

TUS6-09

Fell in Disgrace

A One-Round D&D LIVING GREYHAWK[®]

Tusmit Regional Adventure

by Francis Carrier

The cold chill of winter is coming to the Udgru Forest. Adventurers are sent to find the treat that pose a new enemy, shrouded in the darkness of nightmares. Can they bring a little light into this mystery? Part two of the “Fell dreams of the Udgru” series. A special play option is available for elven groups. An adventure for character levels 2 to 14 (APLs 4-12) set in Khalid and the Udgru Forest.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

For questions specific to this document and your region please e-mail your triad point of contact (POC) at ximillias@yahoo.ca 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 DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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 PC. 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, 2006.

To learn more about the LIVING GREYHAWK PC creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC 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 PCs to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs 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 PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

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

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

A PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The 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

Notice: The DM should read and prepare this module before running it.

The Black Knight, evil overlord of the Ekbirrian Udgru, wishes to unite under his unholy iron fist all of the Udgru. Against him only a single organized force exists, united enough to form an opposition and protected by a swift and wide river: the Blashikmund.

King Elohir's Udgru elves have alliances with most non-evil creatures of the forest; forming a formidable opposition. Now that the elves have allied with a faction of the humans, they form an even greater opponent.

The Black Knight has entrusted one his lieutenant, to bring the elves under his rule, Lord Fell, the Pastor of Nightmares.

Events in Part one: It came from the Udgru:

Lord Fell sent one of his Aranea minions, to pose as a wood elf and, at the beginning of the year 596, conduct massacres, framing Rez'uri (a wood elf who despises Tusmans) and stir trouble along the border of the forest. Fell's plan to cause the war to break out between Tusmit and the elves failed. His minion also failed to isolate the Udgru elves from the Tusmans Rebels. The Sheikdom of Khalid even declared him an enemy. However, there is still a long way to go before the elves and Tusmans would join forces against him. The two have a long history of hate and war between them.

The Tusman Udgru

South of the Blashikmund, King Elohir rules most of the Udgru from his capital at Zaneren. There he and the war council meet and discuss strategies. The elves' control of the Udgru is not total, but they are by far the largest and most organized faction in the forest.

In the recent years the Udgru elves have been restless. Their forest invaded more and more by the Tusman nation. The economy of 2 rich sheikdoms depends almost exclusively on the Udgru and the sheiks were not about to back down.

In 595CY, Elohir made an alliance with returned Pasha Jadhim/Orem. In return for the support of the elves, Jadhim promised the Udgru its own sheikdom. The War council frowned on such an alliance but followed their king regardless. Now that Jadhim has retreated elves have seen their hope for a peaceful negotiation gone and remain bitterer than ever.

Rez'uri, leader of the Great Bear Clan and hater of the Baklunish nation, was one of the most vocal about it, but

was expelled from the council last year after getting her position stolen by a young elf.

The Ekbirrian Udgru

The evil forces of the Black Knight rule the northern banks of the Blashikmund. Over the last decade this dark figure united, submitted or conquered almost every faction in the forest to his rule. Humanoids, opponents to the Ekbirrian regime, bandits, and worshippers of banned religions and all kinds of criminals form the core of the Black Knights' forces.

A few isolated groups of grugatch and other do-gooders resist the iron fist of the Black knight, but they are scattered and too few in numbers.

Until now, the Black Knight has been content with his side of the forest but after an attack on the elves in 595CY, he seems to have set his sights on the entire forest.

Rez'uri Jafaya, Leader of the Great Bear Clan

Rez'uri is the leader of the Great Bear Clan, a clan recently deposed from the war council, by a non-wood elf. She despises the tusmans and contradicts King Elohir's decisions about the wood elves alliance with Jadhim Orem. She was involved in the massacres of several tusman villages over the years, particularly in the war with Tusmit two years ago.

Bandaloo "Big Mouth" Sapsuckle

Wherever Bandaloo goes his voice follows. Known for his non-stop singing and story-telling, Bandaloo travels through most of Northern Tusmit, but mostly throughout Khalid, singing songs and adding tales, whether fact or fiction, to his ever growing store of "Northern Lore". He is quite good at what he does, but his incessant rattling has been known to drive off less tolerant folk, as well as divulging so-called secrets that he has "overheard". His nickname Big Mouth can be attributed to both his great signing voice and his loose tongue...

He possibly met with PCs who played **It came from the Udgru**.

Special Option of Play

If party is composed entirely of elves or/and half-elves PCs, then run them the Special Option of Play encounter versions, as mentioned later: **For Elves**.

If a table insists they want to play this part and is not composed entirely of elves it is possible for a DM to use

his judgment if all players are at least friendly towards elves and all non-elves match one of the criteria below

PCs can be considered as elves for this play option if:

- They are members of the Ruathar prestige class
- They wear Que'Lasse'Ten'Qessir (from **TUS3-04** Flames of War)
- They spend an influence point with Elohir or with a Warmaster
- They act friendly towards elves and succeed at a DC 35 Diplomacy check.
- They *disguise* themselves as elves well enough to cheat the Ugdru Warmasters and King Elohir (DC 45)

Adventure Summary

Introduction: The PCs either start in Darnav (Capital of Khalid) or Vaneren (Capital of the Udgru Elves) or are hired to scout the borders of the Ekbirrian Udgru and the forces of the Black Knight.

Encounter 1: The PCs ask around for information in the capital. They also may receive resources from friends and allies.

