

GEO7-07

The Great Game

A One Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version.0.9

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The Old Faith receives a prophecy from their Oracle: Old roads must be trod and forgotten allies called upon before the coming storm. A Geoff Regional adventure for APLs 2-16.

Note: This adventure will be of particular interest to members of the Old Faith.

Resources: *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Players' Handbook II* [David Noonan].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1 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

The druids of the Old Faith ask only the most pressing questions of their Oracle, Hen Wen (who takes many forms, most recently that of an oak tree). Sometimes Hen Wen answers, sometimes it doesn't, and sometimes Hen Wen simply gives directives. The Old Faith druids have learned that no matter how strange or cryptic the message, Hen Wen's words speak the will of the Land.

A few days ago, Hen Wen spoke and said that the Land is being consumed by the shadow, and that the shadow had recently grown stronger. To mitigate this, Hen Wen prophesied that we must: tread old paths, and call upon forgotten allies. It also prophesied the names of those who would have to do this (the PCs).

ADVENTURE SUMMARY

Introduction: The PCs are approached by messengers of the Old Faith in the form of trained horses delivering letters. The horses then take them to the next step in their journey.

Encounter 1: The PCs are brought to Lake Avon Ffyn, the home of the Old Faith in Gyrudd and are present for the Circle's declaration. They are told that they must travel to the Beastlands and participate in the Great Game.

Encounter 2: The druid Dorindel shows them to the vortex portal in the Javan that will take them to the Beastlands. Assuming the PCs go to the Beastlands, they end up on the layer of Krigala, the Land of Eternal Day. They meet a celestial animal, Miro the cat, who acts as a guide, and leads them to where the Great Game is happening. She explains about the tests of battle and skill. If the PCs show their 'favor fetish' given to them by Dorindel, the PCs are allowed to participate.

Encounter 3: The PCs fight the champion of the Beastlands in the Test of Battle. If they win, they get a favor.

Encounter 4: The PCs compete in the Test of Skill. If they win, they get a favor.

Encounter 5: As the post-Game celebration gets underway, the PCs receive a sign in the sky. They figure out, or are told, that it is a sign of summoning from Stronmaus, god of good cloud and storm giants, who happens to live in Karasuthra, the Land of Eternal Night and the most dangerous layer of the Beastlands. To follow up on the sign, they need to convince the Owl Lord to take them there.

Encounter 6: The PCs make it to the layer of Karasuthra, and have to find their way to the realm of Stormhold. On the way, they are attacked by a one of the dangerous predators that lives on this layer.

Encounter 7: The PCs make it back to Krigala only to find that something is closing their only way home from the other side. Arriving back in the Prime Material Plane, the PCs must fight the followers of Falazure (minions of the shadow dragon) who have killed Dorindel and sacrificed him in order to seal the portal.

PREPARATION FOR PLAY

Be sure to make note if any of the **Player Characters** have, or participated in, any of the following:

- Giant Eagle Feather (from Aeril in GEO1-09 "Expedition to the Barrier Peaks").

- "The Doll's House" mini-adventure as part of GEO4-IN4 "Castle of the Cloud Giant Patriarch." **
- GEO4-05 "Vision of a Lighted Path"
- Favor of Elaar the Giant Eagle GEO4-07 "Return to the Barrier Peaks".
- Esteem of the Cloud Giant Patriarchs from GEO5-03 "Weight of Words". **
- The Golden Egg from GEO5-03 "Weight of Words". **
- 'Legacy' player character AR from GEO5-09 "Citadel of the Storm King". **
- Favor of Heike from GEO6-IS2 "Child's Play". **

(** These things come into play during **Encounters 5 & 6**).

If players would like to change characters based on the above information, let them do so before the Introduction begins. Also make note of any PCs who are members of the Old Faith or the College of Canaith (Old Lore Bard), and PCs who have had animal companions die in service to them.

Judges should be familiar with the feats in the back of the module for the champion in the Test of Battle, and should review the game mechanics the Test of Battle and of the Test of Skill as well.

INTRODUCTION

It doesn't matter where the PCs begin, as long as they are somewhere in Geoff. The same thing happens to each of the PCs. If PCs are together, the Old Faith is aware of this and sends enough horses for each PC. Modify text as necessary.

Brrr! Wintertime in Geoff generally involves a lot of snow, cold, wet weather, and an occasional hot mug of seidr (cider) when you can get it. On this not quite fine day, swirls of snow fall to the ground and gusts of wind swirl the flakes into drifts that collect against any impediment.

As you walk to wherever it is that you are going to in this weather, you notice a shaggy horse approaching you. It appears perfectly at home in the cold, and it makes a beeline straight for you. A scroll-case hangs from its neck on a leather cord.

Any PC who makes a successful Knowledge (local – Sheldomar) (DC 15), Knowledge (nature) (DC 15) or a bardic knowledge check (DC 20), knows that the horse is a Gyric Mountain Pony. These horses are bred in the cantrev of Gwyrth Bryn, ruled by Llwyrr Ilan ap Dyved. Ilan also happens to be an up and coming druid of the Old Faith.

If the PCs do not take the scroll, the horse nudges them until they do. If the PCs ignore the horse, it follows them for a day before leaving. When the PC opens the case, it reads:

"You have been summoned by the Druid's Circle on the Isle of Rhun. This mount will take you to where you need to go. I cannot stress the importance of this summons enough, so I would recommend you leave as soon as you can, and prepare for a long journey. – Ilan ap Dyved, Llwyrr of Gwyrth Bryn."

If the PC refuses to go, the module is over for them.

These particular horses are well-trained Gyric mountain ponies, raised by Old Faith druids. They are enchanted, and move at great speed, without tiring, to their predetermined destination. As soon as they are mounted, they immediately take the PCs to the Old Faith druid Dorindel's grove, the Gloaming Glade, inside the northwestern Dim Forest. This is where Dorindel awaits them and where **Encounter 1** begins.

Development: If any PC is a Druid of the Old Faith, or an Old Lore Bard, they can make their own way to Lake Avon Ffyn via the Ways of the World. If this is the case the message merely states that they are to make haste to Avon Ffyn. Any Old Faith Druid and Old Lore Bard PCs meet the other PCs at the Isle of Sanctuary in the subsection of **Encounter 1** entitled Meeting with the Circle.

ENCOUNTER 1: HEN WEN'S PROPHECY

The white shaggy horses, sure-footed Gyric mountain ponies, speed unnaturally fast across the snow-covered land, and never seem to tire. Eventually, the horses enter the western road into the Dim Forest, one of the few places it is still safe to travel in the Dim. Before reaching the town of Hocholve, they veer down a game trail and end at a circle of standing stones in the middle of the forest.

Standing in the middle of the circle is a severe looking half-elf clad in druidic robes. He seems to be waiting for you.

Any PC who played GEO2-04 "Flower for a Giant's Grave", or GEO4-05 "Vision of a Lighted Path" recognizes Dorindel the Hawthorne. Any PC with Knowledge (geography or (local) may make a DC 10 check to know that they are in the Gloaming Glade, a sacred Old Faith grove overseen by the reclusive Dorindel. He is gruff, even to other druids and Old Lore bards, and does not speak much. If the PCs ask what this is all about, he tells them to save their questions for the Circle. If they insist on knowing more, Dorindel ends any debate by telling reluctant PCs that they made a commitment when they mounted the horse. He says nothing more on the matter.

If PCs weren't already together, the horses bring them here within minutes of one another. Make introductions at this time.

Once everyone is gathered, Dorindel leads the PCs to a dolmen (two stones topped by another stone) within the circle of standing stones located in the Gloaming Glade. He stands in front of the stones of the dolmen and performs an ancient ritual in the secret Druidic language. This is an Old Faith ritual that they do not share with anyone outside of the Old Faith. The PCs can overhear what he is saying if they can speak Druidic and make a Listen Check (DC 30). Even then, all they know is that he gave thanks to the Old Faith gods. Spellcraft checks reveal nothing, as this is not a spell effect. Read the following.

In the space between the two massive stones, a creature appears out of nothing as it turns to face you. The creature is about the height of an elf but has light green skin, and the antlers of a young buck sprout from its head.

"Dorindel. It has been," it pauses as if thinking, "some time," the creature adds.

"Yes, and I am in haste. I need you to open the gateway."

"Passage is a gift," the creature responds.

"One paid centuries ago," Dorindel says. "In the name of Obad-hai, I insist that you open the gateway."

"No need to be rude," the creature snorts. "The Ways of the World are open to you."

The creature reaches out and touches the stones on each side. Almost immediately, the space between the upright stones fills with swirling mists. Dorindel directs you to enter.

Assuming that the PCs enter the Ways of the World, they find themselves standing on an island of stone that floats in a sea of mist. The mist is so thick that it is impossible to see more than 20 feet off the island. Behind them is the dolmen, and between the stones they can still see the druid's grove, but it is distorted and out of focus. There is a single bridge of stone that leads off the island away from the dolmen. Dorindel leads the PCs across this bridge that slowly arches up into the mists. The PCs seem to be traveling in a dream. It is like time is simultaneously slowed down for some senses and sped up for others.

Telling time is impossible in the Ways. The bridge reaches the top of its arch through the mists and begins to angle down. The bridge has no railings or markings.

Eventually, the bridge comes to another island. This one has no dolmens on it. Instead, there is an obelisk covered in markings in the center of the island. There are four bridges (including the one the PCs were on) that lead off the island.

Dorindel looks at the obelisk in the center for a moment. He then goes to the bridge to the left of the bridge the PCs were on first. The writing on the Obelisk is Ogham, the written form of Druidic. It is also in code and impossible for the PCs to understand unless they are instructed in it.

While the PCs are walking on the second bridge, they hear screams far off in the mists. The screams are chilling and echo strangely through the mists. Dorindel pays the screams no mind. If asked what they are, he shakes his head and doesn't answer.

After a confusing journey through the foggy Way, the final bridge ends on an island with two standing stones on it. Mist swirls between the two stones. As soon as Dorindel touches the mist between the standing stones, they become clear and you can see a mountain lake beyond. The druid motions for you to step through.

THE ISLE OF SANCTUARY

When the PCs step through, read the following:

You leave the Ways of the World and find yourself on a low, white hill overlooking a mist-shrouded lake. Through the mist you can just make out two islands. Mountains, tall and majestic, rise from the far side of the lake, their feet lost in the fog. But you can see their snow-covered peaks well and the sight is breathtaking.

Dorindel leads you to the shore where there is a hazel tree. A ram's horn hangs from one of the branches.

"Take that down and blows two long blasts. Then wait." Says the half-elf druid curtly. Without another word, he transforms into a falcon and speeds off towards the bigger of the two islands.

Some time later, a boat appears from across the lake. It is an enormous canoe, made of wood and stretched hide. Four bare-chested men paddle the boat silently and swiftly through the water. Their skin is covered in swirling tattoos and ritual markings. Their heads have been shaved, leaving only a strip down the center front to back. This strip of hair has been hardened and spiked with lime.

At the front of the boat stands a young woman, dressed in simple wool, decorated with beads and knotwork embroidery. She never takes her eyes off of you as the boat approaches.

The boat is crewed by four Guardians of the Old Faith, who are monks sworn to defend the Old Faith Druids. The woman is Cailin merch Darra, a druidic initiate of the Old Faith.

When the boat reaches the shore, the young woman speaks, "Prynhawn da (pronounced preen-hown da; tr. good afternoon). Welcome to Lake Avon Ffyn. Please climb aboard, for the Druid's Circle awaits you."

When the PCs board, read the following:

The Guardians push the boat off and start paddling the canoe toward the island in the center of the lake. The boat glides silently along as the paddles of the Guardians of the Old Faith slip into the water.

In the distance you can hear the sound of singing. It's a wordless melody of deep, rich voices that hint at ancient mysteries and the timelessness of the land.

Far to your left, a large serpentine form crests through the surface of the chill lake. The sunlight glints off of its bronze scales and the massive wings folded tightly against the body of the creature. The serpent drives back under the water. Its tail is the last to disappear beneath the deep waters.

A few minutes later, you notice that your destination is not the large island, but a small one next to it.

The PCs may wish to ask Cailin or Pwyll what the smaller island is. If they do so, either one tells them that the smaller island is the Isle of Sanctuary (aka Kindler's Isle). The larger island is the Isle of Rhun. Only those who are members of the Old Faith are permitted on the Isle of Rhun, so guests are taken to the Isle of Sanctuary.

The boat rapidly closes with the smaller island and the Guardians beach the boat on the shore.

Several buildings sit on this pine-covered island forming a small village, and a bridge leads across the lake to the larger island. Four tattooed Guardians wearing deerhide trews, fur cloaks and mocassins stand silently in the cold, guarding this end of the bridge.

"Welcome to the Isle of Sanctuary, please, follow me." Says Cailin as she heads towards the bridge.

The small village is the home of the bardic College of Canaith. The college was forced to retreat to the Isle of Sanctuary when the giants overran Geoff in CY 581. The College has occupied the village and continues to persist at the doorstep of the Old Faith Druids.

There is little opportunity for the PCs to visit the rest of the village until this evening. Exploring the village is optional, and more information can be found on it in the subsection called **The College of Canaith**.

MEETING WITH THE CIRCLE

Cailin leads the PCs almost to the bridge, to see the druids as they cross. If there is not an Old Faith druid, or an Old Lore Bard in the party, and PCs cannot make a Knowledge (local), DC 10, Cailin whispers the names of the first three druids as per the boxed text below:

Cailin leads you to the bridge just as the druids are emerging from the trees on the other island. Dozens of green-clad druids cross the bridge in a single file. Among their number you see Llwyrr Ilan ap Dyved, druidic ruler of the cantrev of Gwyrth Bryn; Briallen the Heatherdown, druidic advisor to Owen the Brenin; and Dorindel the Hawthorne, the druid who brought you here. Guardians of the Old Faith escort them as they walk.

The final four druids draw your eye. The first is an elderly woman who bears the symbol of Beory. The second is a handsome, mature man with a strong and powerful build, who bears the symbol of Obad-hai. Third is a waif-thin woman with large limpid eyes, who bears the symbol of Ehlonna. The last is a bald middle-aged man with a fierce look about him. He bears the symbol of Nerull.

The druids pass through the village and enter the serencolvi (ser-en-kol-vee) grove on the far side. Cailin urges you to follow after them.

Assuming the PCs follow, continue below.

You follow the procession into the grove. The druids gather in a ring around the large star tree in the center. The white-trunked tree has a face carved into that is disturbingly alive. The eyes are painted red and glare out from the bark. No matter where you stand in relation to the tree, you get the unsettling feeling that they are looking right at you.

The last four druids take positions in the center of the ring. The druids all then sink to their knees in reverence before the tree. Minutes pass and the druids make no movement or noise. Finally, the bald man speaks.

"The Balance is kept." The other druids repeat the words in unison. "The Wheel turns." Again, the other druids repeat his

words. *"The Circle continues." The druids repeat a third time and rise as one to their feet. The four druids in the center turn to face you. The bald man speaks again.*

"I am Maelor, Keeper of Winter, the season of death and change. Therefore, in this time of transition and tumult I lead the Circle."

"The Oracle has spoken, and has revealed to us the will of the Greenman."

The thin young woman speaks. "I am Rhianeth, Keeper of Spring, the season of planting and expectations. The Land is in danger from forces, both Oerthly and otherworldly, which are aligning and threaten to forever taint the Land."

The elderly woman speaks "I am Ceinlys (pronounced kine-lees), Keeper of Autumn, the season of plenty and fruition. The Oracle has revealed that you must tread old paths, and call upon forgotten allies if the Land is to survive the coming battle. You are the ones who must do this. We have brought you here to send you on again."

Finally, the handsome muscular man speaks. "I am Tavan, Keeper of Summer, the season of growth and strength. You must journey to the Beastlands, look to the sky and partake in the Great Game."

Maelor speaks again. "You must have questions before you begin your quest. Ask them of us, and we shall answer as we see fit."

Q. What is endangering the Land?

"The shadow. It is the unnatural shadow that even now slowly encroaches and consumes the Land. The Oracle alludes to more, to forces 'aligning' against the Land, but the meaning of this is something that is yet to be discovered on the path the Oracle has provided."

Q. What is the Great Game?

"The Great Game is held by the Beast Lords once every 144,000 rains, or nearly 400 cycles. Long ago, six champions of the Old Faith participated in the game and won the favor of the Beast Lords. These favors were

used in a time of need for the Land and if they can be won again, they will aid in retaining the balance that is now threatened."

Q. What do you mean, 'look to the sky'?

"Just that. Do as the Oracle instructs, and the meaning will become clear."

Q. Who are the Beast Lords of the Beastlands?

"The Lords of the Beastlands are Balador, the Father Bear; and his sister Ferrix, the Mother Tiger; as well as Taur, Lord of Bulls; Coru, King of Foxes; Golwen the Owl Lord; and Remnis, the Father of Giant Eagles."

Q. What can you tell us about the victory by the six champions of the Old Faith?

"That is the role of the bards, though nothing in the stories will aid you in the challenges."

Q. How does one win the Great Game?

"The Lords hold a series of challenges that test strength and skill."

Q. How do we get to the Beastlands?

"Dorindel the Hawthorne, protector of the Gloaming Glade, will be your guide."

Q. What do we do once we're there?

"As the Oracle says, you must seek out the Beast Lords, partake in the Great Game, and look to the sky for more answers."

Q. What do we get out of this?

"Our gratitude. Knowledge that the Circle continues. A place in song. If you desire trinkets, we can find something suitable for you."

Q. Is time an issue?

"Yes, the Game has already begun. There is yet time to join, but you must journey there with all haste."

Q. What if we refuse to go on this quest?

"You endanger the Balance. You threaten the Circle. We did not bring you here on a

whim. But we are not slavers. We will not force you to accept his quest."

Q. Where is Gwenllian? Where is your Archdruid?

"She is not here."

Note: The druids do not answer this question further. However, they believe that the absence of an Archdruid is one of the reasons the Land seeks aid from outside of the of Old Faith.

When the PCs have exhausted their questions, the druids ask them if they accept the quest. If the PCs refuse the quest, the module is over for them. Otherwise, read the following:

Maelor speaks. "Make what preparations you need today and tonight. You leave tomorrow morning with Dorindel the Hawthorne, he says, looking towards the severe looking druid who brought you here. May the Circle bring fortune to your journeys. May the Balance weigh in your favor." The druids then depart the grove and return to the Isle of Rhun.

If the PCs refuse, Maelor accepts their decision and returns them to where they were in Geoff. The module is over for them.

The College of Canaith

The PCs are free to explore the small village on Kindler's Isle in the time that remains. Other than the bardic residences and library, there is a smithy that is also a weaponsmith and armorer, as well as a blacksmith. The largest of the handful of cottages houses the highest-level bards and the library of the College of Canaith. PCs can purchase standard adventuring gear (from the *Player's Handbook*) here.

They will be given lodging for the night inside the largest cottage. The circular village hall is the public gathering place. It is filled with the smell of food and the noise of dozens of conversations. The PCs can find a meal and conversation there if they so choose.

If the players go over and join the bards, continue below.

You sit down at long tables and are given generous portions of traditional Flan food. There is venison and rabbit mixed with generous helpings of leeks. They also have something called rarebit, which seems to be melted cheese on toasted bread. All of this is washed down with seidr. There is constant

entertainment and the resident college members readily engage you in conversation.

The bards of the College of Canaith engage in light conversation with the PCs. If the PCs ask about the games, even the bards know little about them. They can relate that the six Old Faith champions of old faced a series of challenges, individually and as a group. In victory they were given 'favor fetishes' by the Beastlords, which contained a part of their essences. The fetishes were used long ago in defense of the land during the rule of the first Brenin, lowerth the Farsighted (while repelling the Keoish invaders in CY 254).

Bridge to the Isle of Rhun

If a PC leaves the village hall and tries to cross over to the Isle of Rhun, the best way to do so is by the bridge. At the point where the Isle of Sanctuary comes closest to the Isle of Rhun is a bridge linking the two. The arched bridge is completely made of wood is about 100 feet long. The bridge does not appear so much built as grown, as it is solid wood and there is no evidence of nails or other human handiwork.

Druids who are members of the Old Faith metaorganization are permitted to cross the bridge and go to the Isle of Rhun. At the moment, nothing is happening, so there isn't much to see. If a druid PC knows an Old Faith NPC druid, that NPC is there. That NPC will have no additional information about the current events in the module. In addition, they don't know the current status of Gwenllian.

If anyone who is not an Old Faith druid tries to cross the bridge, or starts trouble, a group of four 13th level Old Faith monks immediately move to subdue the PCs. If this does not suffice, and the PCs try to cross to the bridge, two Elder water elementals rise out of the water and block their path. They are assisted by two Elder Earth elementals, if the PCs make it to the far shore.

If the PCs attempt to swim or fly over to the Isle of Rhun, they are attacked by the elder water elementals (if swimming) or by two elder air elementals (if flying).

All APLs (EL 15)

Elder Air Elementals (2), See *Monster Manual* p. 82.

Elder Earth Elementals (2), See *Monster Manual* p. 82.

Elder Water Elementals (2), See *Monster Manual* p. 84.

If the PCs persist, more help arrives in two rounds in the form of two 17th level monks and four 15th level druids with a variety of animal companions, as well as the old brass dragon that lives in the lake. This encounter is not statted, but if things get to this point, the module is over. This is the center of the Old Faith's power and any PCs who persist will be annihilated.

