speed** 30 ft (6 squares)

**Melee** Hoof +7 (1d6+4) or 2 Hooves +7/+7 (1d6+4) and bite +2 (1d4+2)

**Ranged** None

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

**Base Atk** +4; **Grp** +12

**Combat Gear** Banded Mail Barding

**Abilities** Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6  
**SQ** Empathic Link, Improved Evasion, Share Saving Throws  
**Feats** Endurance, Run, Improved Toughness  
**Skills** Listen +5, Spot +4  
**Possessions** None  
Special Attacks/Qualities

**Empathic Link (Su):** The blackguard has an empathic link with his servant out to a distance of up to 1 mile.

**Improved Evasion (Ex):** If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

**Description** This animal is not of this realm. It glares malevolently around itself with eyes that glow a faint red.

**Sources** Complete Warrior

**ELENA SHADOWSBANE** **CR 10**  
Shadow Female Clr 9  
**Align** CE **Size** Medium Humanoid (Human)  
**Init** +1; **Senses** Listen +5, Spot +5  
**Aura** Evil 9  
**Languages** Common, Elven  
**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 Armor)  
**hp** 68 (9d8+18)  
**Fort** +11, **Ref** +7, **Will** +14  
**Speed** 45 ft (9 squares), 30 ft (6 squares in armor)  
**Melee** Heavy Mace +6 (1d8/x2) or Heavy Mace +6/+1 (1d8/x2)  
**Ranged** None  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6/+1; **Grp** +6/+1  
**Combat Gear** Full Plate, Heavy Mace  
**Cleric Spells Prepared** (CL 9th):  
    **5th**—Slay Living<sup>(D)</sup>, Flame Strike, Spell Resistance  
    **4th**—Inflict Critical Wounds<sup>(D)</sup>, Cure Critical Wounds, Dismissal, Freedom of Movement  
    **3rd**—Contagion<sup>(D)</sup>, Cure Serious Wounds (2), Dispel Magic, Searing Light  
    **2nd**—Death Knell<sup>(D)</sup>, Bull's Strength, Calm Emotions, Cure Moderate Wounds (2), Hold Person  
    **1st**—Cause Fear<sup>(D)</sup>, Bane, Cure Light Wounds (2), Divine Favor, Shield of Faith (2)  
    **0**—Cure Minor Wounds (2), Detect Magic (2), Resistance (2)  
**Deity** Falazure  
**Domains** Death, Destruction  
**Abilities** Str 10, Dex 12, Con 14, Int 12, Wis 20, Cha 12  
**SQ** Cold Resist 14, 60' Darkvision, Low-Light Vision, Shadow Blend, Fast Healing 2, Rebuke Undead, Spells

**Feats** Augment Healing, Divine Ward, Extra Turning, Divine Armor, Sacred Healing  
**Skills** Concentration +12, Heal +12, Knowledge (Religion) +10, Knowledge (The Planes) +10, Spellcraft +9  
**Possessions** Brooch of Shielding, Cloak of Charisma +2, Cloak of Resistance +1, Periapt of Wisdom +2, Oil of Invisibility, Pearl of Power 3<sup>rd</sup> level  
Special Attacks/Qualities

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Description** This woman wears darkened full plate that shows the remnants of being issued by the Order of Shining Beacons at one point. She bears a holy symbol of Falazure at her neck.

**Sources** Complete Divine, Complete Warrior, Magic Item Compendium, Player's Handbook II

## ENCOUNTER 2B

**GNOLL ALPHA** **CR 9**  
Male Rgr6/Ftr2  
**Align** CE **Size** Medium Humanoid (Gnoll)  
**Init** +3; **Senses** +6 Listen, +6 Spot  
**Languages** Gnoll  
**AC** 20, touch 14, flat-footed 16 (+1 Natural, +4 Dex, +5 Armor)  
**hp** 101 (8d8+2d10+50)  
**Fort** +17, **Ref** +12, **Will** +4  
**Speed** 30 ft (6 squares)  
**Melee** Longsword +13 (1d8+4/19-20) or Longsword +13/+8 (1d8+4/19-20)  
**Ranged**  
    Composite Longbow +1 +15 (1d8+4/x3), or  
    Composite Longbow +1 +15/+10 (1d8+4/x3) or  
    Composite Longbow +1 +15/+15/+10 (1d8+4/x3) [Rapid Shot]  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +9/+4; **Grp** +13/+8  
**Combat Gear** Chain Shirt +1, Composite Longbow +1 (+4 Str), 100 arrows, Longsword  
**Abilities** Str 18, Dex 20, Con 18, Int 10, Wis 10, Cha 6  
**SQ** 60' Darkvision, Track, Wild Empathy, Combat Style, Animal Companion, Favored Enemy  
**Feats** Endurance, Track, Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Improved Toughness, Improved Rapid Shot, Weapon Focus: Longbow, Improved Favored Enemy  
**Skills** Hide +13, Listen +6, Move Silently +12, Search +7, Spot +6, Survival +7  
**Possessions** Amulet of Health +2, Cloak of Resistance +2, Gloves of Dexterity +2, Potion of Cure Moderate Wounds

---

#### Special Attacks/Qualities

**Favored Enemy (Ex):** Due to his extensive study of certain foes, the Alpha gains bonuses to Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against the specific creatures. Also, he gains a bonus on weapon damage against such creatures. All bonuses from feats and equipment are included below for reference.

**1<sup>st</sup> Favored Enemy:** Humanoid (elf), +4 bonuses (+7 damage)

**2<sup>nd</sup> Favored Enemy:** Humanoid (human), +2 bonuses (+5 damage)

**Wild Empathy (Ex):** A ranger can use body language, vocalization and demeanor to improve the attitude of an animal.

**Combat Style (Ex):** A ranger may select one of two combat styles to pursue. The Alpha has chosen the archery style.

**Animal Companion (Ex):** Under normal circumstances, a ranger gains an animal companion. In this case, the prior companion of the Alpha was slain by a group of elves. The Alpha has determined that there will be no more such companions.

---

**Description** While this gnoll is the size of most, instead of the traditional reddish mane his is snow white, giving him an appearance very similar to a walking winter wolf. Adding to the effect is the whitewash given to his chain shirt, cloak, and other equipment.

**Sources** Complete Warrior, Races of the Wild

#### GNOLL HUNTER CR 7

Male Ftr2/Rog4 (4)

**Align** CE **Size** Medium Humanoid (Gnoll)

**Init** +2; **Senses** Listen +12, Spot +12

**Languages** Gnoll, Common

---

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +1 Natural, +4 Armor)

**hp** 63 (2d8+2d10+4d6+24)

**Fort** +11, **Ref** +7, **Will** +2

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**Speed** 30 ft (6 squares)

**Melee** +1 Greataxe +12 (1d12+7/19-20x3), or Greataxe +12/+7 (1d12+7/19-20x3)

**Ranged** Heavy Crossbow +8 (1d10/19-20 x2)

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

**Base Atk** +6/+1; **Grp** +10/+5

**Combat Gear** +1 Greataxe, Heavy Crossbow, 20 bolts, +1 Studded Leather of Mobility

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**Abilities** Str 19, Dex 14, Con 16, Int 12, Wis 10, Cha 8

**SQ** 60' Darkvision, Sneak Attack +2d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

**Feats** Weapon Focus: Greataxe, Stealthy, Endurance, Power Attack, Hamstring, Prone Attack, Mobility

**Skills** Hide +25 (+15), Listen +12, Move Silently +24 (+14), Search +7, Spot +12, Survival +6

**Possessions** Cloak of Resistance +1, Potion of Haste, Oil of Keen Edge, Elixir of Hiding, Elixir of Sneaking, Scroll of Restoration x2

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#### Special Attacks/Qualities

**Evasion (Ex):** A rogue can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Trap Sense +1 (Ex):** A rogue gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** A rogue can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

---

**Description** This humanoid is slightly taller than most humans. It has gray skin, a furry body covered with black studded leather, and a head like a hyena's with a reddish-gray mane. Its hands hold an enormous greataxe. A crossbow and provision pack are strapped tightly on its back to allow for swift and silent movement.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium

## ENCOUNTER 3

**HOUSE GUARDS (STONEHOUSE) (2) CR 10**

Male Evolved Spectre Exm2

**Align** LE **Size** Medium Undead (Incorporeal)

**Init** +7; **Senses** Listen +16, Spot +16

**Languages** Common, Elven, Giant

---

**AC** 18, touch 18, flat-footed 15 (+3 Dex, +5 deflection) (+2 vs. Good)

**hp** 81 (9d12)

**Fort** +2, **Ref** +5, **Will** +10 (+1 vs. Fear) (+2 vs. Good)

**Speed** 40 ft (8 squares), fly 80 ft. (perfect)

---

**Melee** Incorporeal Touch +8 (1d8 plus energy drain)

**Ranged** -

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

**Base Atk** +4; **Grp** -

**Combat Gear** None

---

**Abilities** Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

**SQ** Darkvision 60 ft., incorporeal traits, +4 turn resistance, sunlight powerlessness, undead traits, unnatural aura, Spell-Like Ability: 1/day – Haste (Self Only) (CL 7), Fast Healing 3

**Feats** Alertness, Blind-Fight, Improved Initiative

**Skills** Hide +15, Intimidate +12, Knowledge (religion) +14, Listen +16, Search +16, Spot +16, Survival +2 (+4 following tracks)

**Possessions** None

Special Attacks/Qualities

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attacks gain two negative levels. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Spell-Like Ability:** 1/day – Haste (Self Only) (CL 7)

**Improved Deflection (Su):** An ephemeral exemplar adds its class level to its deflection bonus to AC.

**Turn Resistance (Ex):** An ephemeral exemplar adds its class level to its turn resistance.

**Enhanced Spawn (Su):** Any spawn created by an ephemeral exemplar of 2<sup>nd</sup> level or higher gains a +4 bonus to its Dexterity score. If the exemplar is destroyed, the spawn loses this bonus.