Encounter 2: At the frontier of the Ekbirrian Udgru, the PCs meet refugees fleeing that part of the forest.

Encounter 3: The PCs encounter an enemy patrol inside the Ekbirrian part of the Udgru.

Encounter 4: (For elves only) At the frontier of the Ekbirrian Udgru, the elven PCs meet their cousins, the grugatch elves, resistance delegates from that part of the forest.

Encounter 5: The PCs find a tower used by Lord Fell as a base. They investigate it and are attacked by incorporeal undead.

Encounter 6: On the way back to the Tusman Udgru, aranea servants of Lord Fell, posing as wood elves loyal to Rez'uri, ambush the PCs.

Encounter 7: Returning to the capital, the PCs encounter a real wood elf patrol in the forest.

Conclusion: The PCs get back at the capital and report on what they have found out.

Introduction

Introduction A: Khalid

To players who played Part 1 of this series (*It came from the Udgru*) with their present characters, give them **Player Handout 1** as an introduction, and then proceed to *The Mission*.

For the others read the following aloud:

The cold chill of winter is closing in on Tusmit. News from the north says that the Sheik of Khalid is looking to hire able adventurers to acquire lore about a new foe of his sheikdom, and possibly Tusmit. Applicants are to come to his palace in the sheikdom's capital of Darnav. So you pack your gear and head toward Darnav where you hope to find fame and fortune for your work.

The Mission

Arriving at your destination you see that the walled capital of Khalid contrasts sharply with its environment. Located in a flat plain and surrounded by miles of grassland. The city's dark stone seems like a mountain from a distance. Inside the city, you quickly make for the palace of the sheik. From the looks of it, it is more like a commander's barracks than the palace of a nobleman.

Getting in this palace and announcing yourselves as adventurers for hire, you are given a quick inspection and you are then taken to the court to meet the sheik in person. Inside, you notice that the court is rather a group of soldiers gathering around their commander, then courtiers.

Sheik Zeldan "The Axe" sits at the end of a long table. He wears a finely crafted tunic in white and green. At his side hangs a glowing battle axe. The sheik looks like a veteran of many battles; the left side of his face bears a serious fire burn. The Sheik stands as you approach him.

"Welcome to Darnav, adventurers. Make yourselves known!" (At this point allow each PC to present himself to the others and the sheik) then continue:

"I have need of you to go to the Ekbirrian Udgru and get tactical information about the new enemy of Khalid. At the beginning of this year, agents of the Pastor of Nightmares, as he is called, a lieutenant of the Black Knight of Ekbir, massacred one of our woodmen village in the north. From what we know, the forces of the Black Knight are numerous, but we need to know more about their positions, their goal and their plan of action. Will you do it?"

Once PCs have accepted, the sheik says: *"Then go for the honor of Khalid and in the memory of those massacred."* Then go to Encounter 1. If they refuse, the adventure is over.

The sheik is a man of few words and believes the PCs to have the skills to do the rest on their own. So, he will only answer if someone asks about what is the pay: *"The Sheikdom of Khalid will be ever grateful to you if you succeed, now go!"*

Introduction B: For Elves

This introduction is for a party of all-elves PCs. Read the following aloud to them:

The cold chill of winter is closing in on the Udgru Forest. King Elohir as called for volunteers of the Elven folks to participate in the scouting of enemy positions in the Western part of the Udgru. Being a proud and resourceful adventurer, you volunteered for that task. You thus traveled to Zaneren, capital of the Udgru wood elves. There you are quickly brought to an important meeting ...

In the middle of the War Council of the Udgru Wood Elves, you now present yourselves to King Elohir. (Allow the PCs to introduce themselves: that is the custom in these parts).

The King then speaks: "Here are our volunteers and scouts. You shall go to investigate about the positions, plans and goals of our newest enemy, the Black Knight of Ekbir and his lieutenant, The Pastor of Nightmares, Lord Fell. Go now, so that we can get retribution for our fallen comrades."

Go now to Encounter 1: For Elves.

Encounter One: Old Friends

PCs hired by the Sheik of Khalid may wish to gather information and buy some resources before leaving for their mission. But, just after leaving the palace of the Sheik, if there is a PC who received *"In the Stories of Bandaloo"* on his AR of Part one, *It came from the Udgru*, the PCs will meet an old friend: Go then to *Bandaloo*. When the PCs are finished here, go to Encounter 2 when they leave Darnav for their mission.

Word on the street of Darnav

Ask the PCs to make Gather information or Knowledge (local/vtf) check and reveal the following information.

PCs from Tusmit automatically receive the information under DC 10 and PCs from Khalid receive the information under DC 15, without making a check:

DC 5: The Blashikmund River is the frontier between Ekbir and Tusmit. North of both realms is the Udgru forest.

DC 8: At the beginning of this year, a woodmen village, bordering the Udgru Forest was massacred. It was thought to be the wood elves, but was proven to be instead the agents of the Black Knight of the Ekbirrian Udgru.

DC 10: The Sheikdom of Khalid had an open war about two years ago with the wood elves of the Tusman part of the Udgru. The wood elves now follow their king Elohir.

DC 12: The war with the elves ended with the death of King Khellersorian, two years ago.

DC 15: The Ekbirrian part of the Udgru is controlled by the evil Black Knight and his troops of monsters. Until last year they remained on the north side of the Blashikmund.

DC 20: I heard that Muammar Quaran has struck a deal with the Black Knight to eradicate the elves.