If any PC who is not of the Old Faith places a single foot on the Isle of Rhun, their lives are forfeit, and the druids will take the PC for sacrifice to cleanse the island. The druids have sufficient strength to overwhelm any resistance from the PCs and take the offending PC.

The next day, after a hearty breakfast, Dorindel arrives and casts *transport via plants*. This spell takes the PCs to the Vortex in the Javan.

Go to Encounter 2.

ENCOUNTER 2: WORKING VACATION

Dorindel can only carry five passengers and their equipment through the spell *transport via plants*. He owns a portable hole that can be used to carry a sixth person and up to one mount, though a Handle Animal check (DC 20) is required to get the animal inside the hole.

Soon, you find yourself stepping out of a tree next to a cove in the Javan River. The Dim Forest stretches into shadowy darkness on both shores. The cove itself however is dominated by a swirling vortex of water and energy that sparkles and gleams, and a short pier still stands, leading out to the hole between worlds.

"Here we are then," Dorindel says.

From a pouch, the half-elf druid pulls out a fetish. It consists of a leather thong holding what appears to be a few animal teeth, a claw, two feathers and a lock of red fur.

"When you arrive in the Beastlands, present this to the Lords overseeing the Great Game. It is the fetish won by one of our former champions long ago. It should grant you entry."

"I will keep watch over this side of the portal, and await your return. Go with haste....go."

Any PC with ranks in Knowledge (nature) can make a check (DC10) to recognize the items which make up the fetish include a bear's claw, a tiger's tooth, a lock of fox fur, the feather of both an eagle and an owl, and the tip of a bull's horn. This is one of the 'favor fetishes' won by the Old Faith champions hundreds of years ago. It is long drained of it's magic.

Any PC who has played GEO1-07 "Shadows of a Fallen Star" and /or GEO4-05 "Vision of a Lighted Path" have been to this cove before. Those who've played "Vision" know that the vortex leads to the Beastlands, specifically to a land near Ehlonna's realm, the Grove of the Unicorn. It was created by an arrow shot from Ehlonna's bow to aid the denizens of the Dim Forest against the encroaching shadow.

Any PC that makes a successful Knowledge (local - Sheldomar) (DC 15) or bardic knowledge (DC 20) knows that this vortex in the Javan River was created years ago by a 'falling star', and is rumored to lead to the Beastlands. Followers of the Spring Maiden claim that the falling star was an arrow shot by Ehlonna.

The PCs can take any precautions they wish before entering the vortex. The pier extends 20 feet into the water. The water is just above waist deep for a human. The PCs can walk through the water and any animal companions should be able to walk or paddle through the water to get to the vortex. Once near it, the PCs are sucked through to the other side. Wearing heavy armor or carrying heavy loads only speeds the process.

When the PCs enter the vortex they leave Oerth and enter the Beastlands. Read the following:

You wade through the river into the swirling mass of water and light. The ground seems to slip away beneath you and you are pulled down. The sky is a rapidly dwindling spot of light blue above you, which disappears as the foaming water envelops you.

You are falling through the water, which is too light and aerated to slow your plummet. The fall is making you dizzy and your vision blurs until all you see is light.

It takes a moment to realize that you are no longer falling, and packed earth is beneath

your feet. Amazingly, you are dry and unharmed.

As the world slowly comes into focus, you see that you are on a path in a forest, between a fallen tree and a giant oak. Gigantic hardwood trees of all kinds spread out as far as the eye can see. Some trees seem to be at the height of budding, while others are already at full foliage. Mushrooms grow at the base of many of the trees. Lush green ferns line the path that winds ahead of you.

Squirrels chitter above you in the trees and you spot a small herd of deer off in the distance. The sunlight streams through the canopy of branches, making beautiful patterns on the rich soil beneath your feet.

Off in the distance, you hear cheering and singing. The sound seems to float down the path as if beckoning you further into the woods.

THE BEASTLANDS

Conditions: The temperature is mild and pleasant, and the sun shines high in the sky. Please see **DM Aid “The Beastlands”** for more information on conditions while in the Beastlands.

With a Knowledge (the planes) check (DC 20) the PCs realize they have entered the Beastlands, which is an outer plane devoted to neutral and chaotic good. It is also one of the homes of Ehlonna. The PCs are currently on Krigala – the first layer of the Beastlands. They are near the Grove of the Unicorn to be exact.

Time is measured in the Beastlands by the coming of the daily rain.

The PCs cannot tell which direction is north, no matter how high they have the Survival skill. Because of the magic of the Beastlands, they have no sense of direction. It appears to be mid-day.

Any PC who has lost an animal companion may find them at this time or at any other time in the adventure. Also, dead mounts can be found here as well. The animals search out the PCs, but do not join them in their quest, nor do they give them information of any sort other than their own well-being and happiness.

Judge’s Note: The call of the wild lures natural creatures away from the PCs while they are in the Beastlands. Any animal companions, animals or mounts currently with the PCs buck the

control of the PCs, and wander away. Magical creatures (i.e. magical beasts, dragons, etc.) are not affected. All sorts of natural animals can be found here so the animal companions and mounts find a group of their own kind with which to spend time. Animals **DO NOT** adventure with the PCs during their time in the Beastlands, however, they do intuitively rejoin the PCs when the characters are ready to leave the Beastlands, (although the PCs do not necessarily know this at the moment.)

The Great Game

The Great Game is currently taking place (and has been for many days), and is the reason behind the cheering and singing. The PCs can wander any way they wish into the great woods, but they won’t find the Great Game unless they follow the noise. If they do, read the following:

You follow the noise, and soon come upon a game trail that leads you to a large clearing in the woods. Before you, hundreds of animals, beasts and humanoids are gathered and seem to be watching something, likely a competition of some kind given the cheering, and snorting, and howling and baying.

As you take this in, a white cat slinks away from the crowd nearest you and approaches.

PCs who played GEO4-05 “Vision of a Lighted Path” immediately recognize the cat as Miro, the celestial cat companion to “The Shepherd”, whom they met in that adventure. If any PC does know Miro, the cat has approached to say hello and inquire as to what has brought them back to the Beastlands (modify the boxed text below accordingly). If the PCs have never been here before, Miro is merely curious, as cats are wont to be. Her attitude is Friendly, as are the attitudes of most anyone the PCs talk to:

The white cat looks at you curiously.

“Here to watch the Great Game are you?”

If the PCs respond that they are here to participate in the Great Game, Miro continues:

“Well, you’re late, you’re late. You need to present yourselves to the Beast Lords. C’mon, I’ll take you to them.”

The talking cat leads you through the crowd. You make your way past giant bears, tigers, eagles, owls, as well as beings that look like humans or elves that have taken on feral qualities such as mane-like hair, tusks, or cat’s eyes.

Anyone who makes a Knowledge (the planes) (DC 5) or Knowledge (religion) (DC 12) knows that these humanoids are petitioners. Souls of deceased humans, elves, and others who made their way to this Outer Plane and have taken on celestial aspects associated with the gods or powers they revered in life. Most of the human petitioners here revere Ehlonna, and have stars on their foreheads (the beginnings of a unicorn horn).

Soon, you arrive at the inside edge of the throng, and can see what the crowd is watching.

Two large animals, a bear and a tiger, fight in the circular clearing. As you watch, they circle one another, and then attack in a flurry of claws and teeth. Suddenly, a crushing blow by one of the beasts fells its opponent and the crowd cheers and howls and screeches. In moments, the body of the slain opponent fades away while the other combatant circles in triumph. A second later, one of the beast-like humans runs over and drapes a cloak over the winner. It looks as if he is about to make an announcement...

Judge's Note: At APL 2-4, the bear or dire bear is the victor, at APLs 6-16, the dire tiger is the winner. If the winner was the bear, the PCs see an immense (gargantuan-sized) bear (Balador) proudly looking towards an equally large tigress. If the winner was the dire tiger, the PCs see the immense tigress (Ferrix) looking regally towards her brother Balador.

In this moment, the celestial cat turns towards you, "That was the last challenger, if you'd like to make a challenge, you had best speak up before they announce the champion for this game!"

At this point, the PCs must immediately make their presence known, and state that they are here to participate in the challenge. If they do so, read the following:

All eyes turn to look at you, and the proctor of this match looks to you, and then looks to the Beast Lords, a group of immense and utterly magnificent specimens of their species, who sit at the edge of the clearing. A heartbeat later, the gargantuan bear waves your group over.

At this point, the PCs must present the 'favor fetish' that Dorindel gave them, and tell the Beast Lords that they are here to participate on behalf of

the Old Faith. Upon seeing the fetish, and hearing the beseeching of the PCs, the Beast Lords take council with one another to decide if they will allow these outlander newcomers to participate.

The Lords of the Beastlands are Balador, the Father Bear; and his sister Ferrix, the Mother Tiger; as well as Taur, Lord of Bulls; Coru, King of Foxes; Golwen the Owl Lord; and Remnis, the Father of Giant Eagles. They have come here from their respective realms throughout the Beastlands for the Great Game.

Each Beast Lord has had a champion participate in this particular challenge, and with every defeat, their essence (via a favor fetish, like the expended one the PCs carry) has passed to the winner. Currently, the bear or dire bear (APLs 2-4) or the dire tiger (APLs 6-16) holds the essences of the other Beast Lords whose champion it has defeated. The 'favor fetish' is a physical representation of this, and is awarded to the final champion of this challenge.

While the Beast Lords take council, Miro approaches the PCs again:

"This is the Test of Battle. There's also a Test of Skill. You pick a skill you're good at and one of our champions will try to beat you. Simple, right?"

Decision of the Beast Lords

Normally, only residents of the Beastlands can participate in the Great Game. However, because of the exceptional precedent set by the six Old Faith warriors nearly 400 years ago (or 144,000 rains by Beastlands reckoning), and due to the fact that the PCs have brought a 'favor fetish' of one of these former champions, the Beast Lords allow them to participate. Either Balador or Ferrix (whoever's champion won the last fight) speaks for the Lords.

After some discussion, the Beast Lords come to a decision, and turn to address you and the hundreds of spectators.

"You may participate mortals...though you must follow the same conditions the first mortal champions followed. Six of them were allowed onto the field then, and so up to six of you are allowed onto the field today. Secondly, you may bring only two items onto the field of battle: one weapon, and one other item of your choosing. If these conditions are agreeable to

you, then you may challenge our champions in the Great Game.”

Judge’s Note: For the purpose of this fight, the Lords explain that an “item” includes: spell components or foci that cost more than one gold piece, as well as things the PCs may take for granted such as holy symbols, and armor. Also, a quiver of 50 arrows or bolts counts as ‘one’ weapon or item. Allow the players to be creative if they like, for example if a wizard can convincingly argue that a rod is a weapon, allow it.

If they ask about dying, they are told that because they are mortal, they risk more than any of the competitors here. While the petitioners (human, elf and animal alike) only fade away to return another day, mortals or “primes” (such as the PCs) risk death during the Test of Battle.

If the PCs are agreeable, go to **Encounter 3**, The Test of Battle. If they want to skip this encounter, or instead start with the Test of Skill, go to **Encounter 4**.

Development: If the PCs don’t want to try either one, skip to Encounter 5. If the PCs **do not** want to participate in the Test of Battle, read the following:

“I understand, mortals,” says the Beast Lord, no fighting means no dying. Maybe the Test of Skill is more to your liking.”

ENCOUNTER 3: THE TEST OF BATTLE

The proctor for the Test of Battle is an older human petitioner named Desmond. His gray peppered hair frames the almost fully formed unicorn horn on his forehead. He is the elder of the human-petitioner village of Ekon (a village of Ehlonna’s petitioners), which is ostensibly hosting the Great Game. PCs who played GEO4-05 “Vision of a Lighted Path” would have met him before.

If the PCs indicate that they are willing, the proctor replies:

Small stones outline the field of battle, and the grass inside the perimeter has been worn away, leaving hard packed earth. Hundreds of animals, bariours, centaurs and other petitioners drift around and stand or sit just outside the clearing.

“This is the field of battle. The object is simple: you must be victorious over the

champion of battle by either slaying him or forcing him out of the ring...he prefers to slay his opponents.”

“Once you have stripped down to your weapon and your one other item, you may step onto the field. Once on the field, you have 30 breaths (seconds) to prepare. Those who do not step into the ring may not aid the combatants in any way, nor may anyone cast magics while still outside the ring, or your challenge is forfeit.”

“The rules of the test of battle are as follows: First, if you voluntarily leave the field, you are out of the fight, and may no longer assist your companions in any way. Second, during the fight, a physical weapon must, at least once, injure the champion. A purely magical victory means the victory is forfeit. And last, in this test, you fight as a group. Because of the extra danger you face as mortals, the Lords have decreed that as long as one of you wins, any who fought will win the favor...that is, assuming you’re not dead.”

Any spell the PCs have cast on them outside the field of battle is automatically dispelled when the PC enters the field (a divinely morphic trait of this particular field makes this so). Spells may only be cast once inside the ring, and the PCs only have 30 seconds (5 rounds) to prepare once inside.

The field is about 120 feet in diameter (roughly the size of a standard battlemat), and the champion starts 80 feet away (charging distance) from the party at all APLs.

If a PC either voluntarily leaves the fight or starts the fight outside the ring, then they cannot do anything to influence the fight. That means that any spell or action they take forfeits the fight for the rest of the PCs. The only thing they can do to help is stabilize dying party members who have been thrown outside the field.

If a PC leaves the field involuntarily, they must reenter as soon as they are able (or conscious). Failure to do so means they are out of the fight.

Creature: Varies by APL, see below.

At APL 2, read the following:

As you prepare, a fierce looking grizzly bear enters the field from the other side. It growls menacingly. It wears the champion’s cloak.

At APL 4, read the following:

As you prepare, a large dire bear enters the field from the other side. It growls menacingly. It wears the champion's cloak.

At APLs 6-10, read the following:

As you prepare, a massive tiger enters the field from the other side. It licks its chops and stares at you silently. It wears the champion's cloak.

At APLs 12-16, read the following:

As you prepare, an enormous tiger enters the field from the other side. It licks its chops and stares at you silently. It wears the champion's cloak and what appears to be...a hand on a leather cord around its neck.

APL 2 (EL 4)

Brown Bear: hp 51; cloak of resistance +1; see *Monster Manual*, page 63

APL 4 (EL 7)

Dire Bear: hp 125; cloak of resistance +2; see *Monster Manual*, page 63

APL 6 (EL 9)

Advanced Dire Tiger: hp 173; see *Appendix 3*.

APL 8 (EL 11)

Advanced Dire Tiger: hp 252; see *Appendix 4*.

APL 10 (EL 13)

Advanced Dire Tiger: hp 312; see *Appendix 5*.

APL 12 (EL 15)

Advanced Dire Tiger: hp 412; see *Appendix 6*.

APL 14 (EL 17)

Advanced Dire Tiger: hp 562; see *Appendix 7*.

APL 16 (EL 19)

Advanced Dire Tiger: hp 738; see *Appendix 8*.

Tactics: All APLs: The champion, especially the dire tiger, charges the closest PC, and uses its abilities and feats to full advantage. It works to defeat enemies as efficiently as possible, whether that means killing them or bull rushing them out of

the ring. At APL 6 and up, the tiger is hungry, and if it manages to kill or drive off the entire party, it eats any dead PCs remaining on the field. If the PCs voluntarily leave the field, Miro, the celestial cat, sympathizes with them. The PCs may not re-fight this encounter.

Treasure: If the PCs defeat the Test of Battle, they receive the 'favor fetish' - the physical representation of the **Favor of the Champion of Battle**, as well as:

APL 2: L: 0 gp, C: 0 gp, M: *cloak of resistance* +1 (83 gp)

APL 4: L: 0 gp, C: 0 gp, M: *cloak of resistance* +2 (333 gp)

APL 6: L: 0 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)

APL 10: L: 0 gp, C: 0 gp, M: *cloak of resistance* +4 (1333 gp)

APL 12: L: 0 gp, C: 0 gp, M: *cloak of resistance* +4 (1333 gp), *hand of glory* (667 gp), *ring of evasion* (2083 gp)

APL 14: L: 0 gp, C: 0 gp, M: *cloak of resistance* +5 (2083 gp), *hand of glory* (667 gp), *ring of freedom of movement* (3333 gp)

APL 16: L: 0 gp, C: 0 gp, M: *cloak of resistance* +5 (2083 gp), *hand of glory* (667 gp), *ring of freedom of movement* (3333 gp)

Development: If any PC dies in the Beastlands during the Great Game, they have the option of remaining there as a petitioner if they revere any power that makes its home there (like Ehlonna). Otherwise, the remaining PCs must make arrangements. No NPCs present at the Great Game will revive a dead PC, and if the PCs leave the Beastlands early, they miss Encounter 5.

ENCOUNTER 4: THE TEST OF SKILL

Whereas the Test of Battle was fought as a group, the Test of Skill is an individual contest. The proctor for this encounter is a squirrel named Chikchuk. If the PCs opt to participate in the Test of Skill, they are instructed to follow the squirrel.

A squirrel leads you to a vast meadow, and the hundreds of participants and spectators follow. Several archery targets and stickmen,

as well as obstacle courses made of logs and boulders have been already set up.

“This is where the test of skill will take place. Name a skill, any skill, and the Beastlands champion will step forward. You must out perform the champion at the skill you wish to try. For those of you that are, ahem, skill challenged, you can simply attempt a martial skill challenge, he says nodding in the direction of the wooden dummies and archery targets.

You may assist your compatriots by encouraging them, but you may not cast any spells. Are there any other questions? Let’s begin. Who wants to go first?”

The skill test champions are all celestials. The champions are a physical representation of the ability utilized by the skill the PCs select (based on ability increasing spells like *bull’s strength*, *bear’s endurance*, *eagle’s splendor*, etc.). For example, if an Intelligence-based skill is chosen, the champion is a celestial fox (or humanoid petitioner with fox-like features). If the skill involves Strength, a celestial bull is the opponent (or humanoid petitioner with bull-like features). If it involves Dexterity, a cat will be the champion (or humanoid petitioner with cat-like features), etc. There is a Beastlands champion for every skill-check imaginable (remember, the Great Game has been going on for many days now).

The PCs should choose their skill-check wisely, and should avoid skills at which an animal would have an inherent advantage. For example, if the PC chooses the Climb skill, a celestial monkey steps forward. This is an example of a skill check a PC would likely *not* win, as monkeys have a climb speed (and PCs do not). Tests where the Beastlands champion would have an inherent advantage (i.e. climbing and swimming) should be apparent to the PCs with a DC 5 Intelligence check.

RUNNING THE TESTS OF SKILL

The Test of Skill

- The PC must roll 3 skill checks and do better than the Beastlands champion (see the champion’s skill check modifier below).
- The same ‘items’ rule applies here that applies during the Test of Battle. That is, PCs are allowed one weapon and one

other item (or two items if their skill does not involve a weapon).

- Bards and marshals may assist the efforts of their companions, but no one may cast spells on the contestants before or during the contest. Pre-cast spells are dispelled before the contest begins.
- If the skill requires materials or objects (like a craft skill or disable device), they are provided.

The celestial champion’s skill check is equal to the **APL plus 6 plus the d20 roll**. The winner is determined by either a best 2 out of 3, OR by whoever has the highest sum after their skill checks are added together (whatever is appropriate to the chosen skill test).

Be creative when describing the tests of skill. For example, if a PC chooses Concentration, (a Constitution-based skill) then they have a staring contest with a bear; if they choose Ride (Dexterity-based), they must ride through an obstacle course against a catfolk riding a dire lion, etc.

Or the Test of Martial Skill

Some combat-optimized PCs may have no “skill” to speak of other than martial prowess. If this is the case, they can attempt a “Test of Martial Skill” challenge in one of two ways (the above rules apply to the martial skill challenge):

- Shoot or throw ranged weapons at a target.
- Challenge a champion to a sparring match with a melee weapon of choice.

The **archery** champion is a celestial elf petitioner with cat-like traits named Beregalion. He uses a greatbow that does **1d10 plus APL/2 damage**, and has all of the same archery feats as the best PC archer present. The target has an AC 0. One attack roll is allowed every round for three rounds, but it is assumed that each participant always hits. The exception to this is as follows: A roll of 1 always misses, and if an opponent threatens a critical hit with their weapon, they can confirm it as per usual. The more damage is done, the closer to the center of the target the arrow lands. The winner is determined by whoever has done the most damage after three shots.

The **melee** weapon champion is a celestial bear-like human named Nestor (describe him as a hybrid-form werebear at APLs 6-16). He uses a

greatsword that does **2d6 plus APL*1.5 damage** (i.e. +3 at APL 2, +6 at APL 4, +8 at APL 6, etc.); has hit points equal to the **APL*12**, and has the same feats as the best PC fighter present. No armor is allowed in this contest, and contestants are instructed to deal **nonlethal** damage.

One attack roll is allowed every round for three rounds, but it is assumed that each opponent always hits. The exception to this is as follows: A roll of 1 always misses, and if an opponent threatens a critical hit with their weapon, they can only confirm the critical by rolling within their critical range again. Otherwise, they deal standard nonlethal damage.

Because this is a test of martial skill against a finite variable (hit points), it may be important to know on what initiative things happen. Nestor's initiative modifier is **APL/3 rounded down** (i.e. +0 at APL2, +1 at APL4, +2 at APL 6, +2 at APL 8, etc.). The contest goes for three rounds (or until someone falls unconscious). Each contestant only gets one attack per round (no full round actions). Whoever has done the most damage (or is still conscious) at the end of three rounds, wins the challenge.