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal

undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Description** This creature made of disembodied wrath wears the livery of Stonehouse even in death. No other equipment is seen, although much of its form fades in and out of view.

**Sources** Libris Mortis

**STONEHOUSE CHAMBERMAIDS** CR 4

Evolved Shadow (3)

**Align** CE **Size** Medium **Undead** (Incorporeal)

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

**Languages** Common

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection) (+2 vs. Good)

**hp** 27 (3d12)

**Fort** +1, **Ref** +3, **Will** +4 (+1 vs. Fear) (+2 vs. Good)

**Speed** fly 40ft. (8 squares) (perfect)

**Melee** Incorporeal Touch +4 (1d6 Str)

**Ranged** -

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

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

**Combat Gear** None

**Abilities** Str -, Dex 14, Con -, Int 6, Wis 12, Cha 15

**SQ** Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, Create spawn, strength damage, Fast Healing 3

**Feats** Alertness, Dodge

**Skills** Hide +8, Listen +7, Search +4, Spot +7

**Possessions** None

Special Attacks/Qualities

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all

nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

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**Description** This is a being of pure shadow. No features may be seen, although the shape appears to most readily match the size of a young elf.

**Sources** Libris Mortis

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**FALLEN GYRI EMISSARY**  
**CR 7**

Evolved Wight Lkt 3 (2)

**Align** Lawful Evil **Size** Medium **Undead**

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

**Languages** Common

---

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) (+2 vs. Good)

**hp** 63 (7d12)

**Fort** +2, **Ref** +3, **Will** +9 (+1 vs. Fear) (+2 vs. Good)

**Speed** 30 ft. (6 squares)

---

**Melee** +5 Slam (1d4+2 plus energy drain)

**Ranged** -

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

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

**Combat Gear** None

**Abilities** Str 15, Dex 12, Con -, Int 11, Wis 13, Cha 17

---

**SQ** Darkvision 90', undead traits, create spawn, energy drain, deathly power, Spell-Like Ability: 1/day – Haste (Self Only) (CL 5), Fast Healing 3, Improved Darkvision, Hide in Plain Sight

**Feats** Alertness, Blind-Fight, Improved Toughness

**Skills** Hide +11, Listen +10, Move Silently +19, Spot +10

**Possessions** None

Special Attacks/Qualities

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created him and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

**Deathly Power (Ex):** A lurking terror adds its class level to any save DCs for the extraordinary and supernatural special attacks possessed by an undead creature of its kind.

Improved Darkvision (Ex): 90' Darkvision

**Hide in Plain Sight (Ex):** A lurking terror can use the Hide skill even when being observed as long as it has cover or concealment.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Spell-Like Ability:** 1/day – Haste (Self Only) (CL 6)

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**Description** This creature's wild eyes burn with hatred as it gazes about. Its leathery flesh is quite well preserved in form and it was obviously once human. You see that its teeth are filed to sharp points when it grins wickedly just before it disappears.

**Sources** Libris Mortis

## **ENCOUNTER 7**

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**GIANT ARMY SERGEANT**  
**CR 9**

Male Bugbear Sct5/Bar2

**Align** CE **Size** Medium **Humanoid** (Goblinoid)

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

**Languages** Goblin

---

**AC** 22, touch 17, flat-footed 18 (+4 Dex, +3 Nat, +5 Armor)

**hp** 96 (8d8+2d12+40)

**Fort** +10, **Ref** +12, **Will** +2

**Speed** 60 ft (12 squares)

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**Melee** +1 Glaive +13 (1d10+9/x3) or +1 Glaive +13/+8 (1d10+9/x3)

**Ranged** None

**Space** 5 ft.; **Reach** 10 ft. (Glaive)

**Base Atk** +7/+2; **Grp** +12/+7

**Combat Gear** Chain Shirt +1, +1 Glaive

**Abilities** Str 20, Dex 18, Con 18, Int 10, Wis 8, Cha 8

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**SQ** 60' Darkvision, Fast Movement (Scout), Trapfinding, Battle Fortitude +1, Uncanny Dodge, Trackless Step, Skirmish, Evasion, Fast Movement (Barbarian), Rage, Improved Uncanny Dodge

**Feats** Dodge, Mobility, Spring Attack, Short Haft, Power Attack

**Skills** Climb +13, Hide +10, Jump +18, Listen +7, Move Silently +14, Spot +7, Tumble +14

**Possessions** Boots of Striding and Springing, Brooch of Shielding, Cloak of Resistance +1

---

#### Special Attacks/Qualities

**Fast Movement (Ex):** Gained from both Scout and Barbarian levels, the Sergeant's land speed is faster than the normal for his race by +20 ft. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

**Uncanny Dodge (Ex):** The Sergeant can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Sergeant cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Sergeant relies of mobility to deal extra damage and improve his defense. He receives +2d6 damage and +1 AC in any round in which he moves at least 10 feet.

**Evasion (Ex):** The Sergeant can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Rage (Ex):** 1/day (9 rnds) - The Bruiser's statistics increase (+4 Str, +4 Con, (+26 hp), +2 Will, -2 AC) for the duration of the rage. Afterward the Bruiser loses those benefits and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter.

**Improved Uncanny Dodge (Ex):** The Sergeant cannot be flanked unless the opponent has at least 9 levels of Scout.

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**Description** This muscular, savage humanoid stands 7 feet tall. Course hair covers most of his body. His mouth is full of long, sharp fangs and its nose is much like that of a bear.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

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#### GIANT ARMY SKIRMISHERS

CR 8

Male Hobgoblin Rog1/Sct7 (3)

**Align** CE **Size** Medium Humanoid (Goblin)

**Init** +4; **Senses** Listen +13, Spot +13

**Languages** Goblin

**AC** 19, touch 14, flat-footed 16 (+3 Dex, +5 armor, +1 Def)

**hp** 65 (1d6+7d8+24)

**Fort** +4, **Ref** +9, **Will** +3

**Speed** 40 ft (8 squares)

---

**Melee** +1 Glaive +11 (1d10+9/x3)

**Ranged** None

**Space** 5 ft.; **Reach** 10 ft. (Glaive)

**Base Atk** +5; **Grp** +10

**Combat Gear** +1 Glaive, Chain Shirt +1

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

**SQ** 60' Darkvision, Sneak Attack +1d6, Trapfinding, Skirmish, Battle Fortitude +1, Evasion, Uncanny Dodge, Fast Movement, Flawless Stride

**Feats** Dodge, Mobility, Spring Attack, Short Haft

**Skills** Escape Artist +11, Hide +15, Jump +14, Listen +13, Move Silently +14, Search +13, Spot +13, Survival +3, Tumble +12

**Possessions** Gauntlets of Ogre Power, Ring of Protection +1

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#### Special Attacks/Qualities

**Fast Movement (Ex):** The base speed of the Skirmishers is increased by 10'.

**Uncanny Dodge (Ex):** The Skirmishers can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Skirmishers cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Skirmishers rely of mobility to deal extra damage and improve their defense. They receive +2d6 damage and +2 AC in any round in which they move at least 10 feet.

**Flawless Stride (Ex):** The Skirmishers can move through any sort of terrain that impedes movement at their normal speed and without taking damage or any other impairment.

**Evasion (Ex):** The Skirmishers can avoid even magical and unusual attacks with great agility. If they make a successful saving throw against an attack that normally deals half damage on a save they instead takes no damage.

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**Description** These burly humanoids stand 6 ½ feet tall. They have hairy skin, feral eyes, and a flat nose and chin.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

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#### ENCOUNTER 7 - TRAP

TRAP FALLING TREEBRANCHES

CR 7

**Description** The giant forces have partially cut the trunks and branches of the trees. When weight is applied, the tree branches fall, making for precarious footing and treacherous traveling through the city.

**Search** DC 20 **Type** mechanical

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**Trigger** location,  
**Effect** Atk +20 melee (8d6); multiple targets (can strike all characters in two adjacent specified squares)  
**Disarm** Disable Device DC 25

## ENCOUNTER 8

### STRIKE TEAM LEADER

CR 13

Female Ogre Magi Wrm5

**Align** LE **Size** Large Giant

**Init** +4; **Senses** +10 Listen, +10 Spot

**Languages** Common, Giant, Orc

**AC** 20, touch 11, flat-footed 19 (-1 size, +1 Dex, +5 natural, +4 chain shirt, +1 deflection)

**hp** 83 (5d8+5d6+30)

**Fort** +11, **Ref** +4, **Will** +9

**Speed** 40 ft (8 squares), fly 40' (good)

**Melee** Greatsword +9 (3d6+7/19-20)

**Ranged** Longbow +4 (2d6/x3)

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

**Base Atk** +5; **Grp** +14

**Combat Gear** Greatsword, Longbow, 40 arrows, Chain Shirt

**Class Spells Known** (CL 9th):

**2nd (5/day)**—Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade

**1st (7/day)**—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid (Lesser), Orb of Cold (Lesser), Orb of Electricity (Lesser), Orb of Fire (Lesser), Orb of Sound (Lesser), Shocking Grasp, True Strike

**0 (6/day)**—Acid Splash, Disrupt Undead, Light, Ray of Frost

**Abilities** Str 21, Dex 12, Con 19, Int 14, Wis 14, Cha 18

**SQ** Darkvision 90', Low-Light Vision, Regeneration 5, Spell Resistance 19, Flight, Armored Mage (Light), Warmage Edge, Advanced Learning, Spells

**Feats** Combat Expertise, Improved Initiative, Practiced Spellcaster, Extra Edge

**Skills** Concentration +13, Intimidate +7, Listen +10, Spellcraft +12, Spot +10

**Possessions** Amulet of Health +2, Gloves of Dexterity +2, Cloak of Resistance +2, Ring of Protection +1, Potion (Cure Serious Wounds)(x2)

**Special Attacks/Qualities**

**Spell-Like Abilities:** At will--Darkness; 1/day -- charm person (DC 15), cone of cold (DC 19), gaseous form, sleep (DC 15). Caster level 9th. The save DCs are Charisma-based.