DC 21: Since Elohir was crowned; a cold war has resulted between the elves and the Tusman forces. Both sides patrol the borders of the forest heavily.

DC 22: Rebels used to say Muammar Quaran was allied with the Black Knight. This makes little sense, as Muammar Quaran would never ally himself with such vile creatures.

DC 25: The elves have a huge army of creatures following them: fairies, giants and plant creatures.

DC 27: The elves have allowed a non-wood elf to their war council. No doubt one who served as a spy here in Tusmit.

DC 28: It was said that it was the wood elves of Rez'uri who were responsible of the massacre. As he was known to conduct such acts two years ago.

DC 30: Jadhim/orem has retreated in the Ugdru forest after his political defeat; he is hidden and well protected by Elohir.

DC 35: It is said that Rez'uri or Elohir had something to do with the massacre, PCs spotted Elohir's image in a magic mirror with proof that he was in league with the Drows.

Bandaloo

The PCs meet Bandaloo, the Halfling Bard. Read the following aloud:

"The heroes have returned!" Running toward you, you recognize a happy Bandaloo, the Halfling bard, also called the Big Mouth, as you recall.

"So you are the scouts who have been hired by the Sheik. Ho, that makes a nice line for a song!!! So you are the scouts who have been hired by the Sheik!!" he then sings.

"I would like you to tell me all about your adventure in the Dark Udgru when you come back. Exclusivity for the songs you know ... Yes, I call it the Daaaark Udgru! So what do you say, do we have a deal here?"

If the PCs say no, then those who were unpleasant toward Bandaloo (DM judgment) will lose "In the Stories of Bandaloo" on their AR of *It came from the Udgru*. If PCs say yes and respect their agreement with Bandaloo when they return, they will get "In the Songs of Bandaloo" on their AR, at the end of this adventure.

After that, Bandaloo departs.

Encounter 1: For Elves

Those who had Introduction B can now gather information in Zaneren and buy some resources before leaving.

For those PCs who played *It came of the Udgru* with their present character, and did **not** receive "Guest of the Wyvern Clan" on their AR, they meet again the leader of the Wyvern Clan: Go to *The Wyvern*. When the PCs are finished, read the following then go to Encounter 3:

Your group now leaves the protection of Zaneren and the security of the Realm of the Wood Elves to enter the Dark Forest of the Black Knight, passing by the Blashikmund River that separates the two.

Word in the gardens of Zaneren

Ask the PCs to make Gather information or Knowledge (local/vtf) check and reveal the following information.

PCs from Tusmit automatically receive the information under DC 10 and PCs from the Udgru Forest receive the information under DC 15, without making a check. PCs with influence points with the wood elves or the Church of Corellon can receive bonus to their gather information check by expending them, for a +2 bonus each:

DC 5: The Blashikmund River is the frontier between Ekbir and Tusmit. North of both realms is the Udgru forest.

DC 5: South of the Blashikmund, King Elohir rules most of the Udgru from his capital at Zaneren. There he and the war council meet and discuss strategies. The elves' control of the Udgru is not total, but they are by far the largest and most organized faction in the forest.

DC 10: The Ekbirrian part of the Udgru is controlled by the evil Black Knight and his troops of monsters. Until last year (595) they remained on the north side of the Blashikmund, when they attacked a wood elves village on the south border of the river. (Events described in **TUS5-07 The Ekbirrian Job**).

DC 10: The Sheikdom of Khalid had an open war about two years ago with the wood elves of the Tusman part of the Udgru. The wood elves now follow their king Elohir.

DC 12: The war with the elves ended with the death of King Khellersorian, two years ago.

DC 12: Few elves have any desire to attack Tusmans, as long as the Tusmans stay out of the forest.

DC 12: Most elves are surprised by Elohir's policies. Most believe he would lead them to war upon ascending to the throne, but so far all his policies have been defensive in nature.

DC 15 Most elves are disappointed that their alliance with Jadhim failed, most of them have lost faith in a peaceful resolution with the baklunish nations.

DC 15: At the beginning of this year, a woodmen village of the Sheikdom of Khalid, bordering the Udgru Forest, was massacred. It was said to be the wood elves, but was proven to be instead the agents of the Black Knight of the Ekbirrian Udgru.

DC 15: Since Elohir was crowned; a cold war has resulted between the elves and the Tusman forces. Both sides patrol the borders of the forest heavily

DC 16: The elves have a huge army of creatures following them: fairies, giants and plant creatures.

DC 18: The elves have allowed a non-wood elf to their war council. No doubt one who served as a spy here in Tusmit.

DC 20: It was said that Rez'uri, leader of the Bear Clan, was framed as having something to do with the Khalid village massacre.

DC 22: Most wood elves find the addition of a non-wood elf to the war council to be a slight on their honor.

DC 25: Elohir has received a lot of criticism since the alliance with the returned Pasha failed; his hold on the tribes is thin.

DC 26 Jadhim/orem has retreated somewhere in the forest after his defeat he is rumored to be hidden by Elohir.

DC 27: It is said that PCs spotted Elohir's image in a magic mirror with proof that he was in league with the Drows.

DC 30: A few isolated groups of grugatch elves are said to have lived in the Ekbirrian Udgru. Since, the Black Knight appeared ten years ago, we have lost contact with our cousins.