When a PC selects a skill (or melee sparring match), the squirrel intones, **"Welcome to the ultimate test of..."** <insert skill or archery or melee test>!" Announce this in an overly dramatic manner. Include play by play commentary describing the action if you want.

Treasure: Each PC that defeats the Test of Skill receives the **Favor of the Champion of Skill**.

Development: Once the PCs are finished with their challenges, Balador announces the official end of the Great Game, and the great celebration (consisting of a lot of drinking and eating) commences. This will go on for many weeks, but the PCs are likely going to miss most of it as events unfold.

Go to Encounter 5.

ENCOUNTER 5: FRIENDS IN HIGH PLACES

All of the challenges take place beneath a sunny sky, and Stronmaus, the good storm and cloud giant god of the sun, sky, weather and joy is watching the PCs. His realm of Stormhold is located in lower layer of the Beastlands (Karasuthra), and he knows pretty much

everything that goes on under the sky in the Beastlands.

His attention is drawn to the PCs because of the portal they used to get here. Stronmaus knows that particular planar portal goes to Gyruuff (Geoff), and has been keeping an eye on happenings there since the invasion by the Sakhut (the evil eldritch giants who banned his worship amongst their cloud giant vassals calling him Stromnaus the Forbidden).

If the PCs participated in any of the adventures marked with a ** listed in the **Preparation for Play** section at the beginning of this module, they have most likely had friendly dealings with the cloud giants of the Sheldomar Valley. Stromnaus (being a greater deity and all) knows about it. If they were one of the 'little people' who helped the cloud giants break away from the Sakhut (any PC with a ** to their name), then Stronmaus is interested in getting some important information to them.

However, if not even one PC had friendly contact with cloud giants; then Stronmaus observes their participation in the Great Game because of the fact of where they came from and the fact that they were sent here by the Old Faith. If they seem like good-hearted challengers, Stronmaus sends them a sign.

Sign in the Sky

As the PCs celebrate their victories with mead and honeybread (or lick their wounds), they receive a sign from Stronmaus.

The mead flows in celebration, and you don't think you've ever seen honey made from so many different blossoms, when your attention is drawn to the sky by a loud peal of thunder, and muting of the light as happens when a cloud passes over the sun. As you glance upwards, it is immediately apparent that this is more than a simple cloud passing over the sun. This silver-lined cloud partially obscures the sun, and unlike the other clouds, this cloud does not move with the light breeze. As you watch, a soundless forked lighting bolt flashes from it. There is no other sign of rain or even another storm cloud in the sky.

Any PC with Knowledge (religion) that makes a DC 20 check knows that this cloud and lighting bolt partially obscuring the sun is the symbol of Stronmaus, the god of good cloud and storm giants of the sun, sky, weather and joy. This check, or alternatively a Knowledge (the planes)

(DC 15) also tells the PC that Stronmaus' realm of Stormhold is located in the layer of the Beastlands called Karasuthra. The PCs are currently in the layer called Krigala.

If no PC is able to make the checks, there are plenty of NPCs at the celebration that recognize the symbol. Furthermore, as the PCs ponder this, Balador (the Father Bear), makes it a point to seek out the PCs and relate to them that this is a 'summoning sign', a sign or omen that a god sends to summon a particular person. He then asks the PCs if they are supposed to visit Stronmaus for some reason, as no one else present knows anything about the sign.

Judge's Note: This is what the cryptic "look to the sky" part of Hen Wen's prophecy referred to. If the players don't recall that they were to "look to the sky" for more answers, have them make a DC 10 Intelligence check at this point to jog their memory.

Anyone Know the Way to Stormhold?

Once the PCs have determined that they are the ones whom Stronmaus has summoned, they may be curious as to how to get to Stormhold. Any PC with Knowledge (the planes) can attempt a DC 20 check to know information about the layer of Karasuthra, the Realm of Eternal Night (use **DM Aid: The Beastlands**). If no PC can make the check, the information is shared by one of the resident NPCs. Play up the fact that most of the Beastlands denizens here are not from that layer, not do they like (or recommend) visiting that layer as the Forests of Eternal Night are a very dangerous place. Some of the most dangerous creatures of the night prowl those dark woods.

If the PCs ask if there is anyone who could guide them to Karasuthra (or Stormhold specifically), or show them the way, they are told that the one of the Beast Lords, the Owl Lord Golwen, makes his home in Karasuthra and knows the fastest way there. Golwen can be convinced to guide them to the proper portal with a little bit of fawning on the part of the PCs.

A successful **Diplomacy check (DC 15+ APL)** is necessary to convince the Owl Lord to guide the PCs to the fastest route to Stormhold. Add roleplaying modifiers as you see fit (i.e. the Owl Lord is more willing to take champions of the Great Game). Miro the celestial cat tells the PCs that the Owl Lord responds well to shiny gifts and offerings. If the PCs offer Golwen something shiny (and more importantly from the Material Plane)

worth **APL x 10** in gold pieces, he agrees to guide them to the most direct route to Karasuthra.

If they are not successful at the Diplomacy check, they must ask around for some time before they find a guide willing to take them to a gateway to Karasuthra (the guide is Kort, a bariaur ranger, whom PCs met if they played GEO4-05 "Vision of a Lighted Path"). This takes them via a longer route, and adds many hours to their trip.

Assuming the PCs convince the Owl Lord, read the following:

Golwen the Owl Lord leads the way down a path taken off of the field. It is a different path than the one that brought you here. He keeps a fast pace; though he stops on giant boughs from time to time and looks over his shoulder to be sure everyone is following. "Whooo. Keep up. We have got a long way to go."

After what seems like quite a long time, the giant owl stops. He turns to the group and says; "Whooo. Now we go to Karasuthra. Be sure to follow me and only go where I go." He circles and flies between two trees, one of which has fallen against the other and now forms a natural arch, before he shimmers momentarily and disappears.

If the PCs follow him through the trees, they find themselves walking down the same path, but instead of daylight, it is nighttime. Those who do not follow find an empty path in daylight and are left behind until they pass between the trees.

If the PCs decide not to follow, they may remain here and may join the rest of the party when they return.

THE LAND OF ETERNAL NIGHT

Conditions: Luckily, the full moon is out and provides shadowy illumination (as opposed to the usual pitch black under the trees). If the PCs rely on the moonlight to see, they suffer a 20% miss chance here unless they have darkvision. PCs with low-light vision see at their normal range, but still suffer the miss chance. Also, the terrain is typical of a dense forest with undergrowth all around. Every other square is considered difficult terrain (movement costs double) due to undergrowth, except on the game trail the PCs have been instructed to follow. Characters with the woodland stride special ability can move at their normal speed through the undergrowth.

This is a good time to get the PCs into a marching order if they are not already in one. The game trail accommodates a single file formation only.

When the group is finally together in Karasuthra, read the following:

The path does not seem to change, but it is suddenly the middle of the night here in the forest. The midnight sky is filled with stars, and a full moon is the only source of illumination in this realm. A breeze flows through the trees and rustles the leaves above.

A stick snaps to your left, but you do not see anything. The voice of the Owl Lord comes from out of the night.

“Whooo. Stormhold is straight down the game trail. Follow the lightning and you will know when you’ve entered the Sky Lord’s realm.”

The PCs cannot detect the Owl Lord by any means. If the PCs had a guide other than the Owl Lord, that guide does not enter Karasuthra. The Owl Lord has entered because it is his home layer, and he is on his way back to his own Realm.

The Owl Lord extends champions of the Great Game the courtesy of his protection, though it only extends to giant owls, while they remain in Karasuthra. If the PCs are Great Game champions (if they won at least half of the challenges), read the following:

“Whooo. Tread carefully in the land of Eternal Night mortal champions. My children will not eat you, but I cannot speak for the other predators of these lands.”

Otherwise, just read this:

The sound of a tree bough creaking slightly, and the absence of his voice, is the only sign that the Owl Lord has flown off and left you to your own devices.

Go to Encounter 6.

ENCOUNTER 6: REALM OF THE SKY LORD

The Owl Lord has left the PCs at the edge of Stromnaus’ realm within Karasuthra. Stormhold extends for many miles around a mountain topped by a silver-lined cloud. At a normal overland pace, it takes the PCs about one day to arrive at the foot

of the mountain. Stormhold is a land of perpetual thunderstorms. As the PCs get closer, the wind picks up, and it begins to rain. The environment at ground level begins to turn more swamp-like. Before they get to Stormhold, the PCs are (of course) attacked by one (or two) of the many dangerous residents of this layer of the Beastlands.

Assuming the PCs follow the Owl Lord’s advice and stick to the game trail, read the following:

Not more than an hour into your travel along the game trail, it begins to rain lightly, and thunder peals in the distance. Occasionally, when the land comes to a rise and the trees clear a bit you can see a lone mountain silhouetted by the night sky in the distance. Just above the mountain the stars are blotted out by an immense silver-lined storm cloud that constantly flashes with lightning.

Any PC with Survival or Knowledge (geography) that succeeds at a check (DC 15) can tell that the center of the storm is about 20 miles away.

Any PC that played GEO5-9 “Citadel of the Storm King” recalls that the former keep of the defeated leader of the Sakhut, located in the Barrier Peaks and called Thunderhead, looked eerily similar to that cloud-topped mountain.

Judge’s Note: PCs that try to fly through the realm of Stormhold find that the winds pick up once they get above the tree canopy (100 feet high) to the point that anything smaller than a gargantuan flying creature is blown away. The winds at altitude are a constant and divinely morphic trait of Stromnaus’ realm, and are not countered by any magics that would allow the PCs to fly freely (such as *freedom of movement*).

Assuming the PCs continue on land, read the following:

As you move ever closer to the mountain after a few more hours of travel, the land has become more bog-like. Gigantic trees still dominate, but now swaths of standing water mingle with the patches of now soggy land. Above you, the branches of the trees rustle in the wind, and the dark water around you ripples with the constant rain.

Pay close attention to the environmental conditions stated below, because they affect the

combat in the encounters at most APLs (especially APLs 14-16).

Conditions: It is perpetual night, though the moon still provides shadowy illumination (20% miss chance unless the PCs have darkvision or a light source). The terrain has now turned into more of a bog-like forest. **Every third square (1 in 3 squares)** is considered **difficult terrain** due to light undergrowth and about 1 foot of standing water. Because of the terrain and environmental conditions, PCs *cannot* make Spot checks for anything beyond 100 feet.

The PCs are attacked during a thunderstorm, the effects of which are listed below by APL. For more information on these effects, see pages 94-95 of the *Dungeon Master's Guide*.

Dangerous Predators of Karasuthra

Giant predatory reptiles and carnivorous dinosaurs are common in Karasuthra. The animals are not evil, but they are dangerous and aggressive predators.

Once the PCs are a few miles into Stormhold (about 6 hours since they entered Karasuthra), have the PCs make Spot and Listen checks with the associated environmental penalties listed below. Any PC who notices the creature(s) may act in the surprise round (one standard action). The creature(s) use their surprise round to close in on the party.

APLs 2-4: The PCs enter the territory of a crocodile (or giant cocodile), which is hiding in the bog and waiting for prey to happen by. The crocodile receives a +10 cover bonus to its Hide check as it sits in the water with only its nostrils and eyes exposed. The crocodile begins combat about 20 feet away from the game trail the PCs are following.

The crocodile attack occurs during a lull in the storm. Winds are moderate (20 mph), the rain is just a drizzle, and the lightning and thunder crack in the distance. There are no circumstantial penalties due to the storm.

Read the following:

Your senses strain to see or hear anything other your own movement through the bog. The rain has fallen off to a drizzle, but thunder still peals in the distance. Suddenly, the water nearby splashes and a giant reptilian form moves lightning quick along the mud towards you.

APLs 6-12: The dinosaur(s) catches the scent (or sees the light, or hears the armor) of the PCs at around 100 feet, and closes to attack. While the PCs may hear it, it is likely the PCs won't see it until they are fairly close (60-80 feet away).

The dinosaur attack occurs in the middle of the thunderstorm. Strong (30 mph) winds (-2 **ranged weapon attacks** and Listen checks), light rain (-2 Spot and Search checks) affects the encounter. Lighting and thunder crack in the distance.

Read the following:

Your senses strain to see or hear anything other your own movement through the bog. The rain falls in sheets and the wind whips around you. Through the thunder peals, you suddenly hear the loud thudding and splashing steps of something large moving through the darkness and in your direction!

APLs 14-16: The spinosaurus catches the scent (or sees the light or hears the armor) of the PCs at around 100 feet, and closes to attack. It is unlikely that PCs will see it until it is fairly close (60-80 feet away).

The spinosaurus attack occurs during a particularly bad bout of thunderstorm. Windstorm force (70 mph) winds make **ranged weapon attacks impossible**. Listen checks suffer a -8 penalty. The force of the wind **extinguishes all flames** (save for magical instantaneous effects) and the rain (-4 Spot and Search checks) affects the encounter as well.

Furthermore, **lightning** (preceded by a thunderclap one round earlier) strikes a random target on the field (or the one wearing the most metal) **once every 1d4 rounds** for 10d8 points of damage.

Lastly, the windstorm strength winds have an effect on creatures based on their size. Any creature of Huge size or smaller must make a Fortitude save (DC 18) or suffer the "Wind Effects on Creatures" listed on Table 3-24 on page 95 of the *Dungeon Master's Guide*. The spinosaurus is Gargantuan-sized and therefore not affected by the wind.

Read the following:

Your senses strain to see or hear anything other your own movement through the bog. The rain and wind has picked to the point that it makes just staying on your feet an effort.

Then you hear the loud thudding and muted splashing steps of something very, very large moving through the darkness and in your direction!

Judge's Note: The above thunderstorm conditions at APLs 14-16 add +1 to the EL of the encounter, which has already been factored in. While in the realm of Stormhold, any weather-controlling magic simply does not work. This is a divinely morphic trait imposed by the will of Stronmaus.

APL 2 (EL 2)

Crocodile: hp 22; see *Monster Manual*, page 271.

APL 4 (EL 4)

Giant Crocodile: hp 59; see *Monster Manual*, page 271.

APL 6 (EL 6)

Megaraptor: hp 79; see *Monster Manual*, page 60.

APL 8 (EL 8)

Tyrannosaurus Rex: hp 180; see *Monster Manual*, page 61.

APL 10 (EL 10)

Tyrannosaurus Rex (2): hp 180 each; see *Monster Manual*, page 61.

APL 12 (EL 12)

Advanced Tyrannosaurus Rex of Legend: hp 342; see *Appendix 6*.

APL 14 (EL 14)

Spinosaurus: hp 262; see *Appendix 7*.

APL 16 (EL 16)

Spinosaurus of Legend: hp 362; see *Appendix 8*.

Tactics: All APLs: The reptiles are hungry and attack until either their prey is dead, or they are. They know the area well, and use the terrain to their advantage.

APLs 14-16: The spinosaurus is not affected by the high winds and it uses this to its advantage. If any PC is knocked prone by the wind, it tries to eat that PC first. It avoids PCs with a lot of metal armor at first, because it knows that the lightning will strike them (and because they are harder to digest).

Treasure: These natural predators have no treasure.

Development: At APLs 14-16, the windstorm dies down after the encounter though the winds remain strong, and thunder and lighting continually crack in the background. By the time the PCs reach the mountain under the silver-lined cloud they noticed in the distance, the winds are only moderate. They are in the 'eye' of the storm.

STORMHOLD PALACE

While the realm of Stronmaus is called Stormhold, it shares this name with the cloud palace that is the home of the good giant god. This cloud castle of Stormhold is located in the silver-lined cloud that sits above a mountain (which the PCs noticed miles away).

The PCs reach the mountain. There is a winding path they can take to reach the top. This takes many hours, but it is safe enough. Once at the top of the mountain, the PCs must still reach the cloud castle itself, which floats on the silver-lined cloud about 1,000 feet above the mountaintop.

If PCs don't have the means of reaching the palace, all they need do is ask. If any PC simply asks politely for help in getting up to the cloud, a mighty wind blows them off the mountaintop and lifts them up onto the cloud. Even if the PCs don't figure out that they need to ask, Stronmaus lifts them onto the cloud if the PCs look to be at a loss. Once they are there, read the following:

You find yourself standing on a cloud, or rather, inside a cloud. To all sides of you as well as under your feet, the silver mist seems to glow and flashes white with lightning from within. An enormous silver palace sits before you, made of a marble that looks more like solid cloud, and thunderclaps seem to emanate from the very walls. A pair of gold and platinum doors, inlaid with gems and nearly 100 feet tall, stands invitingly open. Quiet music filters out of the palace, and the rhythmic thunder acts as percussion that blends seamlessly with the melody.

The PCs are welcome to enter the palace. It is easily a hundredfold larger than the largest palace on the Prime Material plane. A large foyer beyond the doors leads to a grand staircase. The staircase (and the music) leads upwards for twenty giant-sized flights, and as many landings, before ending at one end of a great hall.

Judge's Note: If at any time the PCs try to steal something from the palace, are purposefully rude or insulting to Stronmaus, or show violence toward him, they are expelled immediately by an irresistible wind that deposits them roughly near the portal through which they entered Karasuthra.

Once the PCs reach the Great Hall of the palace, read the following:

Before you stretches the largest single hall you have ever seen. It is easily a quarter of a mile long by half as wide, and the ceiling, if there is one, is lost in white mist after about 300 feet. The center of the enormous room is dominated by an opal-colored pool, divided by a pathway that leads to a throne on the other side of the room. You can just make out a figure on the throne, when you hear a booming, yet friendly, voice echo clearly through the room.

"Approach mortals."

Any PC who can make a successful Knowledge (the planes) check (DC 30) or a successful Knowledge (religion) (DC 40), knows that the Opal Pool of Stormhold is endless, and is rumored to be able to heal any creature that swims in it of any injury or ailment.

Once the PCs cross the room, read the following.

You stand before a gigantic throne, in which sits a giant of epic proportions. He is a vibrant, dramatic, and muscular giant with milky blue skin, laughing blue eyes, and flowing red hair. He wears a gold-trimmed robe of pure white, and a magnificent hammer as tall as a house leans against his throne. He greets you with an earnest smile.

If any of the PCs have played any of the adventures marked with a ** (listed in the **Preparation for Play** section at the beginning of this adventure) Stronmaus looks to them and gives them a knowing nod.

Stronmaus' reason for summoning the PCs to him is given at the beginning of **Encounter 5**. Feel free to roleplay this encounter out with introductions and the like. Stronmaus is polite to all, but tends to speak to those of good alignment, those with the highest Charisma, or those who he knows to have helped his children (the cloud giants) in the past. Before he gets to business, he tends to any injured PCs (healing them at will),

and offers them food and drink (which appears in front of them).

When they are comfortable, he continues:

I have summoned you here because you come from the land recently plagued by the so-called Storm King and his sons, mightily evil and oppressive giants who banned my children from worshiping me, and forbade my name spoken upon pain of death. They desecrated my altars, and called me Stronmaus the Forbidden.

You and your kind banished this Storm King, and helped my children restore their freedom. As thanks to you, Champions of the Great Game, I will share with you this: The Sakhut is not defeated. Three sons of the Storm King yet survive and even now ally with the darkness that threatens your lands. They seek the soul of their father in order to aid the wyrm of shadow. They are more of a danger now to both your kind and to my children, for they have everything to gain and little to lose.

Take what I have told you and do something of worth with it good mortals. The best of fortune to you.....

His voice trails off as you are whisked away by an irresistible wind that hurls you faster and faster out of the palace and through the realm of Stormhold. Before you can think, you find yourself touching down softly in front of two familiar looking trees, one of which has fallen against the other and now forms a natural arch.

The PCs are on the Karasuthra side of the portal through which the Owl Lord brought them. All they need do is step through and they'll be back in Krigala, the Land of Eternal Day. Once there, it is a short walk back to the field where the post-game celebration is still taking place.

ENCOUNTER 7: WELCOME BACK HOME

It has been more than a day since the PCs left Krigala. If the PCs did not rest in Karasuthra (and it is most likely that they did not), then the beginning of this encounter happens only after they've had a chance to rest in Krigala for one day.

If the PCs *did* somehow manage to rest in Karasuthra between fighting giant reptiles in

thunderstorms and climbing mountains, OR if the PCs decide to go home immediately (despite being fatigued and unrested), then this encounter begins as they approach the path that leads them back to the portal home.

Assuming the PCs are returning to the celebration unrested (which is most likely) they are fed well and asked a million questions by the celebrants about what the Sky Lord wanted. Remind them that they have not rested, and are fatigued (unless they have magics to prevent that condition). The nearby Ehlonna-petitioner village of Ekon offers them beds 'until the next rain'. The following commotion happens the next morning just as the PCs prepare to eat breakfast.

Danger!

Kort, a bariaur ranger (whom some of the PCs may already know from GEO4-05), was walking in the vicinity and noticed the plants between a fallen tree and another large oak tree (the way to the vortex-portal) turning black and withering, and knows this has to be a very, very bad thing. He knows that the area here is the gateway created by Ehlonna years ago, and that it is the way through which the "primes" (PCs) came. He is running back with all haste to warn the PCs.

Read the following:

"Danger! There is danger! Where are the primes!" comes the yell from the woods. All eyes turn, and the form of Kort the bariaur comes galloping towards you.

"My friends! Your way back home, Ehlonna's portal, is in danger! The plants in the area are withering and turning black at this very moment! Come!"

With that Kort gallops off towards the wooded path that brought you here originally.