**Flight (Su):** An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

**Regeneration (Ex):** Fire and acid deal normal damage to an ogre mage.

**Armored Mage (Light) (Ex):** A warmage avoids arcane spell failure when using light armor and light shields.

**Warmage Edge (Ex):** A warmage adds his Intelligence bonus to the amount of damage dealt, if positive. The Strike Team Leader adds +4 (including Extra Edge feat).

**Advanced Learning (Ex):** A warmage can add a new spell to his list. The spell must be of the Evocation school and of a level no higher than that of the highest-level spell the warmage can cast. The Strike Team Leader added Tenser's Floating Disc.

**Description** This creature looks like a big demonic human. It has green skin, dark hair, and a pair of short ivory horns protruding from its forehead. The eyes are dark with strikingly white pupils and its teeth and claws are jet black.

**Sources** Complete Arcane

### OGRE BRUISER (4)

CR 7

Male Ogre Bar2/Ftr2

**Align** CE **Size** Large Giant

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

**Languages** Giant

**AC** 17, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +4 hide armor)

**hp** 89 (4d8+2d10+2d12+35)

**Fort** +14, **Ref** +0, **Will** +1

**Speed** 40 ft (8 squares)

**Melee** +1 Greatclub +13 (2d8+8/x2) or +1 Greatclub +13/+8 (2d8+8/x2)

**Ranged** Javelin +5 (1d8+5/x2) or Javelin +5/+0 (1d8+5/x2)

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

**Base Atk** +7/+2; **Grp** +16/+11

**Combat Gear** +1 Greatclub, Javelin +5, +1 Hide Armor

**Abilities** Str 21, Dex 8, Con 18, Int 6, Wis 10, Cha 7

**SQ** Darkvision 60', Low-Light Vision, Fast Movement, Rage, Uncanny Dodge

**Feats** Toughness, Weapon Focus (Greatclub), Power Attack, Improved Toughness, Blind-Fight

**Skills** Climb +9, Listen +2, Spot +2

**Possessions** Amulet of Health +2, Potion (Shield of Faith +4), Potion (Cure Serious Wounds)

**Special Attacks/Qualities**

**Rage (Ex):** 1/day (5 rnds) - The Bruiser's statistics increase (+4 Str, +4 Con, (+16 hp), +2 Will, -2 AC) for the duration of the rage. Afterward the Bruiser loses those benefits and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter.

**Uncanny Dodge (Ex):** The Bruiser can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

in one fist and a bunch of javelins are clasped in the other.

**Sources** Complete Warrior

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**Description** These hulking brutes appear to be at least 9 feet tall. They have thick hides covered in warty bumps. They are wearing armor made of smelly skins of vanquished foes and their hair is long, unkempt and greasy. A greatclub is held menacingly

## APPENDIX 4 – APL 12

### ENCOUNTER 2A

#### WIL DEL'MADRAS

CR 14

Male Shadow Blk10/Ex-Pal1/Ftr2

**Align** LE **Size** Medium Humanoid (Human)

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

**Aura** Evil 13

**Languages** Common

**AC** 25, touch 11, flat-footed 24 (+1 Dex, +10 armor, +4 shield)

**hp** 169 (13d10+52)

**Fort** +21, **Ref** +10, **Will** +11

**Speed** 30 ft (6 squares)

**Melee** +1 Shocking Longsword +18 (1d8+4+1d6 Electric, 19-20/x2) or +1 Shocking Longsword +18/+13/+8 (1d8+4+1d6 Electric, 19-20/x2) or +1 Spiked Large Steel Shield +16 (1d6+3, x2) or +1 Spiked Large Steel Shield +16/+11/+6 (1d6+3, x2)

**Ranged** None

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

**Base Atk** +13/+8/+3; **Grp** +16/+11/+6

**Combat Gear** +2 Full Plate, +2 Heavy Steel Shield (Spiked), +1 Shocking Longsword

**Class Spells Prepared** (CL 10th):

**4th**—Freedom of Movement

**3rd**—Inflict Serious Wounds (x2), Protection from Elements (x2)

**2nd**—Bull's Strength, Death Knell, Inflict Moderate Wounds (x2)

**1st**—Corrupt Weapon, Inflict Light Wounds (x3)

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

**SQ** Cold Resist 15, Darkvision 60', Low-Light Vision, Shadow Blend, Fast Healing 2, Aura of Evil, Detect Good, Poison Use, Dark Blessing, Smite Good, Command Undead, Aura of Despair, Sneak Attack +3d6, Fiendish Servant, Spells, Evasion

**Feats** Improved Shield Bash, Improved Sunder, Power Attack, Weapon Focus (Longsword), Cleave, Improved Toughness, Improved Initiative

**Skills** Diplomacy +12, Hide -3, Knowledge (religion) +2, Move Silently +0, Ride +11, Sense Motive +12

**Possessions** Gauntlets of Ogre Power, Cloak of Resistance +1, Elemental Gem (Earth), Potion of Cure Serious Wounds (x2)

Special Attacks/Qualities

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Aura of Evil (Ex):** The power of Wil's aura of evil is equal to his class level.

**Detect Good (Sp):** Wil can use detect good as a spell-like ability at will, duplicating the effect of the detect evil spell.

**Poison Use:** Wil is skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Dark Blessing (Su):** A Wil applies his Charisma modifier as a bonus on all saving throws.

**Smite Good (Su):** 4/day - Wil's Smite Good modifiers are +2 Attack, +10 Damage.

**Command Undead (Su):** Wil has the ability to command and rebuke undead. He commands undead as an 8th level cleric.

**Aura of Despair (Su):** Wil radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

**Sneak Attack:** +3d6, duplicating the ability of the rogue.

**Evasion (Ex):** Wil can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Description** This man stands nearly seven feet tall heavily muscled beneath a suit of full plate armor. A large spiked shield is held in his left hand, an extremely well-made longsword is gripped in the other. All of his gear has been deliberately darkened. The spikes of the shield have been installed directly over an existing symbol of Pelor, in effect defacing that likeness.

**Sources** Lords of Madness, Complete Warrior

#### FIENDISH SERVANT HEAVY WARHORSE

**Align** NE **Size** Large Animal

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

**Languages** None

**AC** 23, touch 10, flat-footed 22 (-1 size, +1 Dex, +7 natural, +6 armor)

**hp** 78 (8d8+40)

**Fort** +13, **Ref** +5, **Will** +7

**Speed** 30 ft (6 squares)

**Melee** Hoof +11 (1d6+4) or 2 Hooves +11/+11 (1d6+5) and bite +4 (1d4+3)

**Ranged** None

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

**Base Atk** +6/1; **Grp** +14/+9

**Combat Gear** Banded Mail Barding

**Abilities** Str 20, Dex 13, Con 18, Int 7, Wis 13, Cha 6

**SQ** Empathic Link, Improved Evasion, Share Saving Throws, Speak with Blackguard

**Feats** Endurance, Run, Improved Toughness

**Skills** Listen +5, Spot +5

**Possessions** None

Special Attacks/Qualities

**Empathic Link (Su):** The blackguard has an empathic link with his servant out to a distance of up to 1 mile.

**Improved Evasion (Ex):** If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

**Speak with Blackguard (Ex):** The servant and the blackguard may speak as if they were using a common language. Other creatures do not understand the communication without magical help.

**Description** This animal is not of this realm. It glares malevolently around itself with eyes that glow a faint red.

**Sources** Complete Warrior

**ELENA SHADOWSBANE**

**CR 12**

Shadow Female Clr11

**Align** CE **Size** Medium Humanoid (Human)

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

**Aura** Evil 11

**Languages** Common, Elven

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

**hp** 83 (11d8+22)

**Fort** +13, **Ref** +8, **Will** +16

**Speed** 45 ft (9 squares), 30 ft (6 squares in armor)

**Melee** Heavy Mace +8 (1d8/x2) or Heavy Mace +8/+3 (1d8/x2)

**Ranged** None

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

**Base Atk** +8/+3; **Grp** +8/+3

**Combat Gear** Full Plate, Heavy Mace

**Cleric Spells Prepared** (CL 11th):

**6th**—Harm<sup>(D)</sup>, Greater Dispel Magic, Heal

**5th**—Slay Living<sup>(D)</sup>, Flame Strike, Slay Living, Spell Resistance

**4th**—Inflict Critical Wounds<sup>(D)</sup>, Cure Critical Wounds, Dismissal, Divine Power, Freedom of Movement

**3rd**—Contagion<sup>(D)</sup>, Bestow Curse, Cure Serious Wounds (2), Dispel Magic, Searing Light

**2nd**—Death Knell<sup>(D)</sup>, Bull's Strength, Calm Emotions, Cure Moderate Wounds (2), Hold Person

**1st**—Cause Fear<sup>(D)</sup>, Bane, Comprehend Languages, Cure Light Wounds (2), Divine Favor, Shield of Faith (2)

**0**—Cure Minor Wounds (2), Detect Magic (2), Resistance (2)

**Deity** Falazure

**Domains** Death, Destruction

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

**SQ** Cold Resist 15, 60' Darkvision, Low-Light Vision, Shadow Blend, Fast Healing 2, Rebuke Undead, Spells

**Feats** Augment Healing, Divine Ward, Extra Turning, Divine Armor, Sacred Healing

**Skills** Concentration +14, Heal +14, Knowledge (Religion) +11, Knowledge (The Planes) +11, Spellcraft +11

**Possessions** Brooch of Shielding, Cloak of Charisma +2, Vest of Resistance +2, Periapt of Wisdom +2, ~~Salve of Minor Spell Resistance~~, Oil of Invisibility (x2), Pearl of Power 3<sup>rd</sup> level

Special Attacks/Qualities

**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

**Description** This woman wears darkened full plate that shows the remnants of being issued by the Order of Shining Beacons at one point. She bears a holy symbol of Falazure at her neck.