The Wyvern

After the end of the War Council meeting, an old friend comes to meet you:

"Good the see you lads again, it is I, Taush Skero, Leader of the Wyvern clan, Champion of the Creator and rider of the great eagle Eyerro." As he turns to wood elves coming with a chest, he says: "King Elohir has some resources to help you on your mission."

PCs have access to buy immediately the following (these are noted on the AR under "Elohir's Stash"):

- Cloak of Elvenkind
- Boots of Elvenkind
- Rod of Lesser Metamagic Silent

Taush then leaves the PCs to go on with their mission.

Encounter Two: Refugees from the forest

The PCs travel to the Udgru Forest will take 3 days. Then they will travel in the forest for about 2 days before encountering refugees from the Ekbirrian Udgru.

Leaving Darnav, you travel north, along side the Blashikmund River, up to the Udgru Forest. Entering the forest, you make for the Ekbirrian Udgru by passing at a ford near an old cave. (PCs who played TUS6-02 It came from the Udgru will recognize the place).

After you have passed to the other side, you ear singing from behind a small hilltop nearby.

This singing comes from refugees from the Ekbirrian Udgru. These fled their old homes and the armies of the Black Knight and are traveling toward the Tusman part of the Udgru to join Elohir's forces and either gets revenge or a more peaceful living.

Play Cerion the satyr as jovial and charismatic and Korvak the centaur as dumb and direct.

All depends on the approach of the PCs on this. The refugees will probably hear the PCs coming if they walk toward them. They do not wish to fight, but will defend themselves if they are attacked or startled (surprised) by the PCs.

If there are no elves or half-elves in the party or if the PCs surprise them, they will ask to be left alone. If not, they will force them to leave.

The PCs could use Diplomacy to calm them down. Intimidation will make them attack. A failed Bluff check will also make them attack. They are on edge and ready for battle after all they have endured.

Diplomacy

They begin with unfriendly intentions toward the PCs. They will need a DC 25 Diplomacy check to calm them down and a successful DC 40 Diplomacy check will make them helpful toward the PCs. Any less than that will let them indifferent and they will ask to be left alone, only telling where there from and where they are going.

Apply the following bonuses or penalties:

- For each elf, half-elf or centaur PC, apply a +2 bonus to the main check.
- PCs wearing the Que'Lasse'Ten'Qessir (from **TUS3-04** *Flames of War*) receive a +2 bonus.
- PCs with the Favor of the Elves (from **TUS2-04** *Forest of Retribution*) receive a +2 bonus.
- For each half-orc PC, apply a –2 penalty to the main check.
- PCs with Kwengai's Dolly, from **TUSI5-03** *Misplaced Childhood*, receive a +5 bonus.
- PCs with Friendship Token, from **TUSI5-03** *Misplaced Childhood*, receive a +5 bonus.

If the PCs succeed at the Diplomacy check (at least DC 25), then they can talk with the refugees and gather some information about the Ekbirrian Udgru and the forces of the Black Knight. Use the following Gather information table (If the refugees are Friendly toward the PCs, they receive a +5 bonus on the check, and if they are now Helpful, they receive a +15 on the check):

DC 5: South of the Blashikmund, King Elohir rules most of the Udgru from his capital at Zaneren. There he and the war council meet and discuss strategies. The elves' control of the Udgru is not total, but they are by far the largest and most organized faction in the forest.

DC 8: The Ekbirrian part of the Udgru is controlled by the evil Black Knight and his troops of monsters. The evil forces of the Black Knight rule the northern banks of the Blashikmund. Over the last decade this dark figure united, submitted or conquered almost every faction in the forest to his rule. Humanoids, opponents to the Ekbirrian regime, bandits, and worshippers of banned religions and all kinds of criminals form the core of the Black Knights' forces.

DC 10: A few isolated groups of grugatch and other good aligned forest creatures resist the iron fist of the Black knight, but they are clearly the minority.

DC 15: The Pastor of Nightmares is the lieutenant of the Black Knight. He is said to look like a black armored clad in dark robes riding a Nightmare. This appearance often makes him confused for the Black Knight and vice versa. He has built himself the reputation of being one of the cruelest and darkest servants of the Black Knight by doing the dirty work on the forest creatures.

DC 18: The Army of the Pastor of Nightmares, Lord Fell, consists of humanoids, bandits, some giants, undead and all sorts of evil forest creatures. They seem to be well coordinated and informed when they make an attack.

DC 20: They heard that he wishes now to conquer the Tusman Udgru for his master. He has already led the first attack against the elves, last year (595). (Events described in **TUS5-07** *The Ekbirrian Job*).

DC 25: Lord Fell is said to be a worshipper of the Dreaded Evil Deity of Disease and Nightmares, Incabulos. (DC 15 Knowledge religion to confirm of the deity).

APL 4 (EL 7)

Cerion and Korvak: Satyr Bard 4; hp 59, and Centaur Ranger 1, hp 45, see Appendix 1.

APL 6 (EL 9)

Cerion and Korvak: Satyr Bard 6; hp 71, and Centaur Ranger 3, hp 63, see Appendix 1.

APL 8 (EL 11)

Cerion and Korvak: Satyr Bard 8; hp 83 and Centaur Ranger 5, hp 81, see Appendix 1.

APL 10 (EL 13)

Forest Giants (2): hp 136 each; see Appendix 2.

APL 12 (EL 15)

Forest Giants (4): hp 136 each; see Appendix 2.