Assuming the PCs get there with all haste, read the following:

It is as Kort described. The plants on either side of the trail between the fallen tree and the old oak tree are black, and withering. As you watch, the shimmering air over the path begins turning ever darker as streaks of darkness swirl around and around in mid-air.

The vortex-portal in the Javan River is being corrupted. The passing of the PCs into the vortex did not go unnoticed and formidable minions of the shadow dragon (followers of Falazure) were dispatched to ambush the PCs upon their return.

However, they ran into Dorindel the Hawthorne, and a mighty battle ensued. Dorindel managed to kill more than half of the ambush party, before he was himself subdued.

All Dooks of Falazure know a vile blood ritual that can be used to seal the portal. They have twice been foiled from doing this in the past when heroes of Geoff rescued their victim. Now, however, with an unconscious Dorindel (a devoted and powerful protector of the Dim) at his mercy, the remaining priest of Falazure wasted no time in sacrificing the druid in an attempt to finish the blood ritual and corrupt the portal, thus closing it forever and stranding the PCs in the Beastlands. The streaks of darkness the PCs see in the Beastlands is Dorindel's fouled blood seeping into the vortex.

When the PCs arrive on the scene on the Beastlands side of the portal, they have only **2 rounds** before the portal is sealed forever (**the portal closes at the beginning of the 3rd round**). They must step through that spot within 2 rounds or be stranded in the Beastlands.

Any PC with Knowledge (the planes) who succeeds at a DC 15+APL check, knows exactly what's happening to the portal and how much time they have left before it closes.

If they fail to step through in time, the portal is sealed, the PCs are left in the Beastlands, the followers of Falazure escape, and Dorindel's body is irrecoverable. The adventure is over for the PCs. Go to **Conclusion B**.

AVENGING DORINDEL

See DM Aid: Encounter 7 for a map of this encounter.

If the PCs step through the planar portal within 2 rounds, they are not stuck in the Beastlands, and get the opportunity to avenge Dorindel. However, the down side is that the Doom of Falazure (the priest) on the other side can tell there is someone coming through.

The forces of Falazure have 1 round to pre-cast spells (aside from the few they cast before and during the fight with Dorindel) and get into position before the PCs come through. The PCs come through on the 2nd round (after the priest notices), and initiative is rolled as normal.

Read the following:

You step through the swirling, shimmering air and suddenly find yourselves sloshing

nearly chest deep in bitterly cold water. A man in black, spiked metal armor stands on the pier overlooking your position, a dragon-skull holy symbol grasped in his gauntlet. Before him, lying ominously still at the end of the pier, drops of blood trickle off the end of Dorindel's fingers, forming a thin crimson line that swirls into the vortex in the middle of the river.

A heal check (DC 15), reveals that Dorindel is dead.

Conditions: It is an overcast winter day, and the PCs can see just fine. Medium or larger sized PCs emerging from the vortex in the river are almost chest (4') deep in cold water, and therefore have cover from land-based opponents. Smaller PCs have improved cover (+8 to AC, +4 to Reflex saves). Medium-sized creatures can take a move action to crouch down in the water to gain improved cover.

However, anyone attacking from improved cover takes a –10 penalty to attacks against opponents outside of the water. Furthermore, it costs 4 squares of movement to wade through 1 square of water, or PCs can opt to swim instead. The embankment is fairly steep, so the water is 4 feet deep all the way up to the land. Anyone on the pier has cover from river-based attackers.

Judge's Note: As part of the ritual to seal the vortex, the entire diameter of the vortex (40 feet) was *desecrated*. The secondary function is in effect (see *desecrate*; Player's Handbook pg. 218) and any followers of Ehlonna (or Ehlnennestra) find that their divine magic **DOES NOT** function within this area.

Creatures: The followers of Falazure are fanatical in their devotion to the shadow dragon of the Dim Forest, whom they call "The Dragon" or "The Chosen of Falazure". They attempt to die in her service rather than be captured by doing things like imbibing *elixirs of reckoning* and attacking ruthlessly even when outnumbered. The followers of Falazure have had a chance to loot Dorindel's body, and their treasure includes items they have taken from him.

APL 2 (EL 4)

Doom of Falazure, Male Human Clr3: hp 23; see *Appendix 1*.

Minion of Falazure, Male Human Ftr1: hp 12; see *Appendix 1*.

Human Warrior Skeleton, hp 6; see *Monster Manual*, page 226.

APL 4 (EL 7)

Doom of Falazure, Male Human Clr5: hp 37; see *Appendix 2*.

Sword of Falazure, Male Human Ftr5: hp 47; see *Appendix 2*.

Heavy Warhorse: hp 36; MW full plate barding; see *Appendix 2*.

Wolf Skeleton, hp 13; see *Monster Manual*, page 226.

APL 6 (EL 9)

Doom of Falazure, Male Human Clr7: hp 51; see *Appendix 3*.

Sword of Falazure, Male Human Ftr5: hp 47; see *Appendix 3*.

Nightmare: hp 51; mithral chain shirt barding (AC 28); see *Monster Manual*, page 194.

Owlbear Skeleton, hp 32; see *Monster Manual*, page 226.

APL 8 (EL 11)

Doom of Falazure, Male Human Clr9: hp 66; see *Appendix 4*.

Sword of Falazure, Male Human Ftr8/Cav 1: hp 92; see *Appendix 4*.

Nightmare: hp 51; full plate barding, ~~*potion of barkskin*~~ +3 (Spd 30 ft., AC 34); see *Monster Manual*, page 194.

Troll Skeleton, hp 39; see *Monster Manual*, page 227.

APL 10 (EL 13)

Doom of Falazure, Male Human Clr11: hp 80; see *Appendix 5*.

Sword of Falazure, Male Human Ftr9: hp 92; see *Appendix 5*.

Nightmare: hp 51; +1 full plate barding, ~~*potion of barkskin*~~ +3, ~~*potion of shield of faith*~~ +3 (Spd. 30 ft., AC 38, touch 14; hp 51); see *Monster Manual*, page 194.

Voice of Falazure, Male Half-dragon Brd5/Mrshl1: hp 46; see *Appendix 5*.

Troll Skeleton, hp 39; see *Monster Manual*, page 227.

APL 12 (EL 15)

Doom of Falazure, Male Human Clr13: hp 93; see *Appendix 6*.

Sword of Falazure, Male Human Ftr8/Cav3: hp 120; see *Appendix 6*.

Nightmare: hp 57; +1 full plate barding, ~~*potion of barkskin* +5~~, ~~*potion of shield of faith* +3~~, periapt of health +2 (Spd. 30 ft., AC 40, touch 14); see *Monster Manual*, page 194.

Voice of Falazure, Male Half-dragon Brd7/Mrshl1: hp 60; see *Appendix 6*.

Ettin Skeleton, hp 65; see *Monster Manual*, page 226.

APL 14 (EL 17)

Doom of Falazure, Male Human Clr5/DO6/Con4: hp 130; see *Appendix 7*.

Sword of Falazure, Male Human Ftr8/Cav5: hp 138; see *Appendix 7*.

Cauchemar Nightmare: hp 202; +1 full plate barding, ~~*potion of barkskin* +5~~, ~~*potion of shield of faith* +3~~, periapt of health +2 (Spd. 30 ft., AC 43, touch 13); see *Monster Manual*, page 194.

Voice of Falazure, Male Half-dragon Brd9/Mrshl1: hp 72; see *Appendix 7*.

Ettin Skeleton, hp 65; see *Monster Manual*, page 226.

APL 16 (EL 19)

Doom of Falazure, Male Human Clr5/DO6/Con5/Hei1: hp 141; see *Appendix 8*.

Sword of Falazure, Male Human Ftr8/Cav7: hp 178; see *Appendix 8*.

Cauchemar Nightmare: hp 232; +1 mithral full plate barding (and *magic vestment* +5), ~~*potion of barkskin* +5~~, periapt of health +6, *shield of faith* +5 cast (Spd. 30 ft., AC 49, touch 15); see *Monster Manual*, page 194.

Voice of Falazure, Male Half-dragon Brd11/Mrshl1: hp 99; see *Appendix 8*.

Cloud Giant Skeleton, hp 110; see *Monster Manual*, page 226.

Tactics: This force was held in reserve and only participated in the final rounds of the fight against Dorindel. Therefore, any minutes-per-level spells (i.e. *shield of faith*), effects, or items are still up. The area around the pier has been desecrated by Dooms of Falazure well before the PCs arrive, and the remaining Doom may take advantage of this.

In general, the Sword of Falazure uses the terrain to his advantage. At APLs 6-16, he uses his nightmare mount to fly over the PCs, using his Spirited Charge and Ride-By Attack feats to great effect.

The Doom of Falazure uses his highest level (or most effective) offensive spell in the first round if possible, especially those augmented by feats (such as Fell Weaken). He is intelligent, and his tactics reflect this. If he is going to die, he will take out as many PCs along with him.

At all APLs, the Doom of Falazure has brought along an undead assistant. The Falazurians enjoy animating their fallen enemies.

During the one round of preparation, the Doom may cast *Visage of the Diety* (Adds 20 resist to cold and fire effects) if he has the spell ready.

APL 2: The Doom directs the Minions to shoot the PCs until they come into melee range. The Doom tries to touch the strongest looking PC with a fell weakened inflict minor wounds, and then assists his followers.

APL 4: The Doom casts spells while the Sword makes Ride-by attacks on the PCs. The Sword's heavy warhorse has Horseshoes of a Zephyr, so the Sword can go onto the river if necessary.

APL 6-8: The Doom casts area effect spells until the PCs close to within melee range, and then he switches to his stunning scimitar. The Sword spirited charges PCs and helps keep the Doom on his feet as long as possible.

APL 10-12: The Doom casts area effect spells until the PCs close to within melee range, and then he switches to his stunning scimitar. The Sword spirited charges PCs and helps keep the Doom on his feet as long as possible. The Voice gives his allies a boost to their initiative rolls and stays ready to counterspell sonic effects. If possible, the Voice breathes on a group of PCs.

APL 14-16: The Doom casts area effect spells and battlefield control spells. He casts two spells a round for as long as his rod of quicken spell lasts. The Sword spirited charges PCs and helps keep the Doom on his feet as long as possible. If he can, he tries to place himself so that a PC will use a targeted spell against him, so that his ring of *spell turning* will activate. The Voice gives his allies a boost to their initiative rolls and stays ready to counterspell sonic effects. If possible, the Voice breathes on a group of PCs.

Treasure: If the PCs defeat the minions of Falazure, they receive the following:

APL 2: L: 248 gp, C: 75 gp, M: +1 *Spiked half plate* (142 gp), *Cloak of Resistance* +1 (83 gp), *Infinite Scroll Case* (233 gp), *Pearl of Power* (1st) (83 gp).

APL 4: L: 605 gp, C: 0 gp, M: +1 *Spiked half plate* (142 gp), *Scimitar* +1 (193 gp), *Cloak of Resistance* +1 (2) (186 gp), *Wand of Cure Light Wounds* (63 gp), *Talisman of Undead Mastery* (250 gp), *Full Plate* +1 (221 gp), *Horseshoes of a Zephyr* (500 gp), *Hand of the Mage* (75 gp), *Pearl of Power* (2nd) (333 gp), *Potion of Cure Moderate Wounds* (25 gp).

APL 6: L: 422 gp, C: 0 gp, M: +1 *Spiked half plate* (142 gp), *Stunning Surge Scimitar* +1 (693 gp), *Cloak of Resistance* +1 (2) (186 gp), *Wand of Cure Light Wounds* (63 gp), *Talisman of Undead Mastery* (250 gp), *Full Plate* +1 (221 gp), *Periapt of Wisdom* +2 (333 gp), *Pearl of Power* (3rd) (750 gp), *Potion of Cure Moderate Wounds* (25 gp).

APL 8: L: 380 gp, C: 0 gp, M: +1 *Spiked half plate* (142 gp), *Stunning Surge Scimitar* +1 (693 gp), *Ring of Greater Counterspells* (1333 gp), *Cloak of Resistance* +1 (2) (186 gp), *Wand of Cure Light Wounds* (63 gp), *Talisman of Undead Mastery* (250 gp), *Full Plate* +1 (221 gp), *Bastard Sword* +1 (195 gp), *Heavy Steel Shield* +1 (98 gp), *Periapt of Wisdom* +2 (333 gp), *Pearl of Power* (4th) (1333 gp), *Potion of Cure Moderate Wounds* (25 gp).

APL 10: L: 58 gp, C: 0 gp, M: +2 *spiked half plate* (400 gp), +1 *unholy stunning surge scimitar* (2693 gp), *wand of cure light wounds* (63 gp), *periapt of wisdom* +2 (333 gp), +1 *bastard sword* (195 gp), *cloak of resistance* +2 (333 gp), +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), +1 *lance* (193 gp), *potion of cure moderate wounds* (25 gp), *talisman of undead mastery* (250 gp), *pearl of power* 5th level (2083 gp), *cloak of resistance* +1 (83 gp), *rod of soul anchor* (833 gp), *mithral breastplate* +1 (433 gp), *scimitar* +1 (193 gp), *vest of resistance* +1 (83 gp), *cloak of charisma* +2 (333 gp), *portable hole* (1667 gp), *potion of cure serious wounds* (63 gp), *momento magica* 1st level (125 gp), *full plate barding* +1 (608 gp)

APL 12: L: 58 gp, C: 0 gp, M: +2 *spiked half plate* (400 gp), +1 *unholy stunning surge scimitar* (2693 gp), *wand of cure light wounds* (63 gp), *periapt of wisdom* +2 (333 gp), +1

bastard sword (195 gp), *rod of soul anchor* (833 gp), *mithral breastplate* +1 (433 gp), *scimitar* +1 (193 gp), *potion of cure serious wounds* (63 gp), *full plate barding* +1 (608 gp), *heavy steel shield* +1 (98 gp), +1 *lance* (193 gp), *potion of cure moderate wounds* (25 gp), *vest of resistance* +1 (83 gp), *cloak of charisma* +2 (333 gp), *ring of avoidance* (833 gp), *pearl of power* 6th level (3000 gp), *cloak of resistance* +3 (750 gp), *strand of prayer beads* (3817 gp), *cloak of resistance* +2 (333 gp), *mithral full plate* +1 (958 gp), *momento magica* 1st level (125 gp), *momento magica* 2nd level (500 gp)

APL 14: L: 0 gp, C: 0 gp, M: *spiked mithral full plate* +1 (963 gp), *momento magica* 1st level (125 gp), *momento magica* 2nd level (500 gp), *momento magica* 3rd level (1125 gp), *strand of prayer beads* (3817 gp), *heavy steel shield* +1 (2) (98 gp), *mithral full plate* +1 (958 gp), *potion of cure serious wounds* (63 gp), *full plate barding* +1 (608 gp), +1 *lance* (193 gp), *light crossbow* +1 (195 gp), *orange ioun stone* (2500 gp), *lesser rod of quicken* (2917 gp), *lesser rod of maximize* (1167 gp), *vest of resistance* +5 (2083 gp), *cloak of resistance* +2 (333 gp), +1 *bastard sword* (195 gp), *cloak of charisma* +6 (3000 gp), *vest of resistance* +3 (750 gp), *mighty* (+3) *composite longbow* +1 (225 gp), *spiked gauntlet* +1 (192 gp)

APL 16: L: 0 gp, C: 0 gp, M: *spiked mithral full plate* +1 (963 gp), *momento magica* 1st level (125 gp), *momento magica* 2nd level (500 gp), *momento magica* 3rd level (1125 gp), *strand of prayer beads* (3817 gp), *heavy steel shield* +1 (2) (98 gp), *mithral full plate* +1 (958 gp), *potion of cure serious wounds* (2) (63 gp), *mithral full plate barding* +1 (1333 gp), +1 *adamantine lance* (418 gp), *light crossbow* +1 (195 gp), *orange ioun stone* (2500 gp), *rod of quicken* (6292 gp), *lesser rod of maximize* (1167 gp), *vest of resistance* +5 (2083 gp), *cloak of resistance* +5 (2083 gp), +1 *bastard sword* (195 gp), *cloak of charisma* +6 (3000 gp), *momento magica* 1st level (125 gp), *momento magica* 2nd level (500 gp), *momento magica* 3rd level (1125 gp), *vest of resistance* +3 (750 gp), *mighty* (+3) *composite longbow* +1 (225 gp), *spiked gauntlet* +1 (192 gp), *boots of speed* (1000 gp), *amulet of health* +4 (1333 gp), *ring of spell turning* (8190 gp)

Development: Though they got through in time, the PCs can do nothing to keep the portal

from closing. The vortex stops swirling a few rounds after the PCs exit the water.

The PCs can make it out of the Dim safely if they leave as soon as they are able (following the flow of the Javan River is the safest overland route). They can return the Lake Avon Ffyn, but they will have to do so the hard way as teleportation and other astral and ethereal magics do not work within a mile of the lake.

CONCLUSION

With the sacrifice of Dorindel, the Falazurians have managed to close the portal to the Beastlands. But at least they paid a great cost for doing so.

The PCs will likely want to get back to the Old Faith druids to tell them what has transpired. Depending on their loyalties, they may also want to inform others of what they discovered. Assuming the PCs return to Lake Avon Ffyn (likely the hard way), and share their story with the druids, they respond:

"I see. It would appear that Hen Wen has chosen you to benefit from the prophecy, and through your actions, the Land will benefit. We can only trust this will be so."

The PCs receive the **Favor of the Old Faith** if they return with the 'favor fetishes' given to those who win a competition in the Great Game.

If the PCs did not try either Test, they do not receive the **Favor of the Old Faith** or any of the other Favors.

CONCLUSION B: MISSED THE WINDOW OF OPPORTUNITY

As you watch the air, the dark streaks increase, and when you try to enter, you go nowhere but further down the trail. In a dark flash, the streaks vanish. The portal is no more. The plants in a 30-foot radius turn black and wither away. You've failed to make it back through the vortex portal in time, and are now stuck in the Beastlands.

If this happens, see the Geoff Triad for further information.

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 3

Defeat the champion in the Test of Battle

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Encounter 6

Defeat the dangerous predators of Karasuthra.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

Encounter 7

Defeat the servants of Falazure (i.e minions of the shadow dragon).

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Discretionary Roleplaying Award

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

APL 14: 360 xp.

APL 16: 405 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 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 3: The Test of Battle

APL 2: L: 0 gp, C: 0 gp, M: *cloak of resistance* +1 (83 gp)

APL 4: L: 0 gp, C: 0 gp, M: *cloak of resistance* +2 (333 gp)

APL 6: L: 0 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)

APL 10: L: 0 gp, C: 0 gp, M: *cloak of resistance* +4 (1333 gp)

APL 12: L: 0 gp, C: 0 gp, M: *cloak of resistance* +4 (1333 gp), *hand of glory* (667 gp), *ring of evasion* (2083 gp)

APL 14: L: 0 gp, C: 0 gp, M: *cloak of resistance* +5 (2083 gp), *hand of glory* (667 gp), *ring of freedom of movement* (3333 gp)

APL 16: L: 0 gp, C: 0 gp, M: *cloak of resistance* +5 (2083 gp), *hand of glory* (667 gp), *ring of freedom of movement* (3333 gp)

Encounter 7: Welcome Back Home

APL 2: L: 248 gp, C: 75 gp, M: +1 *spiked half plate* (142 gp), *Cloak of Resistance* +1 (83

gp), *Infinite Scroll Case* (233 gp), *Pearl of Power* (1st) (83 gp).

APL 4: L: 605 gp, C: 0 gp, M: +1 *Spiked half plate* (142 gp), *Scimitar +1* (193 gp), *Cloak of Resistance +1* (2) (186 gp), *Wand of Cure Light Wounds* (63 gp), *Talisman of Undead Mastery* (250 gp), *Full Plate +1* (221 gp), *Horseshoes of a Zephyr* (500 gp), *Hand of the Mage* (75 gp), *Pearl of Power* (2nd) (333 gp), *Potion of Cure Moderate Wounds* (25 gp).

APL 6: L: 422 gp, C: 0 gp, M: +1 *Spiked half plate* (142 gp), *Stunning Surge Scimitar +1* (693 gp), *Cloak of Resistance +1* (2) (186 gp), *Wand of Cure Light Wounds* (63 gp), *Talisman of Undead Mastery* (250 gp), *Full Plate +1* (221 gp), *Periapt of Wisdom +2* (333 gp), *Pearl of Power* (3rd) (750 gp), *Potion of Cure Moderate Wounds* (25 gp).

APL 8: L: 380 gp, C: 0 gp, M: +1 *Spiked half plate* (142 gp), *Stunning Surge Scimitar +1* (693 gp), *Ring of Greater Counterspells* (1333 gp), *Cloak of Resistance +1* (2) (186 gp), *Wand of Cure Light Wounds* (63 gp), *Ghost Shroud* (417 gp), *Figurine of Wondrous Power: Obsidian Steed* (2375 gp), *Rod of Soul Anchor* (833 gp), *Talisman of Undead Mastery* (250 gp), *Full Plate +1* (221 gp), *Bastard Sword +1* (195 gp), *Heavy Steel Shield +1* (98 gp), *Periapt of Wisdom +2* (333 gp), *Pearl of Power* (4th) (1333 gp), *Potion of Cure Moderate Wounds* (25 gp).