**Sources** Complete Divine, Complete Warrior, Lords of Madness, Magic Item Compendium, Player's Handbook II

## ENCOUNTER 2B

**GNOLL ALPHA**

**CR 11**

Male Rgr6/Ftr4

**Align** CE **Size** Medium Humanoid (Gnoll)

**Init** +3; **Senses** +6 Listen, +6 Spot

**Languages** Gnoll

**AC** 20, touch 14, flat-footed 16 (+1 Natural, +4 Dex, +5 Armor)

**hp** 123 (8d8+4d10+60)

**Fort** +18, **Ref** +16, **Will** +5

**Speed** 30 ft (6 squares)

**Melee** Longsword +15 (1d8+4/19-20) or Longsword +15/+10/+5 (1d8+4/19-20)

**Ranged**

Composite Longbow +1 Hunting +17 (1d8+6/x3), or Composite Longbow +1 Hunting +17/+12/+7 (1d8+6/x3) or

Composite Longbow +1 Hunting +17/+17/+12/+7 (1d8+6/x3) [Rapid Shot]

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

**Base Atk** +11/+6/+1; **Grp** +15/+10/+5

**Combat Gear** Chain Shirt +1 (Improved Agility), Composite Hunting Longbow +1 (+4 Str), 100 arrows, Longsword

**Abilities** Str 18, Dex 21, Con 18, Int 10, Wis 10, Cha 6

---

**SQ** 60' Darkvision, Track, Wild Empathy, Combat Style, Animal Companion, Favored Enemy

**Feats** Endurance, Track, Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Improved Toughness, Improved Rapid Shot, Weapon Focus: Longbow, Defensive Archery, Improved Favored Enemy, Weapon Specialization: Longbow

**Skills** Hide +14, Listen +6, Move Silently +14, Search +7, Spot +6, Survival +7

**Possessions** Amulet of Health +2, Cloak of Resistance +2, Gloves of Dexterity +2, Potion of Cure Moderate Wounds

---

Special Attacks/Qualities

**Favored Enemy (Ex):** Due to his extensive study of certain foes, the Alpha gains bonuses to Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against the specific creatures. Also, he gains a bonus on weapon damage against such creatures. All bonuses from feats and equipment are included below for reference.

**1<sup>st</sup> Favored Enemy:** Humanoid (elf), +4 bonuses (+11 damage)

**2<sup>nd</sup> Favored Enemy:** Humanoid (human), +2 bonuses (+9 damage)

**Wild Empathy (Ex):** A ranger can use body language, vocalization and demeanor to improve the attitude of an animal.

**Combat Style (Ex):** A ranger may select one of two combat styles to pursue. The Alpha has chosen the archery style.

**Animal Companion (Ex):** Under normal circumstances, a ranger gains an animal companion. In this case, the prior companion of the Alpha was slain by a group of elves. The Alpha has determined that there will be no more such companions.

---

**Description** While this gnoll is the size of most, instead of the traditional reddish mane his is snow white, giving him an appearance very similar to a walking winter wolf. Adding to the effect is the whitewash given to his chain shirt, cloak, and other equipment.

**Sources** Complete Warrior, Races of the Wild

#### GNOLL HUNTER

**CR 9**

Male Ftr4/Rog4 (4)

**Align** CE **Size** Medium Humanoid (Gnoll)

**Init** +2; **Senses** Listen +12, Spot +12

**Languages** Gnoll, Common

---

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +1 Natural, +4 Armor)

**hp** 83 (2d8+4d10+4d6+30)

**Fort** +12, **Ref** +8, **Will** +3

---

**Speed** 30 ft (6 squares)

**Melee** +1 Corrosive Greataxe +15 (1d12+11+1d6 Acid/19-20x3), or Greataxe +15/+10 (1d12+11+1d6 Acid/19-20x3)

**Ranged** Crossbow +10 (1d10/19-20 x2)

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

**Base Atk** +8/+3; **Grp** +13/+8

**Combat Gear** +1 Corrosive Greataxe, Heavy Crossbow, 20 bolts, +1 Studded Leather of Mobility

**Abilities** Str 20, Dex 14, Con 16, Int 12, Wis 10, Cha 8

---

**SQ** 60' Darkvision, Sneak Attack +2d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

**Feats** Weapon Focus: Greataxe, Stealthy, Endurance, Power Attack, Hamstring, Weapon Specialization: Greataxe, Prone Attack, Mobility

**Skills** Hide +26 (+16), Listen +12, Move Silently +26 (+16), Search +7, Spot +12, Survival +6

**Possessions** Cloak of Resistance +1, Potion of Haste, Oil of Keen Edge, Elixir of Hiding, Elixir of Sneaking, Scroll of Restoration x2

---

Special Attacks/Qualities

**Evasion (Ex):** A rogue can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Trap Sense +1 (Ex):** A rogue gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** A rogue can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

---

**Description** This humanoid is slightly taller than most humans. It has gray skin, a furry body covered with black studded leather, and a head like a hyena's with a reddish-gray mane. Its hands hold a greataxe that constantly oozes a thick liquid. A crossbow and provision pack are strapped tightly on its back to allow for swift and silent movement.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium

## ENCOUNTER 3

**HOUSE GUARDS (STONEHOUSE)**

**CR 11**

Male Evolved Spectre Exm3 (3)

**Align** LE **Size** Medium Undead (Incorporeal)

**Init** +7; **Senses** Listen +17, Spot +17

**Languages** Common, Elven, Giant

---

**AC** 19, touch 19, flat-footed 16 (+3 Dex, +6 deflection) (+2 vs. Good)

**hp** 90 (10d12)

**Fort** +3, **Ref** +6, **Will** +10 (+1 vs. Fear)(+2 vs. Good)

**Speed** 40 ft (8 squares), fly 80 ft. (perfect)

**Melee** Incorporeal Touch +8 (1d8 plus energy drain)

**Ranged** -

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

**Base Atk** +4; **Grp** -

**Combat Gear** None

**Abilities** Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17

**SQ** Darkvision 60 ft., incorporeal traits, +5 turn resistance, sunlight powerlessness, undead traits, unnatural aura, Spell-Like Ability: 1/day – Haste (Self Only) (CL 7), Fast Healing 3

**Feats** Alertness, Blind-Fight, Improved Initiative, Ghostly Grasp

**Skills** Hide +16, Intimidate +12, Knowledge (religion) +15, Listen +17, Search +17, Spot +17, Survival +2 (+4 following tracks)

**Possessions** None

Special Attacks/Qualities

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attacks gain two negative levels. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Spell-Like Ability:** 1/day – Haste (Self Only) (CL 7)

**Improved Deflection (Su):** An ephemeral exemplar adds its class level to its deflection bonus to AC.

**Turn Resistance (Ex):** An ephemeral exemplar adds its class level to its turn resistance.

**Enhanced Spawn (Su):** Any spawn created by an ephemeral exemplar of 2<sup>nd</sup> level or higher gains a +4 bonus to its Dexterity score. If the exemplar is destroyed, the spawn loses this bonus.

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Description** This creature made of disembodied wrath wears the livery of Stonehouse even in death. No other equipment is seen, although much of its form fades in and out of view.

**Sources** Libris Mortis

**STONEHOUSE CHAMBERMAID** **CR 9**

Female Evolved Greater Shadow

**Align** CE **Size** Medium **Undead** (Incorporeal)

**Init** +2; **Senses** Listen +9, Spot +9

**Languages** Common

**AC** 15, touch 15, flat-footed 13 (+2 Dex, +3 deflection) (+2 vs. Good)

**hp** 58 (9d12)

**Fort** +3, **Ref** +5, **Will** +7 (+1 vs. Fear) (+2 vs. Good)

**Speed** fly 40 ft (8 squares) (good)

**Melee** Incorporeal Touch +7 (1d8 Str)

**Ranged** None

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

**Base Atk** +4; **Grp** -

**Combat Gear** None

**Abilities** Str -, Dex 15, Con -, Int 6, Wis 12, Cha 16

**SQ** Darkvision 60', Incorporeal Traits, +2 Turn Resistance, Undead Traits, Create Spawn, Spell-Like Ability: 1/day – Haste (Self Only) (CL 9), Fast Healing 3

**Feats** Alertness, Dodge, Mobility, Spring Attack

**Skills** Hide +14, Listen +9, Search +6, Spot +9

**Possessions** None

Special Attacks/Qualities

**Strength Damage (Su):** The touch of a greater shadow deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a greater shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Incorporeal Traits:** Can be harmed only by other incorporeal creatures, magic weapons, or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. 50% chance to ignore any damage from a corporeal force (except for positive energy, negative energy, force effects, or attacks made by ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature. Attacks from an incorporeal creature pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

---

**Description** This is a being of pure shadow. No features may be seen, although the shape appears to most readily match the size of a young elf.

**Sources** Libris Mortis

#### FALLEN GYRI EMISSARY CR 7

Male Evolved Wight Lkt 3 (4)

**Align** Lawful Evil **Size** Medium **Undead**

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

**Languages** Common

---

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) (+2 vs. Good)

**hp** 63 (7d12)

**Fort** +2, **Ref** +3, **Will** +9 (+1 vs. Fear) (+2 vs. Good)

**Speed** 30 ft. (6 squares)

---

**Melee** +7 Slam (1d4+2 plus energy drain)

**Ranged** -

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

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

**Combat Gear** None

**Abilities** Str 15, Dex 12, Con -, Int 11, Wis 13, Cha 17

---

**SQ** Darkvision 90', undead traits, create spawn, energy drain, deathly power, Spell-Like Ability: 1/day – Haste (Self Only) (CL 5), Fast Healing 3, Improved Darkvision, Hide in Plain Sight

**Feats** Alertness, Blind-Fight, Improved Toughness

**Skills** Hide +11, Listen +10, Move Silently +19, Spot +10

**Possessions** None

---

**Special Attacks/Qualities**

**Undead Traits:** No Constitution Score, Darkvision 60', Immune (Mind-Affecting effects, poison sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion)

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created him and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

**Deathly Power (Ex):** A lurking terror adds its class level to any save DCs for the extraordinary and supernatural special attacks possessed by an undead creature of its kind.