Tactics

If combat erupts, refer to **Appendix Four: Map of the Refugees cave**. At APL 4 to 8, the refugees might use the cave to their advantage if they appear to be overwhelmed by the PCs. At APL 10 and up, the Giants are too large and will not go in the cave. At any sign of danger the refugees start preparing for a battle (ear the PCs and the like).

Cerion will use the entrance of the cave to avoid being overwhelmed by melee fighters and Korvak will attack in melee spellcasters (if possible).

Treasure (Looting the Refugees):

APL4 L: 53gp; C: ogp; M: 397gp;

APL6 L: 53gp; C: ogp; M: 1064gp;

APL8 L: 27gp; C: ogp; M: 1548gp;

APL10 L: ogp; C: 1000gp; M: ogp;

APL12 L: ogp; C: 2000gp; M: ogp;

Encounter Three: Goblin Patrol!

Passing by a ford that you have found in the Blashikmund River, you enter the Realm of the Black Knight. You see now clear change in the forest as you travel inside enemy territory.

After a few hours of travel, you see no army camp or any clues to the whereabouts of the troops of Black Knight. Is the entire army invisible? Is the camp underground? You wonder about those interrogations while you mount your camp for the night.

Ask PCs to make Listen and Spot checks. An enemy patrol is nearby and has followed the tracks of the PCs (or has been notified of the PCs presence by their master, Lord Fell, if the PCs do not leave tracks for some ingenious reason, as they have been noticed by Lord Fell himself in his daily divinations). They are prepared for battle and start at 200 feet from the PCs. A Listen DC 25 or Spot DC 30 will start the encounter at 200ft in the forest. A lower check of Listen or Spot will start the encounter closer (minus 10ft per -1DC: Listen DC 24 or Spot DC 29 success at 190ft, etc.).

However, some of them are moving silently and hiding, so roll for them, add the above DCs to their rolls to find out when the PCs will ear or spot them. Gayuur and his wolf companion, the “wolves” also and the dragon at higher APLs.

Read the following after the PCs made the checks:

As a response to your questions, you hear (or see, whichever was higher) a group of creatures coming your way: Goblins with ugly wolves [and giants, at APL 6 and up, and a large green reptile with glowing yellow eyes; at APL 10 and up]. They look ready for battle! And you realize that you have found the enemy as some of them shouts: “Repel the invaders!!”

APL 4 (EL 6)

Gayuur: Goblin Ranger 2; hp 14; see Appendix 1;

Magwij: Goblin Adept 5; hp 35; see Appendix 1;

Magwij's Raven Familiar: hp 17; see Appendix 1;

Krenshar (2): hp 11 each; see *Monster Manual* p.163;

Orc Soldiers (2): Barbarian 1; hp 10 each; see Appendix 1.

APL 6 (EL 8)

Gayuur: Goblin Ranger 4; hp 28; see Appendix 1;

Gayuur's Wolf animal companion: hp 13; see Appendix 1;

Magwij: Goblin Adept 7; hp 49; see Appendix 1;

Magwij's Raven Familiar: hp 24; see Appendix 1;

Worgs (2): hp 30 each; see *Monster Manual* p.256;

Orc Soldier: Barbarian 1; hp 10; see Appendix 1;

Ogre: hp 29; see *Monster Manual* p.199.

APL 8 (EL 10)

Gayuur: Goblin Ranger 6; hp 42; see Appendix 1;

Gayuur's Wolf animal companion: hp 30; see Appendix 1;

Magwij: Goblin Adept 9; hp 63; see Appendix 1;

Magwij's Raven Familiar: hp 31; see Appendix 1;

Fiendish Dire Wolves (2): hp 45 each; see Appendix 1;

Ogres (3): hp 29 each; see *Monster Manual* p.199.

APL 10 (EL 12)

Gayuur: Goblin Ranger 8; hp 56; see Appendix 1;

Gayuur's Wolf animal companion: hp 30; see Appendix 1;

Magwij: Goblin Adept 11; hp 77; see Appendix 1;

Magwij's Raven Familiar: hp 38; see Appendix 1;

Fiendish Dire Wolves (4): hp 45 each; see Appendix 1;

Ogre: Barbarian 4; hp 79; see *Monster Manual* p.199.

Wyvern: hp 59; see *Monster Manual* p. 260

APL 12 (EL 14)

Gayuur: Goblin Ranger 10; hp 70; see Appendix 1;

Gayuur's Wolf animal companion: hp 45; see Appendix 1;

Magwijn: Goblin Adept 13; hp 104; see Appendix 1;

Magwijn's Raven Familiar: hp 52; see Appendix 1;

Fiendish Dire Wolves (4): hp 45 each; see Appendix 1;

Ogre (3): Barbarian 4; hp 79; see *Monster Manual* p.199.

Wyverns (4): hp 59; *Monster Manual* p. 260

Tactics: Since the combat takes place at dusk, the enemies do not suffer from light sensitivity because of the sunlight. The enemies are prepared for battle (used all possible buff spells and potions) and their goal is to exterminate the PCs without mercy.

Gayuur will try to sneak around and attack the rear line of the PCs, killing spellcasters. Afterward (or if he cannot), he focuses on the PC fighters. He also coordinates the "wolves" who will also adopt the same tactic. At APL 10 and up he attacks the medium or large PC fighters and avoids smaller ones, leaving them for the "wolves".

Magwijn will bombard the PCs with his spells, using them as best as possible. At APL 12, if seriously wounded and/or out of spells, he will *polymorph* into a juvenile black dragon and either fly away or go into melee.