APL 10: L: 58 gp, C: 0 gp, M: +2 *spiked half plate* (400 gp), +1 *unholy stunning surge scimitar* (2693 gp), *wand of cure light wounds* (63 gp), *periapt of wisdom +2* (333 gp), +1 *bastard sword* (195 gp), *cloak of resistance +2* (333 gp), +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp), +1 *lance* (193 gp), *potion of cure moderate wounds* (25 gp), *talisman of undead mastery* (250 gp), *pearl of power 5th level* (2083 gp), *cloak of resistance +1* (83 gp), *rod of soul anchor* (833 gp), *mithral breastplate +1* (433 gp), *scimitar +1* (193 gp), *vest of resistance +1* (83 gp), *cloak of charisma +2* (333 gp), *portable hole* (1667 gp), *potion of cure serious wounds* (63 gp), *full plate barding +1* (608 gp)

APL 12: L: 58 gp, C: 0 gp, M: +2 *spiked half plate* (400 gp), +1 *unholy stunning surge scimitar* (2693 gp), *wand of cure light wounds* (63 gp), *periapt of wisdom +2* (333 gp), +1 *bastard sword* (195 gp), *rod of soul anchor* (833 gp), *mithral breastplate +1* (433 gp),

scimitar +1 (193 gp), *potion of cure serious wounds* (63 gp), *full plate barding +1* (608 gp), *heavy steel shield +1* (98 gp), +1 *lance* (193 gp), *potion of cure moderate wounds* (25 gp), *vest of resistance +1* (83 gp), *cloak of charisma +2* (333 gp), *ring of avoidance* (833 gp), *pearl of power 6th level* (3000 gp), *cloak of resistance +3* (750 gp), *strand of prayer beads* (3817 gp), *cloak of resistance +2* (333 gp), *mithral full plate +1* (958 gp), *momento magica 1st level* (125 gp), *momento magica 2nd level* (500 gp)

APL 14: L: 0 gp, C: 0 gp, M: *spiked mithral full plate +1* (963 gp), *momento magica 1st level* (125 gp), *momento magica 2nd level* (500 gp), *momento magica 3rd level* (1125 gp), *strand of prayer beads* (3817 gp), *heavy steel shield +1* (2) (98 gp), *mithral full plate +1* (958 gp), *potion of cure serious wounds* (63 gp), *full plate barding +1* (608 gp), +1 *lance* (193 gp), *light crossbow +1* (195 gp), *orange ioun stone* (2500 gp), *lesser rod of quicken* (2917 gp), *lesser rod of maximize* (1167 gp), *vest of resistance +5* (2083 gp), *cloak of resistance +2* (333 gp), +1 *bastard sword* (195 gp), *cloak of charisma +6* (3000 gp), *vest of resistance +3* (750 gp), *mighty (+3) composite longbow +1* (225 gp), *spiked gauntlet +1* (192 gp)

APL 16: L: 0 gp, C: 0 gp, M: *spiked mithral full plate +1* (963 gp), *momento magica 1st level* (125 gp), *momento magica 2nd level* (500 gp), *momento magica 3rd level* (1125 gp), *strand of prayer beads* (3817 gp), *heavy steel shield +1* (2) (98 gp), *mithral full plate +1* (958 gp), *potion of cure serious wounds* (2) (63 gp), *mithral full plate barding +1* (1333 gp), +1 *adamantine lance* (418 gp), *light crossbow +1* (195 gp), *orange ioun stone* (2500 gp), *rod of quicken* (6292 gp), *lesser rod of maximize* (1167 gp), *vest of resistance +5* (2083 gp), *cloak of resistance +5* (2083 gp), +1 *bastard sword* (195 gp), *cloak of charisma +6* (3000 gp), *momento magica 1st level* (125 gp), *momento magica 2nd level* (500 gp), *momento magica 3rd level* (1125 gp), *vest of resistance +3* (750 gp), *mighty (+3) composite longbow +1* (225 gp), *spiked gauntlet +1* (192 gp), *boots of speed* (1000 gp), *amulet of health +4* (1333 gp), *ring of spell turning* (8190 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 248 gp, C: 75 gp, M: 541 gp – Total: 864 gp (450 gp).

APL 4: L: 605 gp, C: 0 gp, M: 2,309 gp – Total: 2,914 gp (650 gp).

APL 6: L: 422 gp, C: 0 gp, M: 2,984 gp – Total: 3,406 gp (900 gp).

APL 8: L: 380 gp, C: 0 gp, M: 9,011 gp – Total: 9,391 gp (1,300 gp).

APL 10: L: 58 gp, C: 0 gp, M: 12,574 gp – Total: 12,574 gp (2,300 gp).

APL 12: L: 58 gp, C: 0 gp, M: 21,003 gp – Total: 21,003 gp (3,300 gp).

APL 14: L: 0 gp, C: 0 gp, M: 28,248 gp – Total: 28,248 gp (6,600 gp).

APL 16: L: 0 gp, C: 0 gp, M: 44,846 gp – Total: 44,846 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Favor of the Champion of Battle For defeating the Champion of Battle, this PC has won the 'Favor Fetish' representing aspects of the Beast Lords. By calling upon the essences stored in the fetish (swift action) this PC may add a +4 to a single ability for the duration of a combat or encounter, during which time he takes on an animalistic trait associated with the ability (i.e. Dexterity = cat trait, etc.). This is a sacred bonus. This ability may be used twice, at which time the fetish is rendered inert. Have your judge initial the first use of this favor, and cross it out the second time.

Favor of the Champion of Skill For defeating the Champion of Skill, the PC may add +10 to any two different skill checks or a +5 to any two attack rolls or any combination of the two. This favor may only be used once per round. This is a sacred bonus. Have your judge initial the first use of this favor, and cross it out the second time.

Aspect of Remnis If you possesses either Aeril's giant eagle feather (from GEO1-09 "Expedition to the Barrier Peaks"), or the Favor of Elaar (from GEO4-07 "Return to the Barrier Peaks"), the Father of Giant Eagles rewards you. You may expend the feather or the favor to *fly* as per the spell for one encounter, or add a +2 sacred bonus to Charisma for one encounter. The aspect of Remnis can only be used once.

Blessing of Stronmaus If you possess a favor from a good-aligned cloud or storm giant (such as the ones marked ** at the beginning of this

adventure), you may spend that favor to gain the granted power from one of Stronmaus' domains: Air, Good, Protection, Sky (RotW), Sun, War, or Weather (CD). This blessing lasts for one adventure. This blessing becomes permanent if all favors are used (minimum of 2 must be expended).

Favor of the Old Faith For journeying to the Beastlands at the behest of their Oracle, the Old Faith rewards you with access (regional) to any two of the following: *Horseshoes of a Zephyr* (DMG), *Iridescent Spindle Ioun Stone* (DMG), *Necklace of Adaptation* (DMG), *Orb of Storms* (DMG), and *Freedom* armor upgrade (MIC). Circle the two you pick.

Alternatively, you may have access: regional to a trained Gyric Mountain Pony. This highland horse has the same statistics as a War Pony with the following changes: +2 Str, +4 Con.; and the following special ability:

Surefooted (Ex): Gyric Mountain Ponies do not suffer penalties due to difficult terrain caused by scree, dense rubble, or light undergrowth.

A Gyric Mountain Pony costs 1,000gp.

APL 2:

Infinite Scroll Case (Adventure; MIC)

Planar Fork: Beastlands (Adventure; *Planar Handbook*)

Pearl of Power 1st level (Adventure; DMG)

APL 4:

Hand of the Mage (Adventure; MIC)

Talisman of Undead Mastery (Adventure; MIC)

Pearl of Power 2nd level (Adventure; DMG)

APL 6:

Cloak of Predatory Vigor (Adventure; MIC)

Mithral Chain Shirt Barding (Adventure; PHB, DMG)

Pearl of Power (3rd) (Adventure; DMG)

APL 8:

Ghost Shroud (Adventure; MIC)

Ring of Greater Counterspells (Adventure; MIC)

Figurine of Wondrous Power: Obsidian Steed (Adventure; DMG)

Rod of Soul Anchor (Adventure; MIC)

Pearl of Power (4th) (Adventure; DMG)

+1 Stunning Surge Scimitar (Adventure; MIC)

APL 10:

Portable Hole (Adventure; DMG)

+1 Unholy Stunning Surge Scimitar (Adventure; MIC)

Momento Magica (1st) (Adventure; MIC)

Pearl of Power (5th) (Adventure; DMG)

APL 12:

Ring of Evasion (Adventure; DMG)

Hand of Glory (Adventure; DMG)

Ring of Adamantine Touch (Adventure; MIC)

Momento Magica (2nd) (Adventure; MIC)

Pearl of Power (6th) (Adventure; DMG)

Strand of Prayer Beads (Adventure; DMG)

APL 14:

Ring of Freedom of Movement (Adventure; DMG)

Orange Ioun Stone (Adventure; DMG)

Momento Magica (3rd) (Adventure; MIC)

Spiked Mithral Full Plate +1 (Adventure; DMG)

Lesser Rod of Quicken (Adventure; DMG)

Lesser Rod of Maximize (Adventure; DMG)

APL 16:

Ring of Spell Turning (Adventure; DMG)

Mithral Full Plate Barding +1 (Adventure; DMG)

Rod of Quicken (Adventure; DMG)

Old Faith Metaorganization

Orb of Storms (Regional; DMG)

Bowl of Commanding Water Elementals (Regional; DMG)

Wild armor upgrade (Regional; MIC)

Darkwood Buckler (Regional; DMG)

Darkwood Shield (Regional; DMG)

Wilding Clasp (Regional; MIC)

APPENDIX 1 – APL 2

ENCOUNTER 7

DOOM OF FALAZURE

CR 3

Male Human Cleric 3

NE Medium Humanoid (human)

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

Aura Strong Evil

Languages Common, Draconic

AC 18, touch 9, flat-footed 18

(-1 Dex, +8 half plate, +1 light steel shield)

hp 23 (3 HD)

Fort +4, **Ref** +1, **Will** +6

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.

Melee scimitar +5 (1d6+2/18-20x2)

Ranged masterwork light crossbow +2 (1d8/19-20x2)

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

Base Atk +2; **Grp** +4

Atk Options

Special Actions

Combat Gear +1 *spiked half plate*, MW scimitar, MW light steel shield, MW light crossbow, 3 wooden holy symbols

Cleric Spells Prepared (CL 3rd):

2nd— desecrate^D, cure moderate wounds, spiritual weapon (DC 15)

1st— bless, fell weaken inflict minor wounds, protection from good^D, sanctuary (DC 14)

0— create water, cure minor wounds, resistance, virtue

D: Domain spell. Deity: Falazure. Domains: Death, Evil

† Already cast

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

SQ

Feats divine vigor, extra turning, fell weaken

Skills Concentration +7, Heal +4, Knowledge (arcana)

+1, Knowledge (religion) +5, Knowledge (the planes)

+1, Spellcraft +1

Possessions combat gear plus *Cloak of Resistance* +1, *Infinite Scroll Case*, *Pearl of Power* (1st)

Sources: PHB2, CW, DMG2, Mortis

MINION OF FALAZURE

CR 1

Male Human Fighter 1

NE Medium Humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common, Draconic

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 chain shirt, +2 heavy steel shield)

hp 12 (1 HD)

Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. in chain shirt (4 squares)

Melee masterwork scimitar +5 (1d6+2/18-20)

Ranged masterwork composite longbow +4 (1d8/x3)

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

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

Atk Options

Special Actions

Combat Gear MW chain shirt, MW scimitar, MW heavy steel shield, MW composite longbow, potion of *cure light wounds*

Abilities Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 8

Feats Improved Initiative, Power Attack, Weapon Focus (scimitar)

Skills Jump +2, Climb +2

Possessions combat gear plus 25 gp each

Sources: PHB

APPENDIX 2 – APL 4

ENCOUNTER 7

DOOM OF FALAZURE

CR 5

Male Human Cleric 5

NE Medium Humanoid (human)

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

Aura Strong Evil

Languages Common, Draconic

AC 18, touch 9, flat-footed 18

(-1 Dex, +8 half plate, +1 light steel shield)

hp 37 (5 HD)

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

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.;

Melee scimitar +6 (1d6+3/18-20)

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

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

Atk Options

Special Actions

Combat Gear +1 *spiked half plate*, +1 *scimitar*, *wand of cure light wounds*, MW light steel shield

Cleric Spells Prepared (CL 5th):

3rd— *Animate dead*^D, deeper darkness, fell weakened sound blast (DC 16)

2nd— *desecrate*^D, *cure moderate wounds*, eagle's splendor, spiritual weapon (DC 15)

1st— *bless*, *cause fear*, entropic shield, protection from good^D, sanctuary (DC 14)

0— *create water*, *cure minor wounds* (2), resistance, virtue

D: Domain spell. Deity: Falazure. Domains: Death, Evil

† Already cast

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 17, Cha 14

SQ Explode for 5d6 damage upon death (Elixir)

Feats divine vigor, extra turning, fell weaken

Skills Concentration +9, Heal +6, Knowledge (arcana) +1, Knowledge (religion) +5, Knowledge (the planes) +1, Spellcraft +5

Possessions combat gear plus *Pearl of Power* (2nd), *Talisman of Undead Mastery*, *Hand of the Mage*, *Cloak of Resistance* +1, *Elixir of Reckoning*

Sources: PHB, CW

SWORD OF FALAZURE

CR 5

Male Human Fighter 5

NE Medium Humanoid (human)

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

Languages Common, Draconic

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 full plate +1, +2 MW heavy steel shield)

hp 47 (5 HD)

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

Speed 20 ft. in +1 full plate (4 squares)

Melee masterwork bastard sword +10 (1d10+5/19-20)

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

Base Atk +5; **Grp** +8

Atk Options

Combat Gear MW bastard sword, cloak of resistance +1, full plate +1, MW heavy steel shield, potion of *cure moderate wounds*

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

Feats Exotic Weapon Proficiency (bastard sword), Mounted Attack, Ride-by Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Handle Animal +5, Knowledge (nobility and royalty) +4, Ride +11, Spot +2

Possessions combat gear

Sources: PHB

HEAVY WARHORSE

CR 2

N Large animal

Init +1; **Senses** Low-light vision, scent; Listen +5, Spot +4

Languages none

AC 22, touch 10, flat-footed 21

(-1 size, +1 Dex, +8 armor, +4 natural)

hp 36 (4 HD)

Fort +7, **Ref** +5, **Will** +2

Speed 35 ft. in masterwork full plate barding (7 squares), base movement 50 ft.

Melee 2 hooves +6 (1d6+4/x2) and

bite +1 (1d4+2/x2)

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

Base Atk +3; **Grp** +11

Combat Gear MW full plate barding, horseshoes of a zephyr

Abilities Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6

SQ

Feats Endurance, Run

Skills Listen +5, Spot +4

Possessions combat gear

Description

MM

APPENDIX 3 – APL 6

ENCOUNTER 3

ADVANCED DIRE TIGER

CR 9

N Large animal

Init +2; **Senses** low-light vision, scent; Listen +6, Spot +10

Languages -

AC 23, touch 14, flat-footed 21

(-1 size, +2 Dex, +3 deflection, +9 natural)

hp 173 (19 HD)

Fort +16, **Ref** +15, **Will** +16

Speed 40 ft. (8 squares)

Melee 2 claws +22 (2d4+8/x2) and bite +16 (2d6+8/x2)

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

Base Atk +14; **Grp** +26

Atk Options Improved grab, pounce, rake (2d4+4)

Special Actions run

Combat Gear none

Abilities Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Feats Alertness, Endurance, Improved Natural Attack (claw), improved Natural Attack (bite), Run, Steadfast Determination, Weapon Focus (claw)

Skills Hide +5, Jump +14, Listen +6, Move Silently +9, Spot +10, Swim +10

Possessions combat gear plus potion of shield of faith +3 (used), potion of barkskin +3 (used), cloak of resistance +2

Improved Grab (Ex) To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +20 melee, damage 2d4+4.

Skills Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Description

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ENCOUNTER 7

DOOM OF FALAZURE

CR 7

Male Human Cleric 7

NE Medium Humanoid (human)

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

Aura Strong Evil

Languages Common, Draconic

AC 18, touch 9, flat-footed 18

(-1 Dex, +8 half plate, +1 light steel shield)

hp 51 (7 HD)

Fort +7, **Ref** +2, **Will** +10

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.;

Melee scimitar +8 (1d6+3/18-20)

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

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

Atk Options Stun with scimitar

Special Actions

Combat Gear +1 *spiked half plate*, +1 *stunning surge scimitar*, wand of *cure light wounds*, *periapt of wisdom* (+2), MW light steel shield

Cleric Spells Prepared (CL 7th):

4th— *cure critical wounds*, heightened deeper darkness, unholy blight^D (DC 18)

3rd— *Animate dead*^D, *Dispel magic*, fell weakened sound burst, lesser visage of the deity (DC 17)

2nd— *desecrate*^D, *cure moderate wounds*, eagle's splendor, resist energy, spiritual weapon (DC 16)

1st— *bless*, *cause fear*, *divine favor*, *entropic shield*, *protection from good*^D, *shield of faith* (DC 15)

0— *create water*, *cure minor wounds* (2), *resistance*, *virtue*

D: Domain spell. Deity: Falazure. Domains: Death, Evil

† Already cast

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 19, Cha 14

SQ Explode for 5d6 damage upon death

Feats divine vigor, extra turning, fell weaken, heighten spell

Skills Concentration +10, Heal +7, Knowledge (arcana) +3, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +5;

Possessions combat gear plus *Talisman of Undead Mastery*, *Pearl of Power* (3rd), *Cloak of Predatory Vigor* (not used), *Cloak of Resistance* +1, ~~*Elixir of Reckoning*~~

Sources: PHB, CW

SWORD OF FALAZURE

CR 5

Male Human Fighter 5

NE Medium Humanoid (human)

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

Languages Common, Draconic

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 shield)

hp 47 (5 HD)

Fort +4, **Ref** +2, **Will** +1

Speed 20 ft. in +1 full plate (4 squares)

Melee masterwork bastard sword +10 (1d10+5/19-20)

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

Base Atk +5; **Grp** +8

Atk Options

Combat Gear masterwork bastard sword, cloak of resistance +1, full plate +1, MW heavy steel shield, potion of *cure moderate wounds*

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

Feats Exotic Weapon Proficiency (bastard sword), Mounted Attack, Ride-by Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Handle Animal +5, Knowledge (nobility and royalty) +4, Ride +11, Spot +2

Possessions combat gear

Mount Nightmare with mithral chain shirt barding (CR 5)

Sources: PHB

APPENDIX 4 – APL 8

ENCOUNTER 3

ADVANCED DIRE TIGER

CR 11

N Large animal

Init +3; **Senses** low-light vision, scent; Listen +10, Spot +12

Languages -

AC 25, touch 15, flat-footed 22

(-1 size, +3 Dex, +3 deflection, +10 natural)

hp 252 (25 HD)

Fort +22, **Ref** +19, **Will** +22

Speed 40 ft. (8 squares)

Melee 2 claws +26 (2d4+8/x2) and bite +23 (2d6+8/x2)

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

Base Atk +18; **Grp** +30

Atk Options improved grab, pounce, Power Attack, rake (2d4+4)

Special Actions run

Combat Gear none

Abilities Str 27, Dex 16, Con 18, Int 2, Wis 12, Cha 10

Feats Alertness, Endurance, Improved Natural Attack (claw), improved Natural Attack (bite), Multiattack, Power Attack, Run, Steadfast Determination, Weapon Focus (claw)

Skills Hide +5, Jump +14, Listen +10, Move Silently +9, Spot +12, Swim +10

Possessions combat gear plus potion of shield of faith +3 (used), potion of barkskin +4 (used), cloak of resistance +2

Improved Grab (Ex) To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +26 melee, damage 2d4+4.

Skills Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Description

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ENCOUNTER 7

DOOM OF FALAZURE

CR 9

Male Human Cleric 9

NE Medium Humanoid (human)

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

Aura Strong Evil

Languages Common, Draconic

AC 18, touch 9, flat-footed 18

(-1 Dex, +8 half plate, +1 light steel shield)

hp 66 (9 HD)

Fort +8, **Ref** +3, **Will** +12

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.;

Melee scimitar +9 (1d6+3/18-20)

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

Base Atk +6/+1; **Grp** +8

Atk Options

Special Actions

Combat Gear +1 *spiked half plate*, +1 *stunning surge* scimitar, wand of *cure light wounds*, *periapt of wisdom* (+2),

Cleric Spells Prepared (CL 9th):

5th— heightened deeper darkness, slay living^D, spell resistance (DC 20)

4th— cure critical wounds, divine power, greater magic weapon, unholy blight^D (DC 19)

3rd— Animate dead^D, Dispel magic, lesser visage of the deity, fell weakened sound blast (x2) (DC 18)

2nd— aid, eagle's splendor, desecrate^D, cure moderate wounds, resist energy, spiritual weapon (DC 17)

1st— bless, cause fear, divine favor, entropic shield, protection from good^D, sanctuary, shield of faith (DC 16)

0— create water, cure minor wounds (2), resistance, virtue

D: Domain spell. Deity: Falazure. Domains: Death, Evil
‡ Already cast

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 20, Cha 14

SQ explode for 5d6 damage upon death (Elixir)

Feats divine vigor, extra turning, fell weaken, heighten spell, reach spell

Skills Concentration +12, Heal +8, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +9

Possessions combat gear plus *Ring of Greater Counterspells*, *Figurine of Wondrous Power: Obsidian Steed*, *Rod of Soul Anchor*, *Pearl of Power (4th)*, *Ghost Shroud*, *Cloak of Resistance* +1, *Elixir of Reckoning*

Sources: PHB, CW

SWORD OF FALAZURE

CR 9

Male Human Fighter 8/Cavalier 1

NE Medium Humanoid (human)

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

Languages Common, Draconic

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 92 (9 HD)

Fort +12, **Ref** +4, **Will** +7

Speed 20 ft. in +1 full plate (4 squares)

Melee +1 bastard sword +15/+10 (1d10+7/17-20x2) or
+1 lance +16/+11 (1d8+5/x3)

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

Base Atk +9; **Grp** +13

Atk Options

Combat Gear bastard sword +1, cloak of resistance +2,
full plate +1, heavy steel shield +1, +1 lance, potion
of *cure moderate wounds*

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

Feats Exotic Weapon Proficiency (Bastard Sword),
Improved Critical (Bastard Sword), Mounted Combat,
Power Attack, Ride-by Attack, Spirited Charge,
Weapon Focus (Bastard Sword), Weapon
Specialization (Bastard Sword), Weapon Focus
(Lance)

Skills Diplomacy +2, Handle Animal +5, Intimidate +2,
Knowledge (nobility and royalty) +5, Ride +17, Spot
+4, Swim -11

Possessions combat gear

Mount: Nightmare with full plate barding, ~~potion of~~
~~barkskin +3~~ (AC 34).