**Improved Darkvision (Ex):** 90' Darkvision

**Hide in Plain Sight (Ex):** A lurking terror can use the Hide skill even when being observed as long as it has cover or concealment.

**Fast Healing (Ex):** 3/round as long as it has 1 hp

**Spell-Like Ability:** 1/day – Haste (Self Only) (CL 6)

---

**Description** This creature's wild eyes burn with hatred as it gazes about. Its leathery flesh is quite well preserved in form and it was obviously once human. You see that its teeth are filed to sharp points when it grins wickedly just before it disappears.

**Sources** Libris Mortis

## ENCOUNTER 7

#### GIANT ARMY SERGEANT CR 11

Male Bugbear Sct5/Bar2/Ftr2

**Align** CE **Size** Medium **Humanoid** (Goblinoid)

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

**Languages** Goblin

---

**AC** 22, touch 17, flat-footed 18 (+4 Dex, +3 Nat, +5 Armor)

**hp** 120 (8d8+2d12+2d10+52)

**Fort** +14, **Ref** +11, **Will** +3

**Speed** 60 ft (12 squares)

**Melee** +1 Berserking Glaive +15 (1d10+9+1d8/x3) or +1 Berserking Glaive +15/+10 (1d10+9+1d8/x3)

**Ranged** None

**Space** 5 ft.; **Reach** 10 ft. (Glaive)

**Base Atk** +9/+4; **Grp** +14/+9

**Combat Gear** Chain Shirt +1, +1 Berserking Glaive

**Abilities** Str 21, Dex 18, Con 18, Int 10, Wis 8, Cha 8

**SQ** 60' Darkvision, Fast Movement (Scout), Trapfinding, Battle Fortitude +1, Uncanny Dodge, Trackless Step, Skirmish, Evasion, Fast Movement (Barbarian), Rage, Improved Uncanny Dodge

**Feats** Dodge, Mobility, Spring Attack, Short Haft, Telling Blow, Power Attack, Combat Reflexes, Iron Will

**Skills** Climb +16, Hide +10, Jump +21, Listen +7, Move Silently +14, Spot +7, Tumble +14

**Possessions** Boots of Striding and Springing, Brooch of Shielding, Cloak of Resistance +2

Special Attacks/Qualities

**Fast Movement (Ex):** Gained from both Scout and Barbarian levels, the Sergeant's land speed is faster than the normal for his race by +20 ft. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

**Uncanny Dodge (Ex):** The Sergeant can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Sergeant cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Sergeant relies of mobility to deal extra damage and improve his defense. He receives +2d6 damage and +1 AC in any round in which he moves at least 10 feet.

**Evasion (Ex):** The Sergeant can avoid even magical and unusual attacks with great agility. If he makes a successful saving throw against an attack that normally deals half damage on a save she instead takes no damage.

**Rage (Ex):** 1/day (9 rnds) - The Bruiser's statistics increase (+4 Str, +4 Con, (+26 hp), +2 Will, -2 AC) for the duration of the rage. Afterward the Bruiser loses those benefits and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter.

**Improved Uncanny Dodge (Ex):** The Sergeant cannot be flanked unless the opponent has at least 9 levels of Scout.

**Description** This muscular, savage humanoid stands 7 feet tall. Course hair covers most of his body. His mouth is full of long, sharp fangs and its nose is much like that of a bear.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

#### GIANT ARMY SKIRMISHERS

**CR 10**

Male Hobgoblin Rog3/Sct7 (3)

**Align** CE **Size** Medium Humanoid (Goblin)

**Init** +4; **Senses** Listen +13, Spot +13

**Languages** Goblin

**AC** 19, touch 14, flat-footed 16 (+3 Dex, +5 armor, +1 Def)

**hp** 86 (3d6+7d8+50)

**Fort** +7, **Ref** +12, **Will** +4

**Speed** 40 ft (8 squares)

**Melee** +1 Deadly Precision Glaive +13 (1d10+9/x3) or +1 Deadly Precision Glaive +13/+5 (1d10+9/x3)

**Ranged** None

**Space** 5 ft.; **Reach** 10 ft. (Glaive)

**Base Atk** +7/+2; **Grp** +12/+7

**Combat Gear** +1 Deadly Precision Glaive, Chain Shirt +1

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

**SQ** 60' Darkvision, Sneak Attack +2d6, Trapfinding, Evasion, Trap Sense +1, Skirmish, Battle Fortitude +1, Uncanny Dodge, Fast Movement, Flawless Stride

**Feats** Dodge, Mobility, Spring Attack, Short Haft, Improved Toughness

**Skills** Escape Artist +15, Hide +15, Jump +18, Listen +13, Move Silently +19, Search +13, Spot +13, Survival +7, Tumble +12

**Possessions** Gauntlets of Ogre Power, Ring of Protection +1, Cloak of Resistance +1

Special Attacks/Qualities

**Fast Movement (Ex):** The base speed of the Skirmishers is increased by 10'.

**Uncanny Dodge (Ex):** The Skirmishers can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Trackless Step (Ex):** The Skirmishers cannot be tracked in natural surroundings.

**Skirmish (Ex):** The Skirmishers rely of mobility to deal extra damage and improve their defense. They receive +2d6 damage and +2 AC in any round in which they move at least 10 feet.

**Flawless Stride (Ex):** The Skirmishers can move through any sort of terrain that impedes movement at their normal speed and without taking damage or any other impairment.

**Evasion (Ex):** The Skirmishers can avoid even magical and unusual attacks with great agility. If they make a



successful saving throw against an attack that normally deals half damage on a save they instead takes no damage.

---

**Description** These burly humanoid stand 6 ½ feet tall. They have hairy skin, feral eyes, and a flat nose and chin.

**Sources** Complete Adventurer, Complete Warrior, Magic Item Compendium, Player's Handbook II

## ENCOUNTER 7 - TRAP

**TRAP FALLING TREEBRANCHES** **CR 9**

**Description** The giant forces have partially cut the trunks and branches of the trees. When weight is applied, the tree branches fall, making for precarious footing and treacherous traveling through the city.

**Search** DC 25 **Type** mechanical

**Trigger** location,

**Effect** Atk +24 melee (8d6); multiple targets (can strike all characters in a 20'x20' area)

**Disarm** Disable Device DC 25

## ENCOUNTER 8

**STRIKE TEAM LEADER** **CR 15**

Female Ogre Magi Wrm7

**Align** LE; **Size** Large Giant

**Init** +4; **Senses** +10 Listen, +10 Spot

**Languages** Common, Giant, Orc

**AC** 20, touch 11, flat-footed 19 (-1 size, +1 Dex, +5 natural, +4 chain shirt, +1 deflection)

**hp** 103 (5d8+7d6+55)

**Fort** +13, **Ref** +6, **Will** +11

**Speed** 40 ft (8 squares), fly 40' (good)

**Melee** Greatsword +10/+5 (3d6+7/19-20)

**Ranged** Longbow +5/+0 (2d6/x3)

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

**Base Atk** +6/+1; **Grp** +15/+10

**Combat Gear** Greatsword, Longbow, 40 arrows, Chain Shirt

**Class Spells Known (CL 11th):**

**3rd (5/day)**—Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud, Wind Wall

**2nd (7/day)**—Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade

**1st (7/day)**—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid (Lesser), Orb of Cold (Lesser), Orb of Electricity (Lesser), Orb of Fire (Lesser), Orb of Sound (Lesser), Shocking Grasp, True Strike

**0 (6/day)**—Acid Splash, Disrupt Undead, Light, Ray of Frost

**Abilities** Str 21, Dex 12, Con 19, Int 14, Wis 14, Cha 18

**SQ** Darkvision 90', Low-Light Vision, Regeneration 5, Spell Resistance 19, Flight, Armored Mage (Light), Warmage Edge, Advanced Learning, Spells

**Feats** Combat Expertise, Improved Initiative, Practiced Spellcaster, Extra Edge, Sudden Empower, Improved Toughness

**Skills** Concentration +14, Intimidate +9, Listen +10, Spellcraft +13, Spot +10

**Possessions** Amulet of Health +2, Gloves of Dexterity +2, Heward's Handy Haversack, Cloak of Resistance +3, Ring of Protection +1, Potion (Cure Serious Wounds)(x2)

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Special Attacks/Qualities

**Spell-Like Abilities:** At will--Darkness; 1/day -- charm person (DC 15), cone of cold (DC 19), gaseous form, sleep (DC 15). Caster level 9th. The save DCs are Charisma-based.

**Flight (Su):** An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

**Regeneration (Ex):** Fire and acid deal normal damage to an ogre mage.

**Armored Mage (Light) (Ex):** A warmage avoids arcane spell failure when using light armor and light shields.

**Warmage Edge (Ex):** A warmage adds his Intelligence bonus to the amount of damage dealt, if positive. The Strike Team Leader adds +4 (including Extra Edge feat).

**Advanced Learning (Ex):** A warmage can add a new spell to his list. The spell must be of the Evocation school and of a level no higher than that of the highest-level spell the warmage can cast. The Strike Team Leader has added Tenser's Floating Disc and Wind Wall.

---

**Description** This creature looks like a big demonic human. It has green skin, dark hair, and a pair of short ivory horns protruding from its forehead. The eyes are dark with strikingly white pupils and its teeth and claws are jet black.