The orcs and ogres will attack the PC fighters and try to gain most of their attention.

At APL 10+ Magwijn will be riding a Wyvern in battle. The Raven Familiar is hiding nearby ready to flee and alert Lord Fell. Gayuur will leave if his group appears to be beaten and he is reduced to half hp. Magwijn will do the same with his Raven Familiar, hiding nearby. They will flee for at least an hour for they are to report to Lord Fell this night, via their dreams.

Development

If captured and interrogated, Gayuur or Magwijn can relate the following information if properly intimidated, but will refuse to go with the PCs to the tower but might be forced to by intimidation as well DC 14 + APL.

Army? : *The Army of the Pastor of Nightmares, Lord Fell, consists of humanoids, bandits, some giants, undead and all sorts of evil forest creatures. The army is divided into several small warbands. He communicates and coordinates with the warbands by talking to the leaders in their dreams.*

Lord Fell? : *The Pastor of Nightmares is the lieutenant of the Black Knight. He is said to look like a black armored clad in dark robes riding a Nightmare. This appearance often makes him confused for the Black Knight and vice versa. He as built himself the reputation of being one of the cruelest and darkest servants of the Black Knight by doing the dirty work on the forest creatures. Lord Fell is said to be a worshipper of the Dreaded Evil Deity of Disease and Nightmares, Incubulos. (DC 15 religion to confirm of the deity).*

Base or Camp? : *What you seek is the tower of Lord Fell; it is inside the Dark Forest, to the Northwest of here! (The PCs will get there even if they did not hear about the tower, as Lord Fell secretly wants them to find his tower).*

Goal? : *We heard that Lord Fell wishes now to conquer the Tusman Udgru for his master (the Black Knight). He as already led the first attack against the elves, last year (595). (Events described in TUS5-07 The Ekbirrian Job).*

Afterward go to Encounter 5 (go to Encounter 4 For Elves).

Encounter Four: Our fellow Cousins (For elves only)

The next morning you continue your voyage, ready for a battle that you feel could come at any time now. After another day of travel, you again prepare to mount up your camp. However, this time you are alert to danger!

Ask PCs to make Listen and Spot checks. A patrol of Wild Elves is roaming around. A Listen DC 25 or Spot DC 30 will start the encounter at 200ft in the forest. A lower check of Listen or Spot will start the encounter closer (minus 10ft per -1DC: Listen DC 24 or Spot DC 29 success at 190ft, etc.). Also roll for the Wild Elves (Listen +3), as the PCs may surprise them.

Read the following when the PCs see the Wild Elves:

You see group of elves dressed in animal hides. They appear dirty and tired, seeming not to have been in an elven home for some time.

The Wild Elves will be wary of the elven PCs, as Aranea posing as elves had infiltrated them before. A Diplomacy DC 20 will calm them down:

- Clerics or Druids of Ehlonna or an Elven deity will receive a +5 bonus and give a +5 bonus to the main check. (Druids of another deity will receive +2/+2 bonuses.)
- PCs wearing the Que'Lasse'Ten'Qessir (from TUS3-04 *Flames of War*) receive a +2 bonus.
- PCs with the Favor of the Elves (from TUS2-04 *Forest of Retribution*) receive a +2 bonus.
- For each half-orc PC, apply a –2 penalty to the main check.
- PCs with Kwengai's Dolly, from TUSI5-03 *Misplaced Childhood*, receive a +5 bonus.
- PCs with Friendship Token, from TUSI5-03 *Misplaced Childhood*, receive a +5 bonus.
- If the PCs tell them what is the goal of their mission. Apply a +5 bonus to the main check.

All APLs (EL 8)

Wild Elves (10): Wild Elf Barbarian 1; hp 7 each; see Appendix 1.

When the PCs succeed, (if not the wild elves will want to go away, and will “defend” themselves if not allowed), the Wild Elves will say they are from the Ekbirrian Udgru and that they are enemies of the Black Knight. They also say that the Wild Elves is what is left to oppose the Black Knight forces in this part of the forest. Part of this forest as been warped and as darkened ever since Lord Fell appeared. This Dark Forest is his personal domain.

They also can give all the information given in Encounter 2 (up to DC 25).

After that they will ask the elven PCs (or if asked the same thing by the PCs):

Dear cousins, will you help us in our struggle to get back our homes? We are in need of an alliance between our leaders and your King Elohir. We shall gather our leaders, as your King would arrange a war council with them. So go tell your King, as we will wait for a reply!

The Wild Elves will stay with the PCs for the night and will go their way in the morning. They can escort the PCs to Lord Fell's tower.

Proceed to Encounter 5.

Encounter Five: The Tower of the Fell

As you have walked for only a few days from the Blashikmund River, you know that you have now entered the Heart of the Dark Forest of the Black Knight. The trees here seem twisted and their shades are so ever dark. A chill runs down your spine as you walk in this corrupt part of the Udgru Forest. You wonder if the rest of the Udgru Forest will suffer the same fate.

As you see a small clearing before you, the image of a dark ancient tower appears behind the twisted dead trees bordering the clearing. The plant life does not dare to approach the tower, even the ground around the tower as turned into dust.

You thus contemplate this nightmarish tower, that you think probably hold a vital clue to resolving your mission!

This is the tower of Lord Fell. He is not there, and it is a trap for the PCs, as he has special plans for them.