Sources: PHB

APPENDIX 5 – APL 10

ENCOUNTER 3

ADVANCED DIRE TIGER

CR 13

N Large animal

Init +3; **Senses** low-light vision, scent; Listen +14, Spot +14

Languages -

AC 27, touch 16, flat-footed 24

(-1 size, +3 Dex, +4 deflection, +11 natural)

hp 312 (31 HD)

Fort +25, **Ref** +24, **Will** +25

Speed 40 ft. (8 squares)

Melee 2 claws +32 (2d4+9/x2) and bite +29 (2d6+9/x2)

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

Base Atk +23; **Grp** +36

Atk Options Improved Bull Rush, improved grab, pounce, Power Attack, rake (2d4+4), Shock Trooper

Special Actions run

Combat Gear none

Abilities Str 28, Dex 16, Con 18, Int 2, Wis 12, Cha 10

Feats Alertness, Endurance, Improved Bull Rush, Improved Natural Attack (claw), improved Natural Attack (bite), Multiattack, Power Attack, Run, Shock Trooper, Steadfast Determination, Weapon Focus (claw)

Skills Hide +5, Jump +14, Listen +14, Move Silently +9, Spot +14, Swim +10

Possessions combat gear plus potion of shield of faith +4 (used), potion of barkskin +5 (used), cloak of resistance +4

Improved Grab (Ex) To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +32 melee, damage 2d4+4.

Skills Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Description

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ENCOUNTER 7

DOOM OF FALAZURE

CR 11

Male Human Cleric 11

NE Medium Humanoid (human)

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

Aura Overwhelming Evil

Languages Common, Draconic

AC 20, touch 9, flat-footed 19

(-1 Dex, +9 half plate, +1 light steel shield)

hp 80 (11 HD)

Fort +9, **Ref** +3, **Will** +13

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.;

Melee scimitar +11 (1d6+3 plus stun plus 2d6 against good)/18-20)

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

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

Atk Options

Special Actions

Combat Gear +2 *spiked half plate*, +1 *unholy stunning surge scimitar*, wand of *cure light wounds*, *periapt of wisdom* +2

Cleric Spells Prepared (CL 11th):

6th— fell weakened Flame Strike, Create Undead^D,

5th— heightened deeper darkness, slay living^D, spell resistance (DC 20)

4th— cure critical wounds, divine power, greater magic weapon, unholy blight^D (DC 19)

3rd— Magic Circle against Good^D, Dispel magic, lesser visage of the deity, magic vestment, fell weakened sound burst (x2)(DC 18)

2nd— aid, eagle's splendor, desecrate^D, cure moderate wounds, resist energy, spiritual weapon (DC 17)

1st— bless, cause fear (2), divine favor, entropic shield, protection from good^D, sanctuary, shield of faith (DC 16)

0— create water, cure minor wounds (2), resistance, virtue

D: Domain spell. Deity: Falazure. Domains: Death, Evil

‡ Already cast

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 20, Cha 14

SQ Explode for 5d6 damage upon death (Elixir)

Feats divine vigor, extra turning, fell weaken, heighten spell, reach spell

Skills Concentration +15, Heal +8, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Spellcraft +9

Possessions combat gear plus *Pearl of Power* (5th), *Rod of Soul Anchor*, *Talisman of Undead Mastery*, *Portable Hole*, *Cloak of Resistance* +1, ~~*Elixir of Reckoning*~~

Sources: PHB2, CW

SWORD OF FALAZURE

CR 9

Male Human Fighter 8/Cavalier 1

NE Medium Humanoid (human)

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

Languages Common, Draconic

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 92 (9 HD)

Fort +12, Ref +4, Will +7

Speed 20 ft. in +1 full plate (4 squares)

Melee +1 bastard sword +15/+10 (1d10+7/17-20x2) or +1 lance +16/+11 (1d8+5/x3)

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

Base Atk +9; **Grp** +13

Atk Options

Combat Gear +1 bastard sword, cloak of resistance +2, +1 full plate, +1 heavy steel shield, +1 lance, potion of cure moderate wounds

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

Feats Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Weapon Focus (Lance)

Skills Diplomacy +2, Handle Animal +5, Intimidate +2, Knowledge (nobility and royalty) +5, Ride +17, Spot +4, Swim -11

Possessions combat gear

Mounted Weapon Bonus (Ex) A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels there after.

Ride Bonus (Ex) A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +2 at 4th level, +6 at 7th level, and +8 at 9th level.

Courtly Knowledge (Ex) A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Mount: Nightmare with +1 full plate barding, ~~potion of barkskin +3, potion of shield of faith +3, periapt of health +2~~ (AC 38; hp 51).

Sources: PHB

VOICE OF FALAZURE

CR 9

Male half-shadow dragon bard 5/marshal 1
NE Medium dragon

Init +1; **Senses** Darkvision 60 ft., Low-light vision; Listen -1, Spot +3

Languages Common, Draconic, Elven, Giant

AC 23, touch 11, flat-footed 22

(+0 size, +1 Dex, +6 armor, +2 shield, +4 natural)

hp 46 (6 HD)

Immune energy drain

Fort +7, **Ref** +6, **Will** +10

Speed 30 ft. in +1 mithral breastplate (6 squares)

Melee +1 scimitar +8 (1d6+4/18-20x2) or claw +6 (1d4+3/x2) and bite +6 (1d6+1/x2)

Ranged MW composite longbow (mighty +3) +5 (1d8+3/x3)

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

Base Atk +3; **Grp** +6

Atk Options breath weapon, Combat Expertise, countersong

Special Actions fascinate

Combat Gear +1 mithral breastplate, +1 scimitar, MW composite longbow (+3), vest of resistance +1, cloak of charisma +2, momento magica (1st level), potion of cure serious wounds

Bard Spells Known (CL 5th):

2nd (2/day)—blur, glitterdust, sound burst

1st (4/day)—cure light wounds, expeditious retreat, grease, tasha's hideous laughter

0 (3/day)—ghost sound, know direction, lullaby, mage hand, message, prestidigitation

‡ Already cast

Abilities Str 16, Dex 12, Con 16, Int 15, Wis 8, Cha 21

Feats Combat Expertise, Force of Personality, Requiem, Skill Focus (diplomacy), Weapon Focus (scimitar)

Skills Bluff +14, Diplomacy +21, Disguise +14, Gather Information +10, Knowledge (nobility) +7, Perform (oratory) +14, Spot +3, Tumble +10, Use Magic Device +14

Possessions combat gear

Bardic Knowledge (Ex) You possess a special knowledge skill for stray bits of trivia. This knowledge check is 1d20+7

Bardic Music Performances can create various magical effects 5/day

Countersong (Su) You can counter any sonic or language dependent magic effect. Anyone within 30 feet of you can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp) You can fascinate 2 creatures within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for 5 rounds.

Inspire Courage (Su) While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su) You can help an ally succeed at a task. They get a +2 competence bonus to all skill checks as long as they are able to see and hear you and are within 30 ft. This can be maintained for 2 minutes.

Auras (Ex) Minor aura – motivate dexterity: +5 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks (this bonus has not been factored into any stat block)

Breath Weapon (Su) 30 foot cone inflicts 1 negative level. Reflex save for half (DC 16), Fortitude save to get rid of the negative level (DC 16)

Skills

Description

Draconomicon, PHB, MM, Miniatures Handbook

APPENDIX 6 – APL 12

ENCOUNTER 3

ADVANCED DIRE TIGER

CR 15

N Huge animal

Init +2; **Senses** low-light vision, scent; Listen +14, Spot +17

Languages -

AC 28, touch 14, flat-footed 26

(-2 size, +2 Dex, +4 deflection, +14 natural)

hp 412 (34 HD)

Fort +29, **Ref** +25, **Will** +29

Speed 40 ft. (8 squares)

Melee 2 claws +37 (2d6+13/x2) and bite +34 (3d6+13/x2)

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

Base Atk +25; **Grp** +46

Atk Options Awesome Blow, Improved Bull Rush, improved grab, pounce, Power Attack, rake (2d4+4), Shock Trooper

Special Actions run

Combat Gear none

Abilities Str 36, Dex 14, Con 23, Int 2, Wis 12, Cha 10

Feats Alertness, Awesome Blow, Endurance, Improved Bull Rush, Improved Natural Attack (claw), improved Natural Attack (bite), Multiattack, Power Attack, Run, Shock Trooper, Steadfast Determination, Weapon Focus (claw)

Skills Hide +0, Jump +18, Listen +14, Move Silently +8, Spot +17, Swim +14

Possessions combat gear plus *potion of shield of faith* +4 (used), *potion of barkskin* +5 (used), *cloak of resistance* +4, *hand of glory*, *ring of evasion*

Improved Grab (Ex) To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +36 melee, damage 2d6+6.

Skills Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Description

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ENCOUNTER 6

ADVANCED T-REX OF LEGEND

CR 12

N Huge animal

Init +8; **Senses** low-light vision; scent; Listen +16, Spot +16

Languages None

AC 22, touch 7, flat-footed 15

(-2 size, +4 Dex, +10 natural)

hp 342 (24 HD)

Fort +28, **Ref** +21, **Will** +14

Speed 40 ft. (8 squares)

Melee bite +33 (3d8+22)

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

Base Atk +18; **Grp** +41

Atk Options improved grab, power attack, swallow whole

Special Actions frightful presence, Run

Combat Gear none

Abilities Str 40, Dex 18, Con 31, Int 4, Wis 17, Cha 14

SQ low light vision, scent

Feats Ability Focus (frightful presence), Alertness, Improved Initiative^B, Improved Natural Attack (bite), Improved Toughness, Power Attack, Run, Track

Skills Listen +17, Spot +17

Possessions none

Frightful Presence (Ex) When a t-rex of legend bellows, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 26) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that tyrannosaurus's frightful presence for 24 hours.

Improved Grab (Ex) To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex) A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Greater Damage (Ex) The bite of a tyrannosaurus of legend does more damage than usual (1d8 vs. 1d6).

Reflective Hide (Su) The creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Skills A tyrannosaurus receives a +2 racial bonus on Listen and Spot checks.

Description

MM2

ENCOUNTER 7**DOOM OF FALAZURE****CR 13**

Male Human Cleric 13

NE Medium Humanoid (human)

Init -1; **Senses** Listen +5, Spot +5**Aura** Strong Evil**Languages** Common, Draconic**AC** 20, touch 9, flat-footed 20

(-1 Dex, +9 half plate, +1 light steel shield)

hp 93 (13 HD)**Fort** +12, **Ref** +6, **Will** +16**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.;**Melee** scimitar +12 (1d6+3/18-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9/+4; **Grp** +11**Atk Options** stun with scimitar**Special Actions****Combat Gear** +2 *spiked half plate*, +1 *unholy stunning surge scimitar*, wand of *cure light wounds*, *periapt of wisdom* +2, ~~*Elixir of Reckoning*~~**Cleric Spells Prepared** (CL 13th/ 17th with Karma bead active):7th – Finger of Death^D, Fell Weakened Blade Barrier (DC 22)6th – Blade Barrier, Create Undead^D, visage of the diety5th – fell weakened unholy blight (DC 20), flame strike, slay living^D, spell resistance (DC 20)4th – cure critical wounds, divine power, freedom of movement, greater magic weapon, unholy blight^D (DC 19)3rd— Magic Circle against Good^D, energy vortex, Dispel magic, magic vestment, fell weakened sound burst (x2)(DC 18)2nd— aid, eagle's splendor, death knell, desecrate^D, cure moderate wounds, resist energy, spiritual weapon (DC 17)1st— bless, cause fear (2), divine favor, entropic shield, protection from good^D, sanctuary, shield of faith (DC 16)

0— create water, cure minor wounds (2), resistance, virtue

D: Domain spell. Deity: Falazure. Domains: Death, Evil

† Already cast

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 21, Cha 14**SQ** necromantic presence, explode for 5d6 damage upon death**Feats** divine vigor, extra turning, fell weaken, heighten spell, reach spell, necromantic presence**Skills** Concentration +17, Heal +8, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Spellcraft +12**Possessions** combat gear plus *Strand of Prayer Beads*, *Pearl of Power* (6th), *Ring of Avoidance*, *Rod of Soul Anchor*, *Cloak of Resistance* +3**SWORD OF FALAZURE****CR 11**

Male Human Fighter 8/Cavalier 3

LE Medium Humanoid (human)

Init +1; **Senses** Listen +1, Spot +5**Languages** Common, Draconic**AC** 27, touch 15, flat-footed 26

(+1 Dex, +9 armor, +3 shield, +4 deflection)

hp 120 (11 HD)**Fort** +13, **Ref** +5, **Will** +8**Speed** 20 ft. in +1 mithral full plate (4 squares)**Melee** +1 bastard sword +18/+13/+8 (1d10+7/17-20x2) or +1 lance +18/+13/+8 (1d8+5/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +11; **Grp** +15**Atk Options** deadly charge**Combat Gear** bastard sword +1, cloak of resistance +2, mithral full plate +1, heavy steel shield +1, +1 lance, ~~potion of shield of faith~~ +4, ~~potion of cure serious wounds~~**Abilities** Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10**Feats** Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Weapon Focus (Lance)**Skills** Diplomacy +2, Handle Animal +5, Intimidate +4, Knowledge (nobility and royalty) +7, Ride +19, Spot +5, Swim -9**Possessions** combat gear**Mounted Weapon Bonus (Ex)** A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels there after.**Ride Bonus (Ex)** A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +4 at 4th level, +6 at 7th level, and +8 at 9th level.**Courtly Knowledge (Ex)** A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.**Deadly Charge (Ex):** When mounted and using the charge action, a cavalier of 2nd level or higher may declare a “deadly Charge” before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.**Burst of Speed (Ex):** At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires

the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Mount Nightmare with +1 full plate barding, potion of barkskin +5, potion of shield of faith +3, periapt of health +2

Sources: PHB

VOICE OF FALAZURE

CR 11

Male half-shadow dragon bard 7/marshal 1

NE Medium dragon

Init +1; **Senses** Darkvision 60 ft., Low-light vision; Listen -1, Spot +3

Languages Common, Draconic, Elven, Giant

AC 28, touch 16, flat-footed 27

(+1 Dex, +6 armor, +2 shield, +5 deflection, +4 natural)

hp 60 (8 HD)

Immune energy drain

Fort +8, **Ref** +7, **Will** +12

Speed 30 ft. in +1 mithral breastplate (6 squares)

Melee +1 scimitar +9 (1d6+4/18-20x2) and bite +3 (1d6+1/x2) or 2 claws +8 (1d4+3/x2) and bite +3 (1d6+1/x2)

Ranged MW mighty (+3) composite longbow +7 (1d8+3/x3)

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

Base Atk +5; **Grp** +8

Atk Options breath weapon 1/day, Combat Expertise, countersong

Special Actions fascinate

Combat Gear +1 mithral breastplate, +1 scimitar, MW mighty (+3) composite longbow, vest of resistance +1, cloak of charisma +2, ~~potion of shield of faith +5~~, potion of *cure serious wounds*, momento magica (1st level), momento magica (2nd level)

Bard Spells Known (CL 7th):

3rd (1/day)—haste, fear (DC 19)

2nd (4/day)—blindness/deafness (DC 18), blur, glitterdust (DC 18), sound burst (DC 18)

1st (5/day)—cure light wounds, expeditious retreat, grease (DC 17), tasha's hideous laughter (DC 17)

0 (3/day)—ghost sound, know direction, lullaby, mage hand, message, prestidigitation

† Already cast

Abilities Str 16, Dex 12, Con 16, Int 15, Wis 8, Cha 22

Feats Combat Expertise, Force of Personality, Requiem, Skill Focus (diplomacy), Weapon Focus (scimitar)

Skills Bluff +16, Diplomacy +24, Disguise +17, Gather Information +10, Knowledge (nobility) +7, Perform (oratory) +17, Spot +3, Tumble +12, Use Magic Device +17

Possessions combat gear

Bardic Knowledge (Ex) You possess a special knowledge skill for stray bits of trivia. This knowledge check is 1d20+9

Bardic Music Performances can create various magical effects 7/day

Countersong (Su) You can counter any sonic or language dependent magic effect. Anyone within 30 feet of you can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp) You can fascinate 3 creatures within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for 5 rounds.

Inspire Courage (Su) While singing, all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su) You can help an ally succeed at a task. They get a +2 competence bonus to all skill checks as long as they are able to see and hear you and are within 30 ft. This can be maintained for 2 minutes.

Suggestion (Sp) A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see *Fascinate*). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 19) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Auras (Ex) Minor aura – motivate dexterity: +5 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks (this bonus has not been factored into any stat block)

Breath Weapon (Su) 1/day - 30 foot cone inflicts 1 negative level. Reflex save for half (DC 16), Fortitude save to get rid of the negative level (DC 16)

Description

Draconomicon, PHB, MM, Miniatures Handbook

APPENDIX 7 – APL 14

ENCOUNTER 3

ADVANCED DIRE TIGER

CR 17

N Huge animal

Init +4; **Senses** low-light vision, scent; Listen +18, Spot +19

Languages -

AC 31, touch 17, flat-footed 27

(-2 size, +4 Dex, +5 deflection, +14 natural)

hp 562 (40 HD)

Fort +34, **Ref** +31, **Will** +34

Speed 40 ft. (8 squares)

Melee 2 claws +42 each (2d6+13/19-20x2) and bite +39 (3d6+13/x2)

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

Base Atk +30; **Grp** +51

Atk Options Awesome Blow, Improved Bull Rush, improved grab, pounce, Power Attack, rake (2d4+4), Shock Trooper

Special Actions run

Combat Gear none

Abilities Str 36, Dex 18, Con 25, Int 2, Wis 12, Cha 10

Feats Alertness, Awesome Blow, Endurance, Improved Bull Rush, Improved Critical (claw), Improved Natural Attack (claw), improved Natural Attack (bite), Improved Toughness, Multiattack, Power Attack, Run, Shock Trooper, Steadfast Determination, Weapon Focus (claw)

Skills Hide +2, Jump +18, Listen +18, Move Silently +10, Spot +19, Swim +14

Possessions combat gear plus potion of cat's grace (used), potion of shield of faith +5 (used), potion of barkskin +5 (used), cloak of resistance +5, hand of glory, ring of freedom of movement

Improved Grab (Ex) To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +41 melee, damage 2d6+6.

Skills Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Description

Monster Manual p. 65

ENCOUNTER 6

SPINOSAURUS

CR 13

N Gargantuan animal

Init +1; **Senses** low-light vision; scent; Listen +17, Spot +18

Languages None

AC 16, touch 7, flat-footed 15

(-4 size, +1 Dex, +9 natural)

hp 262 (20 HD)

Fort +18, **Ref** +13, **Will** +8

Speed 40 ft. (8 squares)

Melee bite +25 (3d6+13/x2) and

2 claws +22 (2d6+6/x2)

Space 20 ft.; **Reach** 20 ft.

Base Atk +15; **Grp** +40

Atk Options improved grab, swallow whole, trample

Special Actions frightful presence, Run

Combat Gear none

Abilities Str 36, Dex 13, Con 23, Int 2, Wis 15, Cha 10

SQ low light vision, scent

Feats Alertness, Improved Natural Attack (bite), Improved Toughness, Multiattack, Run, Track, Weapon Focus (bite)

Skills Listen +17, Spot +18

Possessions none

Frightful Presence (Ex) When a spinosaurus bellows (a standard action), it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 20) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that spinosaurus's frightful presence for 24 hours.

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

Swallow Whole (Ex) Spinosaurus can swallow a grabbed opponent that is at least two size categories smaller than itself by making a successful grapple check. Once inside the gullet, the opponent takes 2d8+10 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the dinosaur's digestive juices. A successful grapple check allows the swallowed creature to climb out of the gullet and return to the mouth, where another successful grapple check is needed to get free. Alternately, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 25 points of damage to the digestive tract (AC 20) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus,

another swallowed opponent must cut its own way out. A Gargantuan spinosaurus's gullet can hold 2 Large, 8 Medium-size, 32 Small, or 128 Tiny or smaller opponents.

Trample (Ex) As a standard action during its turn each round, spinosaurus can trample opponents at least one size category smaller than itself. This attack deals 2d8+19 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 33) for half damage.

Skills Spinosaurus receives a +2 racial bonus on Listen and Spot checks.