**Sources** Complete Arcane, Complete Warrior

**OGRE BRUISER (4)**

**CR 9**

Male Ogre Bar2/Ftr4

**Align** CE **Size** Large Giant

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

**Languages** Giant

**AC** 17, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +4 hide armor)

**hp** 111 (4d8+4d10+2d12+53)

**Fort** +15, **Ref** +1, **Will** +2

**Speed** 40 ft (8 squares)

**Melee** +1 Frost Greatclub +15 (2d8+10+1d6 Cold) or +1 Frost Greatclub +15/+10 (2d8+10+1d6 Cold)

**Ranged** Javelin +7 ranged (1d8+5) or Javelin +7/+2 (1d8+5)

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

**Base Atk** +9/+4; Grp +17/+13

**Combat Gear** +1 Frost Greatclub, Javelin +5, +1 Hide Armor

**Abilities** Str 21, Dex 8, Con 18, Int 6, Wis 10, Cha 7

**SQ** Darkvision 60', Low-Light Vision, Fast Movement, Rage, Uncanny Dodge

**Feats** Toughness, Weapon Focus (Greatclub), Power Attack, Improved Toughness, Blind-Fight, Weapon Specialization (Greatclub), Cleave

**Skills** Climb +11, Listen +2, Spot +2

**Possessions** Combat Gear, Amulet of Health +2, Potion (Shield of Faith +4), Potion (Cure Serious Wounds) (x2)

---

Special Attacks/Qualities

**Rage (Ex):** 1/day (5 rnds) - The Bruiser's statistics increase (+4 Str, +4 Con, (+20 hp), +2 Will, -2 AC) for the duration of the rage. Afterward the Bruiser loses those benefits and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the encounter.

**Uncanny Dodge (Ex):** The Bruiser can react to danger before her sense would normally allow her to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

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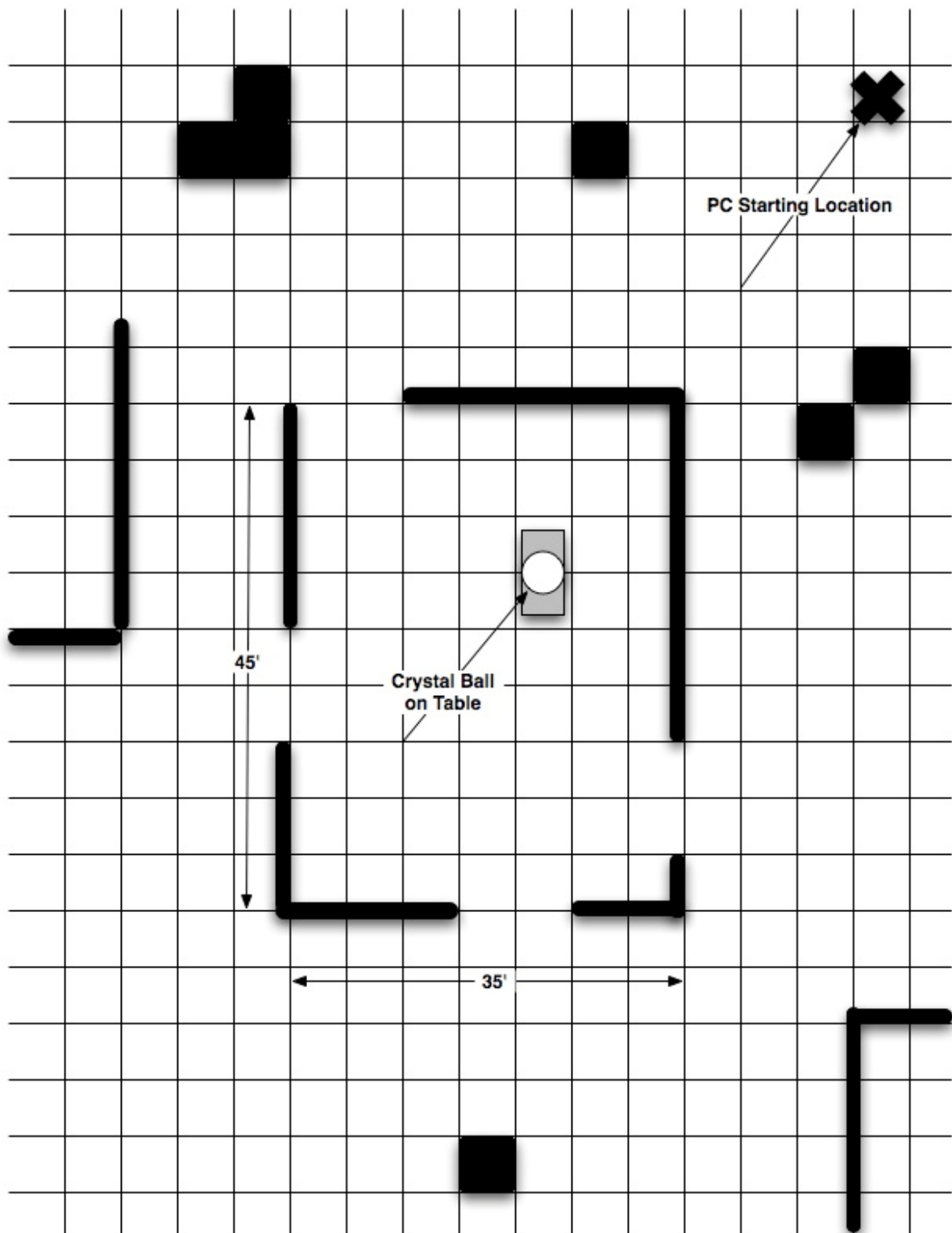
**Description** These hulking brutes appear to be at least 9 feet tall. They have thick hides covered in warty bumps. They are wearing armor made of smelly skins of vanquished foes and their hair is long, unkempt and greasy. A greatclub is held menacingly in one fist and a bunch of javelins are clasped in the other. The club gives a malevolent blue glow.