Give **Player Handout 2** to PCs with “*Nightmares of the Fell*” on their ARs of *It came from the Udgru*.

The 30ft tall (by 20ft) tower itself radiates strong evil and moderate evocation. There is also some incorporeal undead waiting some 20ft under the tower. They will sense when the PCs enter the tower and will prepare an attack.

The front door is made of iron and is not locked. There are no windows and no other entrances. The top of the tower is flat. Inside the tower, there is only one stairway, which snakes around the tower for 20ft up to the room at the top. Inside the tower it is very cold, an unnatural chill fills the place. It does 1 point of non-lethal damage per 10 minutes. Endure Elements or Resist Energy provides sufficient protection.

When the PCs reach the top, by either getting to or from its room, read the following:

As you are at the top of the stairs of the tower, you hear a high-pitched scream coming from below. Nightmarish creature(s) thus fly toward you.

APL 4 (EL 7)

Evolved Wraith: hp 32, see Appendix 1;

APL 6 (EL 9)

Evolved Wraiths (2): hp 32 each; see Appendix 1;

APL 8 (EL 11)

Evolved Advanced Wraiths (2): hp 75 each; see Appendix 1;

APL 10 (EL 13)

Evolved Advanced Dread Wraith: hp 145; see Appendix 1;

APL 12 (EL 15)

Evolved Advanced Dread Wraiths (2): hp 145 each; see Appendix 1

Tactics: The wraiths will use the walls to their advantage, spring attack and leave the room. At APLs 10-12 the Dread Wraiths will use their *greater invisibility* for greater efficiency ...

The wraiths goal here is to drain (really drain, not just damaged) every PC at least once. They will start with PCs who got "*Nightmares of the Fell*" from *It came from the Udgru* and will avoid killing them if able. Second target are elves (wood elves are the first in that). After that, they will go for the others. If still not defeated after they have drained every PC, then it will start killing them, starting with the elves (wood elves first). It will however avoid killing those who got "*Nightmares of the Fell*", even fleeing if those are the only PCs left.

Those PCs drained by those Wraiths will receive "*Nightmares of the Fell*" on their present AR at the end of this adventure. Those who already had "*Nightmares of the Fell*" on their *It came from the Udgru* ARs, will get "*Dreaded Nightmares of the Fell*" on their AR at the end of the adventure.

Any PC running away out of the tower will not be pursued.

Sanctuary of the Fell

There is not much in this room at the top of the tower. There appears to be a lot of burn marks. A track DC 20 will tell that it was made by burning hooves. The only thing interesting will be a small chest hidden under a table. Inside is an old holy symbol (Religion DC 15, DC 10 for Tusman PCs, will tell that it is a holy symbol of the True Faith of Al'Akbar). A Religion DC 25, DC 20 for Tasmans, (or Local VTF DC 30, DC 25 for Tasmans) will reveal that it is also a special symbol given to an Order of True Faith Sacred Exorcists in Tusmit.

Divinations with this item will reveal nothing, only darkness.

When the PCs are ready to leave the tower, go to Encounter 6.

Encounter Six: Who's Spiders!?!

Returning from the Dark forest of the Black Knight, you head toward home. Just after you passed the ford of the Blashikmund River, frontier of the two realms of the Udgru, you see wood elves coming out of hiding and coming toward your group. They shout: "Who are you and what have you been doing this side of the river?"

Give the PCs a few seconds to explain themselves. If they start asking questions of their own to the "wood elves", then they repeat their question. Afterward read the following aloud:

"In the name of Rez'uri of the Great Bear Clan, who are declared enemies of the elves and allies of the traitor, Elohir. Prepare to die!"

These wood elves are really aranea posing as elves. They have some monstrous allies just outside of vision of the PCs (behind some big rocks or in some holes). Those creatures show themselves as soon as they start shouting the text just above.

APL 4 (EL 6)

Wood Elf Chain Master: Aranea Fighter 2; hp 38; see Appendix 1;

Large Monstrous Spiders (2): hp 22 each; see *Monster Manual* p.289.

APL 6 (EL 8)

Wood Elf Chain Master: Aranea Fighter 2; hp 38; see Appendix 1;

Wood Elf Archer: Aranea Fighter 2; hp 38; see Appendix 1;

Large Monstrous Spiders (2): hp 22 each; see *Monster Manual* p.289;

Ettercap: hp 27; see *Monster Manual* p.106.

APL 8 (EL 10)

Wood Elf Chain Master: Aranea Fighter 6; hp 70; see Appendix 1;

Wood Elf Archer: Aranea Fighter 6; hp 70; see Appendix 1;

Ettercaps (4): hp 27 each; see *Monster Manual* p.106.

APL 10 (EL 12)

Wood Elf Chain Master: Aranea Fighter 8/ Exotic Master 2; hp 110; see Appendix 1;

Wood Elf Archer: Aranea Ranger 10; hp 100; see Appendix 1;

Large Monstrous Spider (Animal companion of Archer): hp 22; see *Monster Manual* p.289.

Wood Elf Sorcerer: Aranea Sorcerer 5; hp 47; see Appendix 1;

APL 12 (EL 14)

Wood Elf Chain Master: Aranea Fighter 8/ Exotic Master 2; hp 110; see Appendix 1;

Wood Elf Archer: Aranea Ranger 10; hp 100; see Appendix 1;

Large Monstrous Spider (Animal companion of Archer): hp 22; see *Monster Manual* p.289.