Description

MM2

ENCOUNTER 7

DOOM OF FALAZURE CR 15

Male human cleric 5/divine oracle 6/contemplative 4

NE medium humanoid (human)

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

Aura overwhelming evil

Languages Common, Draconic

AC 29, touch 12, flat-footed 29

(+2 Dex, +9 armor, +3 shield, +5 natural (potion))

hp 117 (15 HD) (130 with *heroes' feast*)

Immune disease, fear, poison

Resist prescient sense

Fort +14, **Ref** +11, **Will** +25

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

Melee +1 spiked gauntlet +8 (1d4/x2)

Ranged +1 light crossbow +11 (1d8/19-20x2)

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

Base Atk +8; **Grp** +7

Atk Options spells

Combat Gear +1 spiked mithral full plate, +1 heavy steel shield, +1 spiked gauntlet, +1 light crossbow, strand of prayer beads, 3 holy symbols (one riveted onto armor), orange ioun stone, lesser rod of quicken spell, lesser rod of maximize spell, ~~potion of barkskin~~ +5, *Elixir of Reckoning*

Cleric Spells Prepared (CL 16th, 20th with Bead of Karma active):

8th—enervated harm (DC 22), unholy aura^D

7th—disintegrate^D (DC 25), enervated flame strike (DC 22), fell weakened blade barrier (DC 23), transdimensional blade barrier (DC 23)

6th—create undead^D, heal, ~~heroes' feast~~, fell weakened flame strike (DC 22), visage of the deity

5th—break enchantment, fell weakened unholy blight (DC 21), flame strike (DC 22), slay living^D (DC 22), true seeing

4th—cure critical wounds, death ward, divine power, ~~freedom of movement~~, greater magic weapon, unholy blight^D (DC 21)

3rd—bestow curse (DC 20), energy vortex, dispel magic, fell weakened sound burst (x2) (DC 20), magic vestment, magic circle against good^D,

2nd—aid, death knell, desecrate^D, cure moderate wounds, resist energy, spiritual weapon (DC 19)

1st—bless, cause fear (x2) (DC 18), divine favor, entropic shield, protection from good^D, sanctuary, shield of faith

0—create water, cure minor wounds (x2), guidance (x2), read magic

D: Domain spell. Deity: Falazure. Domains: Death, Destruction, Evil, Oracle

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 25, Cha 20

SQ Divine Health, Divine Wholeness, Improved Uncanny Dodge, Rebuke Undead, Slippery Mind, Trap Sense, Uncanny Dodge, **SQ** explode for 5d6 damage upon death (Elixir)

Feats Corsecrafter, Empowered Spell, Enervate Spell, Fell Weaken, Improved Toughness, Skill Focus (Knowledge: religion), Transdimensional Spell

Skills Concentration +20, Intimidate +13, Knowledge (religion) +22, Knowledge (planes) +9, Listen +7, Spellcraft +19, Spot +7

Possessions combat gear plus vest of resistance +5

Uncanny Dodge (Ex) You retain your Dexterity bonus even if flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex) You can no longer be flanked, except by a level 10 rogue or higher.

Trap Sense (Ex) +2 to Reflex saves and AC against traps.

Rebuke Undead (Su) You can rebuke undead 8 times per day. A rebuking check is made on 1d20+7; rebuking damage is equal to 2d6+10 on a successful check.

Divine Health (Ex) You are immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex) If you fail your saving throw against an enchantment, you can attempt another save one round later. You can only do this once per effect.

Divine Wholeness (Su) You can heal up to 16 hit points each day, and you can spread this healing out among several uses.

Scry Bonus (Su) You have a +1 sacred bonus to the save DC of all your Divination (scrying) spells.

Prescient Sense (Ex) If you make a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, you instead suffer no damage. Armor has no impact on this ability.

Divination Enhancement (Ex) You may roll twice and take the better result when using divination spells such as augury or divination.

Description

PHB, CD

SWORD OF FALAZURE

CR 13

Male Human Fighter 8/Cavalier 5

LE Medium Humanoid (human)

Init +1; **Senses** Listen +1, Spot +8

Languages Common, Draconic

AC 27, touch 15, flat-footed 26

(+1 Dex, +9 armor, +3 shield, +4 deflection)

hp 138 (13 HD)

Immune fear, poison

Fort +14, **Ref** +5, **Will** +11

Speed 20 ft. in +1 mithral full plate (4 squares)

Melee +1 bastard sword +20/+15/+10 (1d10+7/17-20x2) or +1 lance +20/+15/+10 (1d8+5/x3)

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

Base Atk +13; **Grp** +17

Atk Options deadly charge

Combat Gear bastard sword +1, cloak of resistance +2, mithral full plate +1, heavy steel shield +1, +1 lance, ~~potion of shield of faith +4~~, ~~potion of cure serious wounds~~

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 13, Cha 10

Feats Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Weapon Focus (Lance)

Skills Diplomacy +3, Handle Animal +5, Intimidate +7, Knowledge (nobility and royalty) +7, Ride +23, Spot +8, Swim -2

Possessions combat gear

Mounted Weapon Bonus (Ex) A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels there after.

Ride Bonus (Ex) A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +4 at 4th level, +6 at 7th level, and +8 at 9th level.

Courtly Knowledge (Ex) A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly Charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Mount Cauchemar nightmare with +1 full plate barding, potion of barkskin +5, potion of shield of faith +3, periapt of health +2

Sources: PHB

VOICE OF FALAZURE

Male half-shadow dragon bard 9/marshal 1

CR 13

NE Medium dragon

Init +1; **Senses** Darkvision 60 ft., Low-light vision; Listen -1, Spot +5

Languages Common, Draconic, Elven, Giant

AC 28, touch 16, flat-footed 27

(+1 Dex, +6 armor, +2 shield, +5 deflection, +4 natural)

hp 72 (10 HD)

Immune energy drain, fear, poison

Fort +11, **Ref** +10, **Will** +19

Speed 30 ft. in +1 mithral breastplate (6 squares)

Melee +1 scimitar +11/+6 (1d6+4/18-20x2) and bite +4 (1d6+1/x2) or 2 claws +9 (1d4+3/x2) and bite +4 (1d6+1/x2)

Ranged +1 mighty (+3) composite longbow +8 (1d8+4/x3)

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

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

Atk Options breath weapon 1/day, Combat Expertise, countersong

Special Actions fascinate

Combat Gear +1 mithral breastplate, +1 scimitar, +1 mighty (+3) composite longbow, vest of resistance +3, cloak of charisma +6, headband of intellect +2, ~~potion of shield of faith +5~~, ~~potion of cure serious wounds~~, momento magica (1st level), momento magica (2nd level), momento magica (3rd level)

Bard Spells Known (CL 9th):

3rd (4/day)—confusion, haste, fear (DC 21)

2nd (5/day)—blindness/deafness (DC 20), blur, glitterdust (DC 20), sound burst (DC 20)

1st (5/day)—cure light wounds, expeditious retreat, grease (DC 19), tasha's hideous laughter (DC 19)

0 (3/day)—ghost sound, know direction, lullaby, mage hand, message, prestidigitation

† Already cast

Abilities Str 16, Dex 12, Con 16, Int 15, Wis 8, Cha 26

Feats Combat Expertise, Force of Personality, Requiem, Skill Focus (diplomacy), Skill Focus (perform), Weapon Focus (scimitar)

Skills Bluff +20, Diplomacy +27, Disguise +17, Gather Information +12, Knowledge (nobility) +7, Perform (oratory) +24, Spot +5, Tumble +15, Use Magic Device +21

Possessions combat gear

Bardic Knowledge (Ex) You possess a special knowledge skill for stray bits of trivia. This knowledge check is 1d20+12

Bardic Music Performances can create various magical effects 9/day

Countersong (Su) You can counter any sonic or language dependent magic effect. Anyone within 30 feet of you can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp) You can fascinate 3 creatures within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for 5 rounds.

Inspire Courage (Su) While singing, all allies who can hear you gain a +2 morale bonus to saving throws

against charm and fear effects, and a +2 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su) You can help an ally succeed at a task. They get a +2 competence bonus to all skill checks as long as they are able to see and hear you and are within 30 ft. This can be maintained for 2 minutes.

Inspire Greatness (Su) A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th level, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Con modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*. Inspire greatness is a mind-affecting ability.

Suggestion (Sp) A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see Fascinate). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 22) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Auras (Ex) Minor aura – motivate dexterity: +5 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks (this bonus has not been factored into any stat block)

Breath Weapon (Su) 1/day - 30 foot cone inflicts 1 negative level. Reflex save for half (DC 16), Fortitude save to get rid of the negative level (DC 16)

Description

Draconomicon, PHB, MM, Miniatures Handbook

APPENDIX 8 – APL 16

ENCOUNTER 4

ADVANCED DIRE TIGER

CR 19

N Huge animal

Init +8; **Senses** low-light vision, scent; Listen +21, Spot +22

Languages -

AC 32, touch 18, flat-footed 28

(-2 size, +4 Dex, +5 deflection, +14 natural, +1 *haste*)

hp 738 (46 HD)

Fort +39, **Ref** +33, **Will** +39

Speed 40 ft. (8 squares); 70 ft. with *haste*

Melee 2 claws +48 each (+49 with *haste*) (2d6+15/19-20x2) and

bite +45 (+46 with *haste*) (3d6+15/x2)

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

Base Atk +34; **Grp** +57

Atk Options Awesome Blow, Improved Bull Rush, improved grab, pounce, Power Attack, rake (2d4+4), Shock Trooper

Special Actions run

Combat Gear none

Abilities Str 40, Dex 18, Con 30, Int 2, Wis 12, Cha 10

Feats Alertness, Awesome Blow, Endurance, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), improved Natural Attack (bite), Improved Overrun, Improved Toughness, Multiattack, Power Attack, Run, Shock Trooper, Steadfast Determination, Weapon Focus (claw)

Skills Hide +2, Jump +18, Listen +21, Move Silently +10, Spot +22, Swim +14

Possessions combat gear plus potion of cat's grace (used), potion of bear's endurance (used), potion of bull's strength (used), potion of shield of faith +5 (used), potion of barkskin +5 (used), potion of haste (5 rounds), cloak of resistance +5, hand of glory, ring of freedom of movement

Improved Grab (Ex) To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +47 melee (+48 with *haste*), damage 2d6+7.

Skills Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Description

Monster Manual p. 65

ENCOUNTER 6

SPINOSAURUS OF LEGEND

CR 15

N Gargantuan outsider

Init +8; **Senses** low-light vision; scent; Listen +30, Spot +30

Languages None

AC 24, touch 10, flat-footed 20

(-4 size, +4 Dex, +14 natural)

hp 362 (20 HD)

Immune acid, mind-affecting effects

Fort +26, **Ref** +19, **Will** +18

Speed 40 ft. (8 squares)

Melee bite +39 (3d6+18/x2) and

2 claws +38 (2d6+9/x2)

Space 20 ft.; **Reach** 20 ft.

Base Atk +20; **Grp** +50

Atk Options improved grab, raging blood, swallow whole, trample

Special Actions frightful presence, Run

Combat Gear none

Abilities Str 46, Dex 19, Con 33, Int 4, Wis 17, Cha 14

SQ low light vision, reflective hide, scent

Feats Alertness, Improved Initiative^B, Improved Multiattack, Improved Natural Attack (bite), Improved Toughness, Multiattack^B, Run, Track, Weapon Focus (bite)

Skills Intimidate +25, Listen +30, Spot +30, Survival +26, Tumble +27

Possessions none

Frightful Presence (Ex) When a spinosaurus bellows (a standard action), it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 25) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that spinosaurus's frightful presence for 24 hours.

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

Swallow Whole (Ex) Spinosaurus can swallow a grabbed opponent that is at least two size categories smaller than itself by making a successful grapple check. Once inside the gullet, the opponent takes 2d8+10 points of bludgeoning damage plus 1d8+4

points of acid damage per round from the dinosaur's digestive juices. A successful grapple check allows the swallowed creature to climb out of the gullet and return to the mouth, where another successful grapple check is needed to get free. Alternately, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 25 points of damage to the digestive tract (AC 20) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A Gargantuan spinosaurus's gullet can hold 2 Large, 8 Medium-size, 32 Small, or 128 Tiny or smaller opponents.

Trample (Ex) As a standard action during its turn each round, spinosaurus can trample opponents at least one size category smaller than itself. This attack deals 2d8+27 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 38) for half damage.

Raging Blood (Su) Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5 foot cone, dealing 1d4 points of damage of the selected energy type (for this monster, acid) to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Reflective Hide (Su) The creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Skills Spinosaurus receives a +2 racial bonus on Listen and Spot checks.

Description

MM2

ENCOUNTER 7

DOOM OF FALAZURE

CR 17

Male human cleric 5/divine oracle 6/contemplative 5/Heirophant 1

NE medium humanoid (human)

Init +3; **Senses** Listen +9, Spot +9

Aura overwhelming evil

Languages Common, Draconic

AC 44, touch 19, flat-footed 44

(+3 Dex, +13 armor (with *magic vestment*), +7 shield (with *magic vestment*), +1 insight, +5 deflection (with *shield of faith*), +5 natural (with potion))

hp 128 (15 HD) (141 with *heroes' feast*)

Immune critical hits, disease, fear, poison, sneak attack

Resist prescient sense

Fort +17, **Ref** +12, **Will** +29

Speed 20 ft. in +1 mithral full plate (4 squares) (40 feet with boots of speed), base movement 30 ft.

Melee +1 spiked gauntlet +8/+3 (1d4/x2)

Ranged +1 light crossbow +12 (1d8/19-20x2)

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

Base Atk +8; **Grp** +7

Atk Options spells

Combat Gear +1 spiked mithral full plate of heavy fortification, +1 heavy steel shield, +1 spiked gauntlet, +1 light crossbow, strand of prayer beads, 3 holy symbols (one riveted onto armor), orange ioun stone, boots of speed, rod of quicken spell, lesser rod of maximize spell, ~~potion of barkskin +5~~, ~~Elixir of Reckoning~~

Cleric Spells Prepared (CL 18th, 22nd with Bead of Karma active):

8th—create greater undead, enervated harm (DC 24), fire storm (DC 27), unholy aura^D

7th—disintegrate^D (DC 26), ~~chain magic vestment~~, enervated flame strike (DC 24), fell weakened blade barrier (DC 25), transdimensional blade barrier (DC 25)

6th—create undead^D, heal, ~~heroes' feast~~, visage of the deity, transdimensional flame strike (DC 24)

5th—break enchantment, fell weakened unholy blight (DC 24), flame strike (DC 24), slay living^D (DC 24), true seeing, wall of stone

4th—~~chain shield of faith~~, cure critical wounds, delay death, divine power, freedom of movement, greater magic weapon, unholy blight^D (DC 23)

3rd—bestow curse (DC 22), energy vortex, dispel magic, fell weakened sound burst (x2) (DC 22), magic vestment, magic circle against good^D, summon monster III

2nd—aid, death knell, desecrate^D, cure moderate wounds (x2), resist energy, shatter (DC 21), spiritual weapon

1st—bless, cause fear (x2) (DC 20), deathwatch, divine favor, entropic shield, protection from good^D, sanctuary, shield of faith

0—create water, cure minor wounds (x2), guidance (x2), read magic

D: Domain spell. Deity: Falazure. Domains: Death, Destruction, Evil, Oracle

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 28, Cha 20

SQ Divine Health, Divine Wholeness, Improved Uncanny Dodge, Rebuke Undead, Slippery Mind, Trap Sense, Uncanny Dodge, explode for 5d6 damage upon death (Elixir)

Feats Corpsecrier, Empowered Spell, Enervate Spell, Fell Weaken, Chain Spell, Skill Focus (Knowledge: religion), Transdimensional Spell

Skills Concentration +23, Intimidate +16, Knowledge (religion) +23, Knowledge (planes) +9, Listen +9, Spellcraft +21, Spot +9

Possessions combat gear plus vest of resistance +5, ~~tope of understanding +2~~

Uncanny Dodge (Ex) You retain your Dexterity bonus even if flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex) You can no longer be flanked, except by a level 10 rogue or higher.

Trap Sense (Ex) +2 to Reflex saves and AC against traps.

Rebuke Undead (Su) You can rebuke undead 8 times per day. A rebuking check is made on 1d20+9; rebuking damage is equal to 2d6+14 on a successful check.

Divine Health (Ex) You are immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex) If you fail your saving throw against an enchantment, you can attempt another save one round later. You can only do this once per effect.

Divine Wholeness (Su) You can heal up to 16 hit points each day, and you can spread this healing out among several uses.

Scry Bonus (Su) You have a +1 sacred bonus to the save DC of all your Divination (scrying) spells.

Prescient Sense (Ex) If you make a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, you instead suffer no damage. Armor has no impact on this ability.

Divination Enhancement (Ex) You may roll twice and take the better result when using divination spells such as augury or divination.

Description

PHB, CD

SWORD OF FALAZURE

CR 15

Male Human Fighter 8/Cavalier 7

LE Medium Humanoid (human)

Init +1; **Senses** Listen +1, Spot +8

Languages Common, Draconic

AC 41, touch 16, flat-footed 40

(+1 Dex, +13 armor (with *magic vestment*), +7 shield (with *magic vestment*), +5 deflection (with *shield of faith*), +5 natural (with *potion*))

hp 165 (15 HD) (178 with *heroes' feast*)

Immune fear, poison

Fort +20, **Ref** +10, **Will** +13

Speed 20 ft. in +1 mithral full plate (4 squares)

Melee +1 bastard sword +22/+17/+12 (1d10+7/17-20x2) or +1 lance +22/+17/+12 (1d8+5/x3)

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

Base Atk +15; **Grp** +19

Atk Options deadly charge

Combat Gear bastard sword +1, cloak of resistance +5, mithral full plate +1, heavy steel shield +1, +1 adamantite lance, ring of spell turning, amulet of health +4, ~~potion of barkskin +5~~, ~~potion of cure serious wounds~~

Abilities Str 18, Dex 12, Con 18, Int 10, Wis 13, Cha 10

Feats Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Weapon Focus (Lance)

Skills Diplomacy +3, Handle Animal +5, Intimidate +7, Knowledge (nobility and royalty) +7, Ride +23, Spot +8, Swim -2

Possessions combat gear

Mounted Weapon Bonus (Ex) A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this

bonus starts out at +1 at 2nd level and increases by +1 every four levels there after.

Ride Bonus (Ex) A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +4 at 4th level, +6 at 7th level, and +8 at 9th level.

Courtly Knowledge (Ex) A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Full Mounted Attack (Ex) At 6th level and higher, a cavalier can make a full attack when his mount moves more than 5 feet but no further than a single move action would carry it. The cavalier cannot combine this full attack with a charge.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly Charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Mount Cauchemar nightmare with +1 mithral full plate barding (and magic vestment +5), ~~potion of barkskin +5~~, ~~periapt of health +6~~, *shield of faith* +5 cast

Sources: PHB

VOICE OF FALAZURE

CR 15

Male half-shadow dragon bard 11/marshal 1

NE Medium dragon

Init +1; **Senses** Darkvision 60 ft., Low-light vision; Listen -1, Spot +5

Languages Common, Draconic, Elven, Giant

AC 42, touch 16, flat-footed 41

(+1 Dex, +10 armor (with *magic vestment*), +7 shield (with *magic vestment*), +5 deflection, +9 natural (with *potion*))

hp 86 (12 HD) (99 with *heroes' feast*)

Immune energy drain, fear, poison

Fort +13, **Ref** +13, **Will** +22

Speed 30 ft. in +1 mithral breastplate (6 squares)

Melee +1 scimitar +13/+8 (1d6+4/18-20x2) and bite +6 (1d6+1/x2) or 2 claws +11 (1d4+3/x2) and bite +6 (1d6+1/x2)

Ranged +1 mighty (+3) composite longbow +8 (1d8+4/x3)

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

Base Atk +8; **Grp** +11

Atk Options breath weapon 1/day, Combat Expertise, countersong

Special Actions fascinate

Combat Gear +1 mithral breastplate, +1 heavy steel shield, +1 scimitar, +1 mighty (+3) composite longbow, vest of resistance +5, cloak of charisma +6, headband of intellect +2, ~~potion of barkskin~~ +5, ~~potion of cure serious wounds~~, momento magica (1st level) x2, momento magica (2nd level), momento magica (3rd level)

Bard Spells Known (CL 11th):

3rd (4/day)—confusion, haste, fear (DC 21)
2nd (5/day)—blindness/deafness (DC 20), blur, glitterdust (DC 20), sound burst (DC 20)
1st (5/day)—cure light wounds, expeditious retreat, grease (DC 19), tasha's hideous laughter (DC 19)
0 (3/day)—ghost sound, know direction, lullaby, mage hand, message, prestidigitation

‡ Already cast

Abilities Str 16, Dex 12, Con 16, Int 16, Wis 8, Cha 26

Feats Combat Expertise, Force of Personality, Requiem, Skill Focus (diplomacy), Skill Focus (perform), Weapon Focus (scimitar)

Skills Bluff +20, Diplomacy +29, Disguise +17, Gather Information +16, Knowledge (nobility) +10, Perform (oratory) +26, Spot +5, Tumble +16, Use Magic Device +23

Possessions combat gear

Bardic Knowledge (Ex) You possess a special knowledge skill for stray bits of trivia. This knowledge check is 1d20+14

Bardic Music Performances can create various magical effects 11/day

Countersong (Su) You can counter any sonic or language dependent magic effect. Anyone within 30 feet of you can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.

Fascinate (Sp) You can fascinate 3 creatures within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for 5 rounds.