**Sources** Complete Warrior

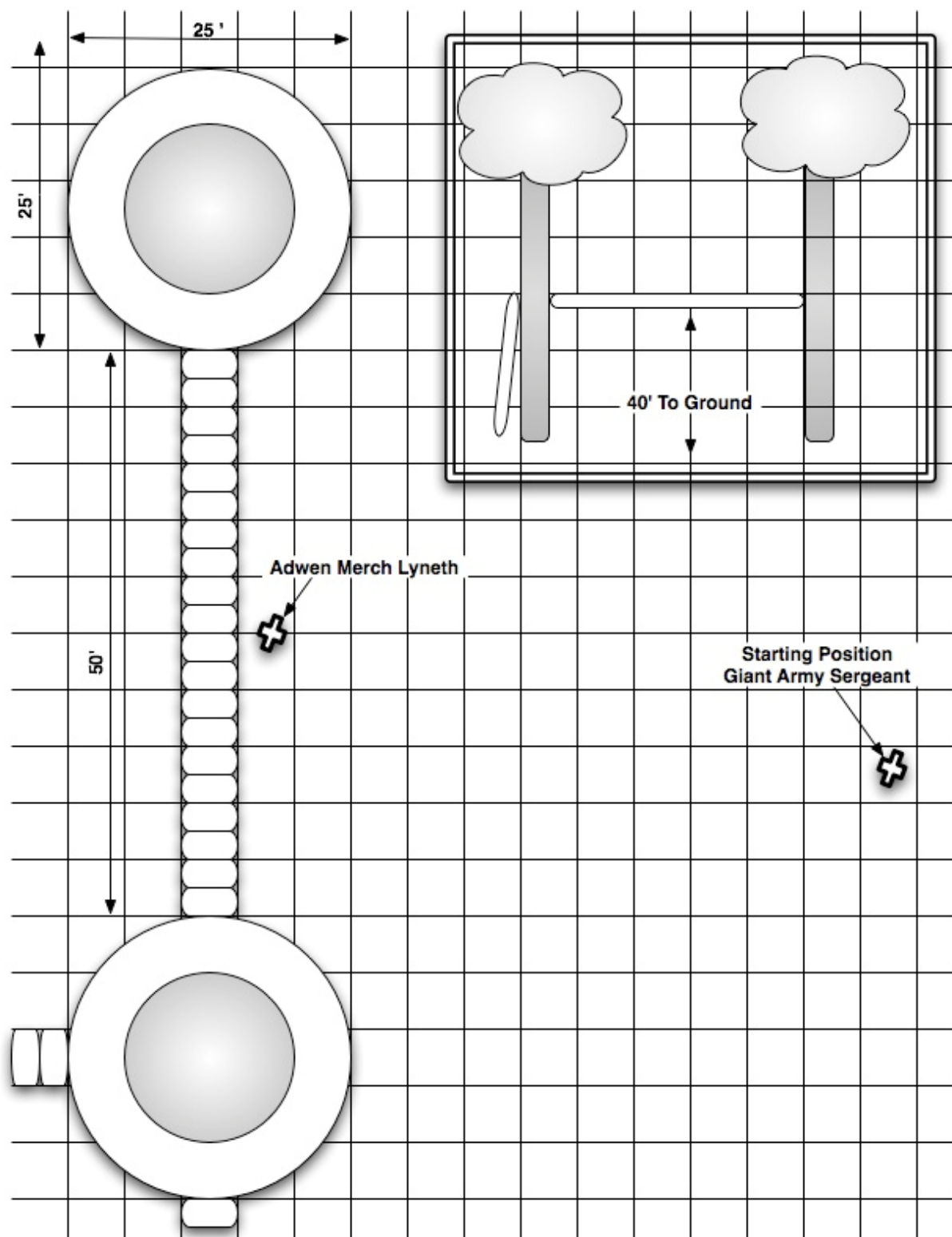
## DM AID: MAP #1 – THE DIM FOREST



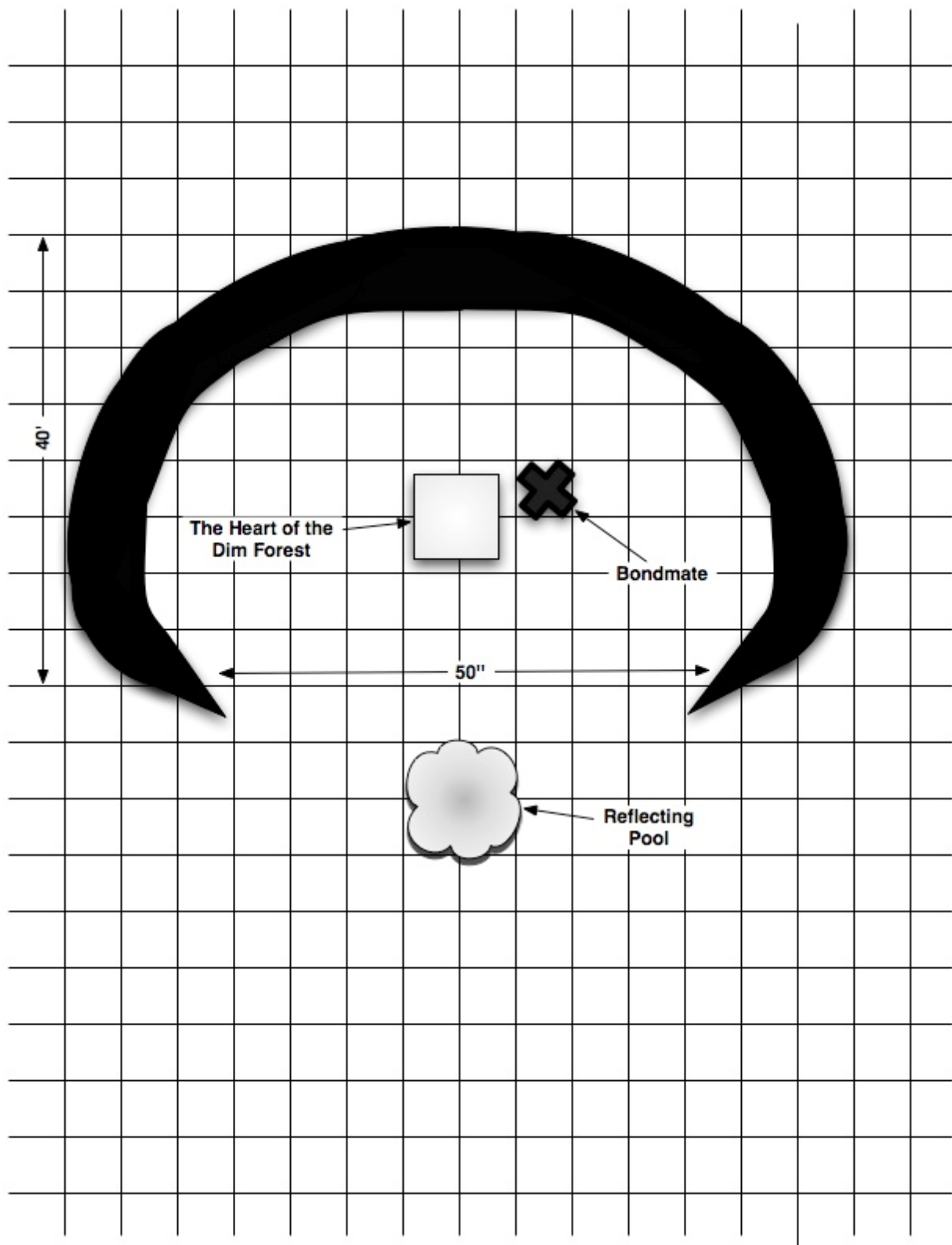
## DM AID: MAP #2 – MITHROND



## DM AID: MAP #3 – GIANT PATROL



## **DM AID: MAP #4 – AT THE TEMPLE**





## DM AID #1: DIM FOREST ENVIRONMENT

- Because the heavy forest canopy blocks out nearly all sunlight, the Dim Forest in the daytime is considered an area of '**shadowy illumination**'. A character can see dimly, and creatures within his area have concealment relative to that character (**20% miss chance**). Characters with darkvision do not suffer this concealment miss chance. A creature in an area of shadowy illumination can make a Hide check to conceal itself (see Player's Handbook page 76). At night, the forest is completely and utterly dark.
- The rift to the Plane of Shadow has corrupted the Heart of the Dim, and turned it into a Dark Heart. This change has affected the way some magic works under the boughs of the Dim Forest: **Light spells** cast within the Dim Forest in areas influenced by the Plane of Shadow (currently the area west of Taura Ridge and north of the Olgewater) are diminished such that the radius/distance of their illumination is halved (i.e. 20 feet becomes 10 feet). The radius/distance of **darkness spells** within this same area is doubled (i.e. 20 feet becomes 40 feet).
- **Teleportation** spells cast in, or ending in, an area influenced by the Plane of Shadow (via the Dark Heart of the Dim) automatically fall into the 'false destination' category (see the *teleport* spell description). The forest has been altered such that places once familiar are no longer as they used to be. Any 'mishap' result means the characters have teleported to a corresponding location on the Plane of Shadow. If this happens, contact the Geoff Triad at: [ma\\_triad@yahoo.com](mailto:ma_triad@yahoo.com).
- The Dim Forest is considered a dense forest, and its trees and undulating landscape block vision to an extent in all directions. The maximum distance at which a **Spot check** for detecting others in the Dim Forest can succeed is 100 ft.
- The ever-present Fuinoira trees of the Dim Forest are massive and most take up four squares (10 ft. diameter). They have AC 2, Hardness of 5, and 2400 hp. It takes a DC 15 Climb check to climb a tree. The lowest branches of the trees begin at 40 ft., and creatures up on platforms or branches are considered to have **cover and concealment** when fighting creatures on the ground.
- Because the trees block out sunlight, there is very little in the way of undergrowth. No concealment is granted from undergrowth, nor does it incur any extra movement cost. However, the terrain is ever undulating and the gnarly surface roots of the trees hinder movement such that **running and charging** is impossible.
- Away from settlements, the Dim Forest quickly grows eerily quiet. All **Listen checks** are made at a +2 bonus because of the utter lack of background noise.
- A 'fade' is a creature with the 'shadow creature' template. If a PC in the Dim Forest is killed by a shadow dragon's breath weapon or a 'fade' using a negative energy or level-draining effect, that character cannot be raised. Contact the Geoff Triad for more information: [ma\\_triad@yahoo.com](mailto:ma_triad@yahoo.com).

## **DM AID #2: LORE OF THE DIM FOREST**

### **THE HEART OF THE DIM FOREST**

The elven legends say that when the world was created, before the First War, the wiser gods banded together and called themselves the Seldarine, or Brothers and Sisters of the Woods. They used their power to emulate the grandeur of their celestial home of Arvandor by covering the barren lands of the new world with lush forests, tall grasses, flowers of incredible beauty and animals of every kind.

As the legend goes, the forests were created when Corellon Larethian carved pieces from the Great Tree and 'planted' them into the ground throughout the new world. The pieces took root and these roots spread for miles over millenia, covering the land in forests of tall evergreens and stout hardwoods. When Corellon created the elven people, he gave them stewardship of the forests. The homes of the elves thusly sprang up around the Hearts of the Forest, the high elves in the Hornwood, and the gray elves and wood elves in the Dim Forest. Each forest had its own Heart, and each was imbued with the primal energy of the Great Tree and the Preserver's will.

The Heart of the Dim is the source and lifeblood of all within the borders of the Dim Forest. As long as the Heart endures, it imbues the forest with a preternatural life-sustaining energy. The woods and the creatures within the magical woods thrive, and the elves live relatively carefree. The potent energy of the Heart can also be tapped by its Bondmate, a steward who dedicates his or her life to the care of the Heart and in return, is the conduit for its power, as well as serving as its mouthpiece when necessary.

The Bondmate works with the High Lord and together they can use the power of the Heart for the benefit of the wood elven people. The energy of the Heart can be used for many things, mostly growing and sustaining the forest when it has been harmed, but its energy is not inexhaustible, and the Bondmate serves as it's mouth as well as to make sure the Heart serves the benefit of the elven people, and vice versa, as was the Creator's intent.

### **THE SPEAR OF THE HIGH LORD**

The Spear of the High Lord is the symbol and scepter of the High Lord of the Dim Forest wood elves. Each Heart of the Forest has an item of power associated with it and fashioned at least in part from the same material as the Heart itself. The tip of the Spear of the High Lord is made from the purple stone of the Heart. The spear is held by the High Lord of the Dim Forest wood elves, and is the tangible link to the Heart in the triumvirate of the High Lord, the Heart, and the Bondmate. While the High Lord wields the spear, he can use the Heart's power, with the consent of the Bondmate. Without a Bondmate, the High King, or any who wield the spear, could use the spear to access the power of the Heart directly, but without a Bondmate, the Heart goes dormant, so the power is balanced between the three.

## DM AID #3: PLANE OF TIME

The Plane of Time (Temporal Energy Plane) has the following traits based upon the traits presented in the *Manual of the Planes*, p. 208-210.

**Access:** Through the use of a Plane Shift spell and a planar fork tuned to the Plane of Time, travelers can reach the Plane of Time.

**Subjective Directional Gravity:** Travelers choose their own down just as they would on the Elemental Plane of Air, although this does little good when caught in a windstorm. However, the gravity for the Clockworks is already determined and downward is away from the Eternal Circle.

**Erratic Time and Timeless:** The Temporal Energy Plane is timeless with regard to such mundane matters such as hunger, thirst, and sleep. It has the erratic time trait compared to the Material Plane, however.

Even a few hours on the Temporal Energy Plane may turn into weeks away from the Material Plane, and long-term visitors (or prisoners) may find themselves exiled from their home time line, never to return.

**Infinite Size:** At the very least, the Temporal Energy Plane is as large as the Material Plane.

**Alterable Morphic:** Objects remain where they are unless affected by physical force or magic.

**No Elemental or Energy Traits:** The Temporal Energy Plane is neither positive- nor negative-dominant. However, parts of its eternal windstorm may have either the minor positive-dominant or the minor negative-dominant trait.

**Enhanced Magic:** Spells and spell-like abilities that have time-based effects, including such spells as haste and time stop are extended (as the Extend Spell feat). Spells and spell-like abilities that are already extended are unaffected by this trait. A time stop spell is particularly useful on the Temporal Energy Plane because it creates a bubble around the user that protects against the effects of the dust-laden winds. Such a bubble then drifts across the plane.

**Limited Magic:** Spells that affect wind and weather do not affect the winds on the Temporal Energy Plane. These winds are moved not by natural causes, but by the relentless advance of entropy through the cosmos.