Inspire Courage (Su) While singing, all allies who can hear you gain a +2 morale bonus to saving throws against charm and fear effects, and a +2 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.

Inspire Competence (Su) You can help an ally succeed at a task. They get a +2 competence bonus to all skill checks as long as they are able to see and hear you and are within 30 ft. This can be maintained for 2 minutes.

Inspire Greatness (Su) A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th level, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply

the target's Con modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*. Inspire greatness is a mind-affecting ability.

Suggestion (Sp) A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see *Fascinate*). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 23) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

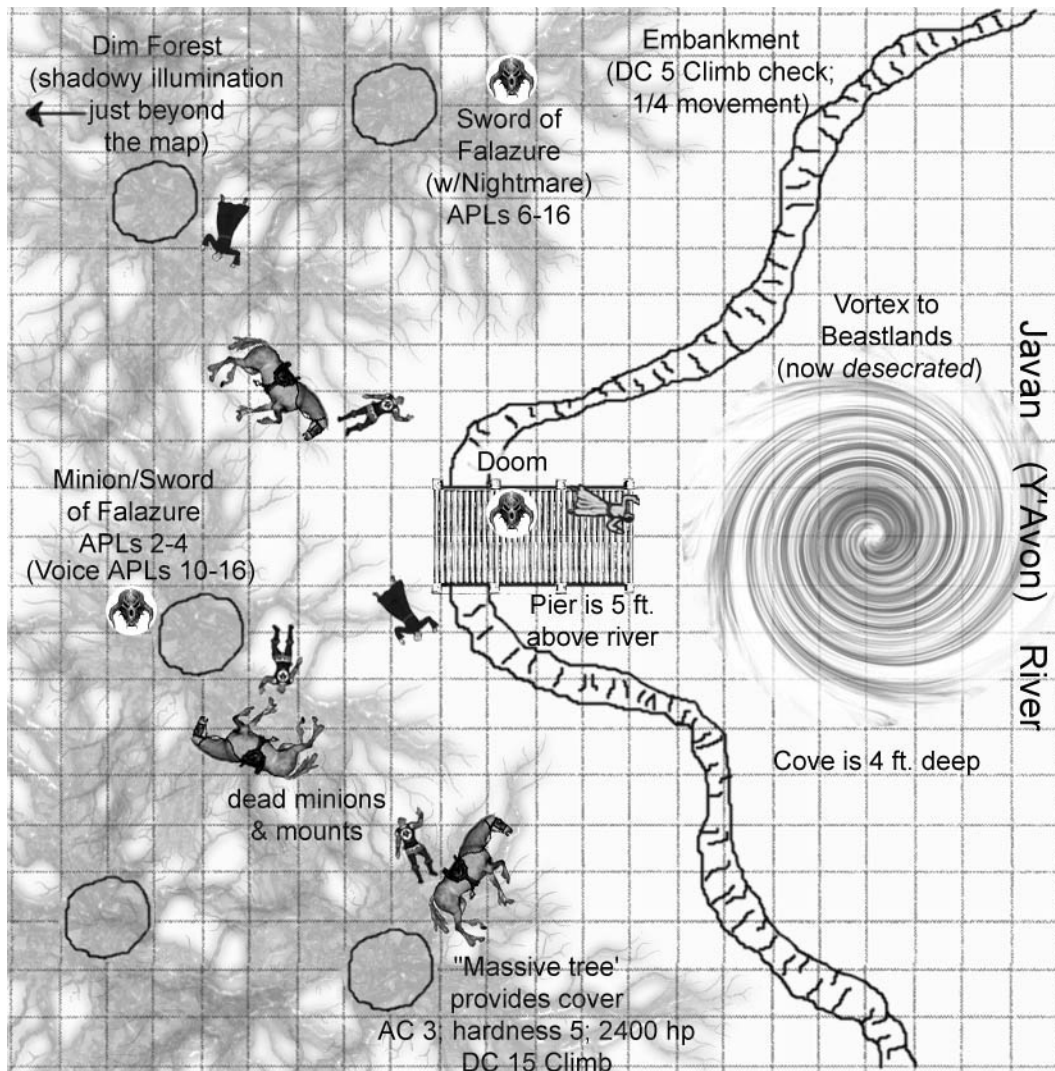
Auras (Ex) Minor aura – motivate dexterity: +5 bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks (this bonus has not been factored into any stat block)

Breath Weapon (Su) 1/day - 30 foot cone inflicts 1 negative level. Reflex save for half (DC 16), Fortitude save to get rid of the negative level (DC 16)

Description

Draconomicon, PHB, MM, Miniatures Handbook

DM AID: MAP #1 – ENCOUNTER 7



DM AID: MAP #2 – MAP OF GEOFF



DM AID: THE BEASTLANDS

WILDERNESS OF THE BEASTLANDS

It is a domain of natural savagery and plenty.

It is the forest eternal.

It is where the most loyal animal companions go when they die.

The Wilderness of the Beastlands is a plane of nature unbound. It is a plane of forests ranging from mangroves hung heavy with moss to snowfall-laden pines to acres of sequoias 50 thick that no light penetrates their canopy. Oak, birches, spruces, firs, and maples are common here, and explorers into the plane's distant corners find great forests of giant fungi and mushrooms. There are vast deserts as well, though they are hardly barren wastelands. Cactus, aloe, and other desert plants thrive in the arid parts of the Beastlands. The air of the Beastlands is ideal for anything that grows. It is humid and warm in the swampy regions, calm and cool beneath the sequoias, breezy and clear among the beeches, and arid and hot in the more open lands. The Beastlands consists of three layers, each layer frozen at part of the day. The top layer is a place of eternal daylight, its second layer a domain of perpetual twilight, and its third layer a land of night illuminated only by a pale moon. The most important aspect of the Beastlands is how it favors animals of all kinds. Like Arcadia, it is a plane heavily populated by animals, beasts, and magical beasts. Traditional towns, cities, and strongholds are few and far between. Those who make their homes here seek to live with the trees, not against them.

BEASTLANDS TRAITS

The Beastlands has the following traits.

- Normal Gravity.
- Normal Time.
- Infinite Size: The part of the Beastlands known to most visitors is relatively small, but there may be vast realms beyond it, and deities as yet undiscovered within.
- Divinely Morphic: Deities can shape the plane's traits with a thought, but mortal creatures must use spells or physical effort to affect a change in the plane.
- No Elemental or Energy Traits.
- Mildly Good-Aligned: Evil characters suffer a –2 penalty on all Charisma-based checks.
- Altered Magic: Conjurings and summonings bring only the local animals, which are not under control. No spell that controls animals will work here. (NOTE: This is a change from the *Manual of the Planes*.)

BEASTLANDS LINKS

The Beastlands borders the neighboring Outer Planes of Arborea and Elysium. Natural portals between these locations are common, and shifting borders can whisk travelers from one plane to another. Often these natural portals take the form of hollow trees. Stepping within the rotted core of a lightning-blasted oak takes the traveler to Arborea, and ducking within the hollow of a toppled sequoia connects to Elysium. Portals between the layers are insubstantial and erratic, and many of them tend to be one-way. By passing between two trees or ducking beneath a branch, the light changes from day to twilight (Krigala to Brux) or from dusk to night (Brux to Karasuthra). Such portals are common, so a wanderer may find his or her way back to the top layer of the Beastlands fairly easily. The River Oceanus flows through the Beastlands on its way from Elysium to Arborea. The course of the river is straight and true across the plane, but the border between the planes is a stretch of white-water rapids. Travelers should not risk these planes with sturdy ships.

BEASTLANDS INHABITANTS

A variety of creatures live in the Beastlands. First and foremost are outsiders, often celestial versions of wild creatures found on the Material Plane. These celestial animals, beasts, vermin, and magical beasts inhabit every environmental niche in the Beastlands. Occasionally a nonevil aberration calls the Beastlands home, but few intelligent creatures other than magical beasts such as unicorns stay in the wilderness for long. Some sages contend the spirits of wild creatures drift after death to the Beastlands, where they are reincarnated as celestial versions of their mortal selves. Whether this is true depends upon your cosmology, but it does explain why such a huge number of celestial wild things live in the Beastlands. Celestial creatures in the Beastlands, in addition to the other traits provided by the celestial template, have their Intelligence raised to 3 and can speak Celestial. This increased Intelligence score does little to dull their natural tendencies, and the deadly dance between predator and prey continues even in this extraplanar arena. The increased Intelligence lets the prey try to bargain its way out of danger, just as it enables more effective communication within a pack of predators. Celestials are common in the Beastlands, especially the eladrin but also planetars and solars. Lillends may be found here as well. The plane is the home of many beasts of legend—superior versions of powerful animals, beasts, and magical beasts. Good-aligned lycanthropes (and their petitioner spirits after they die) can find great joy with their animal kin in the Beastlands, though they lose their lycanthrope abilities in this plane. Planar travelers are common on Krigala, Brux, and Karasuthra, mostly because there are so many portals between the layers that spreading out over all three layers is easy. Some visitors to the Beastlands are travelers moving between Elysium and Arborea. Others are sages and acolytes seeking knowledge that can only be gleaned in the darkest woods. Some are hunters from other planes seeking the beasts that populate this plane. Hunters often find themselves overmatched by the wild creatures of the Beastlands and beat a hasty retreat. The Beastlands is not a place inhabited by many deities, though it is as divinely morphic as the other planes of the Great Wheel. Deities that might establish a realm here would share a love of creatures or the wilderness itself, and their kingdoms would fit neatly into the surrounding forests. Two such deities are Ehlonna, Deity of the Woodlands, and Skerit, the deity of the centaurs. They both have their personal kingdoms in Krigala, the Beastlands' top layer.

Beastlands Petitioners

Because not many deities make this plane their home, mortal souls drawn to the Beastlands primarily arrive based on their philosophy: good and just a bit on the side of freedom over order. They usually live in small communities at the bases of great trees, leading simple lives in harmony with the other creatures of the plane. These petitioners take on animal traits soon after they arrive. Their hair grows long in lustrous pelts, short horns sprout from their foreheads, and they develop cats' eyes or fox ears. Over the course of centuries, they become celestial beasts or animals. Beastlands petitioners have the following special petitioner qualities:

Additional Immunities: Electricity, poison.

Resistances: Cold 20, fire 20.

Other Special Qualities: Fast healing 2.

MOVEMENT AND COMBAT

The Beastlands does not present any worse penalty to movement than any Material Plane forest or woods. Creatures with the ability to climb or brachiate (swing among the branches) are able to move through the Beastlands without touching the ground. The Beastlands does not present any inherent benefit or penalty to combat, though cover and concealment are plentiful.

FEATURES OF THE BEASTLANDS

The Beastlands is divided into three layers: a land of eternal day known as Krigala on the top, a territory of dusk called Brux in the middle, and a moonlit place of fireflies and wandering stars, Karasuthra, on the bottom. Each of these layers contains a number of 'realms', which are created and are home to lesser deities, as well as a handful of greater deities.

Krigala

The Beastlands' top layer is Krigala, split in two by the River Oceanus. The river flows through the layer in a strong torrent, flanked by verdant forests that often bridge the great river with intertwined branches above. Small side channels depart from the river, and there are I numerous bayous and oxbow lakes formed whenever this extraplanar river alters its banks. Krigala is a land of eternal afternoon. A warm sun basks the land in its continual glow. It is just warm enough in Krigala for the plant life of the area, and temperatures remain in a comfortable range unless manipulated by spells or divine will. Time passes normally but is not tracked by the moving of the sun. Instead, gentle rains drift in on soft breezes once per day. More rarely, occasional thunderstorms strike, sending many of Krigala's beasts to cover. The centaur deity Skerrit lives in Krigala with his closest petitioners. Skerrit is a lesser deity, but he is greatly venerated by the centaurs.

Deep within the Krigala is the realm of Ehlonna, deity of forests and woodlands. The Grove of the Unicorns sits at the base of a cluster of great sequoias that form a natural cathedral for those beneath the canopy. The lowest branches of the great redwoods are hundreds of feet in the air, such that those with wings can fly through Ehlonna's cathedral without difficulty. Those who reside within the borders of Ehlonna's realm live in peace with the trees and animals, and they are similarly left alone by the wild creatures.

Brux

Brux is the second layer of the Beastlands and a land of eternal dusk. The sun is a red ball along the horizon, casting long, ruddy shadows through the forest. Where it can be seen above the trees, a silvered moon hovers low over the opposite horizon. Time passes normally on this layer, but newcomers often get the eerie sense that the world is frozen at sunset. Brux is slightly cooler than Krigala, and fogs and mists roil through the trees. The animal life on Brux is active in morning and evening, sleeping during the heat of the day and getting food when the sun is low in the sky. Travelers who find themselves on Brux by accident may find their way back to Krigala by following the creeks and streams. Many of them lead eventually to Oceanus; others lead to boggy marshes and swamps.

Karasuthra

The lowest layer of the Beastlands, Karasuthra wears a cloak of continual night. A silver moon whose phases change achingly slowly hangs in the open sky, surrounded by stars that lazily drift across the sky. Only a few beacons of moonlight piece the thick canopy of the forest here, forming silver shafts that touch the forest floor. Karasuthra is the home of the most dangerous night creatures, hunters relentless in the pursuit of their quarry. Hunters from the Material Plane sometimes journey to Karasuthra looking for the most dangerous of trophies. Some even survive to try a second time. Evil-aligned creatures would be uncomfortable in the Beastlands and hunted mercilessly by the many celestial creatures that catch their scent. But desperate evildoers could use Karasuthra as a hiding place from other, more foul creatures on their home plane.

Stronmaus, the god of good cloud and storm giants makes his home on Krigala. His realm is called Stormhold, and is a land of perpetual nighttime thunderstorms. Upon a silver-lined cloud within the realm sits his cloud palace, also called Stormhold, which is crafted from gold, platinum, gems, and marble. An enchanted opal pool within it, of apparently endless size, can heal any creature of any ailment.

DM AID: STRONMAUS

Stronmaus (male)

Greater Deity of Storm & Cloud Giants, Sun, Sky, Weather, Joy

Titles: The Storm Lord, The Lord of the Sky, The Smiling God, The Thunderhead

Holy Symbol: Forked lightning bolt descending from a cloud obscuring the sun

Alignment: NG

Worshippers: Storm and Cloud Giants

Favored Weapon(s): Warhammer (m)

Weapon of the Deity spell: +1 *shock warhammer*

Domains: Air, Good, Protection, Sky (RotW), Sun, War, Weather (CD)

Stronmaus is neutral good, and is worshipped by good cloud and storm giants. He governs the sun, skies, and weather, and is a vibrant, dramatic, and muscular giant with laughing blue eyes and flowing red hair. He wears a gold-trimmed white robe and a perpetual smile, and carries a magnificent warhammer.

Stronmaus is the eldest son of Annam, father of the Giant pantheon; his mother is a sky goddess whose name varies from tale to tale. He is the god of the sun, sky, weather, and joy, with power similar to his father, but more good-natured and sunny in temperament.

With Annam ensconced in his Hidden Realm in the Outlands, Stronmaus is the default head of the Giant pantheon. His realm in the third layer of the Beastlands (Karasuthra) is called Stormhold. It is a land of perpetual nighttime thunderstorms. Upon a silver-lined cloud within the realm sits his cloud palace, which is crafted from gold, platinum, gems, and marble. An enchanted opal pool within it, of apparently endless size, can heal any creature of any ailment.

References: Living Greyhawk Official Deities, March 2003

DM AID: NEW RULES

NEW FEATS

Divine Vigor (*Complete Warrior*)

Prerequisite: Turn or rebuke undead ability.

Benefit: As a standard action, spend on of your turn or rebuke undead attempts to increase your base speed by 10 feet and gains +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Fell Weaken (*Libris Mortis*)

Prerequisite: --

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also take a -4 penalty to Strength for 1 minute. Strength penalties from multiple spells enhanced by the Fell Weakening feat do not stack. A fell weakening spell uses up a spell slot one level higher than the spell's actual level.

Necromantic Presence (*Libris Mortis*)

Prerequisite: --

Benefit: Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

Reach Spell (*Complete Divine*)

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Shock Trooper [Tactical] (*Complete Warrior*)

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Heedless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which give you a -2 AC penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Steadfast Determination (*Player's Handbook II*)

Prerequisite: Endurance

Benefit: You can use your Constitution modifier in place of your Wisdom modifier on Will saves. You do not automatically fail Fortitude saves on a roll of natural 1.

NEW ITEMS

Ring of Avoidance (*Magic Item Compendium*)

A ring of avoidance protects you with a nearly impassable shield of invisible force. Three times per day, upon activating the ring, you gain a +20 deflection bonus to Armor Class that lasts until the beginning of your next turn.

Rod of Soul Anchor (*Dungeon Master's Guide II*)

When this rod is activated, each creature adjacent to the wielder must succeed on a DC 18 Will saving throw or be unable to move from its current location. Each affected creature can spend a standard action every round to attempt a new saving throw at the same DC. Success renders the creature mobile again. Usable 3 times per day.

Moderate enchantment; CL 9th; Craft rod, *hold monster*; Weight 3lb; Price 10,000gp.

Stunning Surge (*Magic Item Compendium*)

On a successful melee attack, the wielder causes this weapon to emit a surge of magical energy. Unless the target succeeds on a Fortitude save (DC 10+½ wielder's level + wielder's Cha modifier), it is stunned for 1 round. This ability is usable a number of times per day equal to the wielder's Cha bonus.

Moderate enchantment; CL 9th; Craft Magic Arms and Armor, *hold monster*, Price +1 bonus.

Elixir of Reckoning (*Dungeon Master's Guide II*)

After consuming an *elixir of reckoning*, the imbiber's body is filled with unstable magical energy. If she dies (that is, if her HP fall to -10 or lower) within 1 hour of imbibing the elixir, her body explodes in a blast of eldritch energy that deals 5d6 points of damage to every creature and object within a 20-foot radius. Targets in this area can attempt a DC 14 Reflex save to halve the damage. Remnants of the imbiber's body survive the blast but are distributed around the periphery of the blast radius.

Faint abjuration; CL 5th; Craft Wondrous Item, *glyph of warding*, 413 gp, 33 XP, 1 day; Weight --, Price 825gp.

Infinite Scrollcase (*Magic Item Compendium*)

An *infinite scrollcase* holds up to fifty scrolls or other parchments, which can be placed within it or removed as with any normal scrollcase. When you activate an *infinite scrollcase*, the desired scroll unfurls through the slit, ready to read or cast from. When you cast a spell from a scroll unfurled from an *infinite scrollcase*, you gain a +4 competence bonus on Concentration checks made to cast that spell defensively. If you have at least a +1 BAB, you can retrieve a scroll from an *infinite scrollcase* as part of a move action, similar to drawing a weapon.

Moderate conjuration; CL 9th; Craft Wondrous Item, *leomund's secret chest*, 1400 gp, 112 XP, 3 days; Weight 3 lb., Price 2800 gp.

Talisman of Undead Mastery (*Magic Item Compendium*)

A talisman of undead mastery benefits any character capable of either turning or rebuking undead. The talisman has 3 charges, which are renewed each day at dawn. Spending 1 or more charges increases your effective cleric level for the purpose of a single turn or rebuke undead check, which must be made before the end of your turn.

1 charge: Increase effective turning level by 2.

2 charges: Increase effective turning level by 3.

3 charges: Increase effective turning level by 4.

Faint necromancy; CL 3rd; Craft Wondrous Item, *command undead*, 1500 gp, 120 XP, 3 days; Weight --, Price 3000 gp.

Cloak of Predatory Vigor (*Magic Item Compendium*)

A cloak of predatory vigor helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your Hit Dice. This effect functions two times per day.

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure moderate wounds*, 700 gp, 56 XP, 2 days; Weight 2 lb., Price 1400 gp.

Ghost Shroud (*Magic Item Compendium*)

While wearing a *ghost shroud*, you gain a +1 deflection bonus to AC. In addition, all your melee attacks can affect incorporeal creatures as if you were wielding a ghost touch weapon.

Strong necromancy; CL 12th; Craft Wondrous Item, create undead, Knowledge (religion) 5 ranks, 2500 gp, 200 XP, 5 days; Weight -, Price 5000 gp.

NEW SPELLS

Visage of the Deity (*Spell Compendium*)

Transmutation [Evil or Good]

Level: Clr 6, Mst 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell functions like *lesser visage of the deity*, except that you take on many qualities of a celestial or fiendish creature:

- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil clerics)
- You gain the ability to smite evil (for good clerics) or good (for evil) once a day. Add your Charisma modifier to your attack roll and your character level to your damage roll against a foe of the appropriate alignment.
- You gain dark vision out to 60 feet.
- You gain resistance to acid 20, cold 20, and electricity 20 (for good clerics) or resistance to cold 20 and fire 20 (for evil clerics).
- You gain damage reduction 10/magic.
- You gain spell resistance 20

Your creature type does not change (you do not become an outsider)

Visage of the Deity, Lesser (*Spell Compendium*)

Transmutation [Evil or Good]

Level: Blk 4, Clr 3, Mst 6, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain a +4 enhancement bonus to Charisma. You also gain resistance to acid 10, cold 10, and electricity 10 if good, and resistance to cold 10 and fire 10 if you are evil.

CRITICAL EVENT SUMMARY: GEO7-08 THE GREAT GAME

For use only at Confalon

1. Did the PCs defeat the Champion of Battle? Yes No

2. Which PCs defeated the Champion of Skill?

3. Did the PCs defeat the demons? Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):