Because the Plane of Time does not connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Temporal Energy Plane. These spells include, but are not limited to: *astral projection*, *blink*, *dimensional anchor*, *dimension door*, *ethereal jaunt*, *etherealness*, *greater shadow conjuration*, *greater shadow evocation*, *Leomund's secret chest*, *shades*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *summon monster (i-ix)*, *summon nature's ally (i-ix)*, *summon swarm*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

**Movement and Combat:** The normal rules for combat on the Plane of Time do not apply as long as the PCs remain in the Clockworks.

**Winds of Time:** The greatest immediate danger on the Temporal Energy Plane is the eternal wind that sweeps through it, billowing with the dust that used to be worlds, leveled by the power of time. The Winds of Time do not affect characters in the Clockworks.

The wind blows medium creatures 1d6x10 feet (and small or smaller creatures 2d6x10 feet) and the dust carried with the wind can suffocate unprotected characters. See *Dungeon Master's Guide* pg. 304. Note that the PCs do not suffer from the Winds of Time while walking on the minute hand or when they are inside the Clockworks.

## DM AID #4: DIM FOREST ENVIRONMENT CHANGES

There are no changes from the original Dim Forest environment except:

- **Light spells** cast within the Dim Forest in areas influenced by the Plane of Shadow are cast with **normal effect**. The radius/distance of **darkness spells** within this same area is **no longer doubled**.

# DM AID: NEW RULES

## **NEW FEATS**

### **Augment Healing [Divine] (Complete Divine)**

**Prerequisite:** Heal 4 ranks

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

For example, a 1<sup>st</sup>-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8<sup>th</sup> level cleric with the Healing Domain and this feat casting *cure moderate wounds* would restore 2d8 + 13 hp (9 for his caster level including +1 caster level bonus for the Healing domain, +4 for the feat). A 13<sup>th</sup>-level druid casting *heal* would restore 144 hp (130 hp + 14 for the feat since *heal* is a 7<sup>th</sup>-level druid spell).

### **Defensive Archery (Races of the Wild)**

You can avoid attacks of opportunity when making ranged attacks while threatened.

**Prerequisite:** Point Blank Shot.

**Benefit:** You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

**Special:** A fighter may select Defensive Archery as one of his fighter bonus feats.

### **Divine Armor [Divine] (Player's Handbook II)**

You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attack.

**Prerequisites:** Divine caster level 5<sup>th</sup>, ability to turn or rebuke undead.

**Benefit:** As a swift action, you can expend a turn or rebuke undead attempt to gain damage reduction 5/- until the start of your next turn.

### **Divine Ward [Divine] (Player's Handbook II)**

You create a channel of divine energy between yourself and a willing ally. This link allows you to cast your spells upon him from a greater range.

**Prerequisite:** The ability to turn or rebuke undead.

**Benefit:** Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24 hour period, you can increase the range of a touch spell to short range (25 feet+ 5 feet per 2 caster levels) if you target the warded creature, and only the warded creature. When you cast in this manner, you must expend a turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must expend a turn or rebuke undead attempt to create each ward beyond the first.

### **Extra Edge [General] (Complete Arcane)**

Your ability to deal spell damage is particularly striking.

**Prerequisite:** Warmage level 4th.

**Benefit:** You gain a +1 bonus on your warmaged edge, plus an additional +1 bonus per 4 warmage levels. For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

### **Ghostly Grasp [Monstrous] (Libris Mortis)**

You can handle corporeal objects even while incorporeal.

**Prerequisites:** Cha 15, incorporeal subtype.

**Benefit:** You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

**Special:** Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

### **Hamstring [General] (Complete Warrior)**

You can wound your opponents' legs, hampering their movement.

**Prerequisites:** Sneak attack ability, base attack bonus +4

**Benefit:** If you hit with a melee sneak attack you may choose to forgo 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any cure spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstring attack. It takes two successful hamstring attacks to affect quadrupeds.

### **Improved Favored Enemy [General] (Complete Warrior)**

You know how to hit your favored enemies where it hurts.

**Prerequisites:** Favored enemy ability, base attack bonus +5

**Benefit:** You deal an extra 3 point of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

### **Improved Toughness (Complete Warrior)**

You are significantly tougher than normal.

**Prerequisites:** Base Fort bonus +2.

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

### **Practiced Spellcaster [General] (Complete Arcane)**

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

**Prerequisites:** Spellcraft 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 gain 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 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.

### **Prone Attack [General] (Complete Warrior)**

You can attack from a prone position without penalty.

**Prerequisite:** Dex 15, Lightning Reflexes, base attack bonus +2.

**Benefit:** You can make an attack roll from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may stand up immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

**Special:** A fighter may select Prone Attack as one of his fighter bonus feats.

### **Sacred Healing [Divine] (Complete Divine)**

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

**Prerequisites:** Heal 8 ranks, ability to turn undead

**Benefit:** You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. burst. The fast healing lasts for the number of rounds equal to 1 + your Charisma modifier (minimum 1 round).

### **Short Haft [General] (Player Handbook II)**

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

**Prerequisites:** Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3

**Benefit:** As a swift action, you can choose to lose the benefit of wielding any weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack spaces adjacent to you. With another swift action you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

**Special:** A fighter can select Short Haft as one of his fighter bonus feats.

### **Telling Blow**

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

**Prerequisite:** Skirmish or sneak attack ability.

**Benefit:** When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

## **NEW ITEMS**

### ***Oil of Invisibility (Magic Item Compendium pg. 256)***

Turn invisible per the spell listed in the Player's Handbook page 245.

### **Salve of Minor Spell Resistance (Magic Item Compendium)**

Upon spreading this salve upon your skin, you gain spell resistance 17 for 5 minutes.

Moderate (DC19) Abjuration; CL 9; Prerequisites: Craft Wondrous Item spell resistance; Cost to Create: 675 gp, 54 xp, 2 days; *Price* 1,350 gp; Weight ½ lb.

### **Mobility [Armor Upgrade] (Magic Item Compendium)**

While wearing a suit of light armor that has this property, you gain the benefit of the mobility feat, even if you do not meet its prerequisite.

Faint Transmutation; CL 5<sup>th</sup>; *Price* +1 bonus; Weight

### **Agility, Improved [Armor upgrade] (Magic Item Compendium)**

As agility, except the armor grants a +5 resistance bonus on Reflex saving throws.

Strong Transmutation; CL 15<sup>th</sup>; *Price* +8000 gp;

### **Oil of Keen Edges (Magic Item Compendium pg 257)**

Normal weapon's threat range is doubled per the spell listed in the Player's Handbook page 246.

### **Berserker [Weapon Upgrade] (Magic Item Compendium)**

In your hands, a berserker weapon deals an extra 1d8 points of damage on any successful attack while you are raging.

Moderate Enchantment; CL 7<sup>th</sup>; *Price* +1 bonus

### **Deadly Precision [Weapon Upgrade] (Magic Item Compendium)**

A deadly precision weapon deals an extra 1d6 points of damage whenever you make a successful sneak attack or sudden strike with it. The property grants no benefit if you don't already have one of these class features, and its bonus doesn't increase if you have both.

Faint Transmutation; CL 5<sup>th</sup>; *Price* +1 bonus

### **Hunting [Weapon Upgrade] (Magic Item Compendium)**

A hunting weapon increases your bonus on weapon damage rolls by 4 against your favored enemies.

Moderate Abjuration; CL 6<sup>th</sup>; *Price* +1 bonus

## **NEW SPELLS**

### ***Fireburst (Spell Compendium)***

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.



Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

*With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.*

*Fireburst* causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

*Material Component:* A bit of sulfur.

### ***Fist of Stone (Spell Compendium)***

Transmutation [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

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

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

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

### ***Hail of Stone (Spell Compendium)***

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.*

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

*Material Component:* A piece of jade worth at least 5 gp.

***Ice Knife (Spell Compendium)***  
***Conjuration (Creation) [Cold]***

Level: Assassin 2, sorcerer/wizard 2

Components: S, M

Casting Time: 1 standard action

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

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

*You shake your hand as if to free it from some substance you disdain. As you do, a magical shard of ice blasts from your hand and speeds to its target, the sound of cracking ice following in its wake.*

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, *PH* 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

*Material Component:* A drop of water or piece of ice.

***Orb of Acid (Lesser)(Spell Compendium)***  
***Conjuration (Creation) [Acid]***

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

### ***Orb of Cold (Lesser) (Spell Compendium)***

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Effect: One orb of cold

*Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.*

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

### ***Orb of Fire (Lesser), (Spell Compendium)***

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1

Effect: One orb of fire

*Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outwardfacing palm.*

This spell functions like *lesser orb of acid*,

### ***Orb of Electricity (Lesser) (Spell Compendium)***

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1

Effect: One orb of electricity

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

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

### ***Orb of Sound (Lesser) (Spell Compendium)***

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1

Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except that it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

### ***Whirling Blade (Spell Compendium)***

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*With weapon in hand, you finish the last of the arcane gestures and words that activate the power of the spell. As you cast the spell, you hurl a single slashing weapon at your foes. The blade, carried along both by your might and your magical prowess, slashes at your foes while whirling forward.*

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

*Focus:* A slashing melee weapon that you hurl.

## CRITICAL EVENT SUMMARY: GEO7-03 Breath of the Ancients

For use only at RavenCon.

1. Did the PCs retrieve the Bondmate's body? Yes                      No
2. Did the PCs retrieve the spear peacefully from Adwen? Yes                      No  
If not, how did they get the spear from her?
3. Did the PCs return the Bondmate to his body? Yes                      No
4. Did the PCs give the Spear to Darlon Lea or Lachion Stonehouse? (Circle one)  
  
Darlon Lea                      Lachion Stonehouse                      Neither
5. Did the PCs try to give the Spear to someone else before Darlon Lea or Lachion Stonehouse?  
If so, who?
6. Did someone try to take the Spear for him/herself? Yes                      No  
If so, list whom here:

**Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):