Wood Elf Sorcerer: Aranea Sorcerer 5; hp 47; see Appendix 1;

Gargantuan Monstrous Spiders (4): hp 104 each; see *Monster Manual* p.289.

Tactics: Spiders and ettercaps all have Mage Armor spells on them (+4 armor bonus to AC).

At all APLs, one of the aranea as cast before battle a Silent Image spell to make the illusion that a grey elf mage is with them, about 60 feet behind them. (He looks like the grey elf mage who stole a book in **TUSIN6-03 Unraveling the Fabric of Tusmit**) The image will disappear as soon as the combat begins, as if he had cast teleport.

The araneas do not change from their wood elf forms, so they may not use some of their spider form abilities in this combat. Those abilities are underlined in Appendix 1.

The wood elf chain master has cast defensive spells on himself before battle: *mage armor* (and *shield* if able). He then uses combat expertise to have the highest AC possible. He will use *true strike* to disarm the PCs. He concentrates on the PCs warriors.

The wood elf archer has cast *mage armor* and *shield* on himself at APL 6 and 8. At APL 10 and 12, he has precast *resist energy* (Fire) on himself. His animal companion will stay beside him to block chargers and protect him from other melee fighters (remember that he can share spells with his companion). The archer shoots PC spellcasters.

The wood elf sorcerer has precast *see invisibility*, *mirror image*, *mage armor* and *shield* on himself. He has read

his *scroll of fly* and cast Invisibility. So he is flying invisibly about 30 feet over the PCs. At APL 12, he has cast *invisibility* on the Gargantuan Spiders before battle, because there is no place in the area that a creature of that size can hide from sight. The sorcerer use *confusion* and *hold person* on the rogues and fighters. If there is an archer with the PCs, he casts *windfall* to protect himself in the surprise (box text round). He uses *ray of enfeeblement* on PCs in combat with the spiders.

See **Appendix 1** for details on precast.

The ettercaps use their webs to slow down melee fighters and try to attack the spellcasters.

Development

Those fake wood elves of the Great Bear Clan have been sent to confuse the enemies of Lord Fell. All that they say will be false; they will appear intimidated but would never tell something else (even if compelled by magical means), for a dreaded fear of Lord Fell.

If interrogated, the araneas will say that they work for Elohir, who is a secret servant of Lolth (Drow Goddess; Religion DC 15 to confirm, elves automatically know this) and an ally of Lord Fell. They say that Elohir wishes to destroy all the elves of the Udgru Forest and have facilitated the assassination of King Khellasorian two years ago. They also say that Elohir has something to do with Rez'uri not being on the War Council anymore (for it was she who most contested his decisions). So Elohir asked Lord Fell to frame Rez'uri for the massacre of the woodmen village of Khalid several months ago. They will not say more than that.

Also the PCs will find **Player Handout 3** on them.

When the PCs wish to continue with their voyage, go to Encounter 7.

Encounter Seven: The basher or the Diplomat?

Read the following aloud:

As you are traveling down the Udgru forest, three arrows hit the ground just before you. You see a wood elf coming out from behind a tree with a bow and arrow pointed at your group. He says with authority: "Throw down your weapons and spell component pouches!"

Ask the players to make a Listen and Spot check. A Listen DC 17 reveals the presence of other creatures around them. A Spot DC 17 reveals the presence of several other wood elves and a few wolves surrounding the PCs.

All APLs (EL 7)

Grig: hp 2; see *Monster Manual* p.235 (non-combatant)

Elven warrior (4): Warrior 1; hp 4 each; see *Monster Manual* p.102

Pixie: hp 3; see *Monster Manual* p.236 (it doesn't have its dancing ability)

Wolves (3): hp 13 each; see *Monster Manual* p.283

Tactics: If the PCs do not surrender and throw down their weapons, the wood elves fire a single volley of arrows at one of them and ask again for their surrender.

Use of Diplomacy does not work at that point, as the wood elf constantly replies. "You are trespassing, surrender and we will listen to you."

If the PCs attack the elves at some point, the elves fight using whatever damage they can. They do not stop until they are all unconscious (unless the PCs surrender before that). This encounter is not designed as a combat encounter, and the PCs should realize they have been caught out of place. The elven warriors are members of the Udgru patrols.

The grig stays hidden a short distance away *invisible*, and stands ready to run off to report to other elven groups of what transpires. Unless he is caught, the grig does not fight.

If the PCs win the fight, they are free to move forward. If they head out of the forest, they are not harassed any further, but they get no experience from this battle. If they opt to head deeper into the forest, proceed to the "Troubleshooting" section later.

If the PCs surrender, proceed to "Surrender"

Surrender

Once every PC has agreed to surrender, the elves tie every PC with a rope, they then blindfold these PCs. PCs who fall into one of the following categories are neither tied nor blindfolded.

- PCs from the Udgru Forest
- Priests of the Elven Pantheon
- PCs wearing the Que'Lasse'Ten'Qessir (from **TUS3-04** *Flames of War*).
- PCs with the Favor of the Elves (from **TUS2-04** *Forest of Retribution*) are tied but not blindfolded.
- If PCs are all elves and received the mission at the beginning of the adventure, then proceed directly to

the Conclusion, as the patrol escorts the PCs back to Zaneren.

The elves bring the PCs to a nearby encampment.

The trip is short with the elves guiding you. They move swiftly on hidden paths in the forest. Finally the distant sound of a flute is heard.

"You can remove your blindfolds, we have arrived" says one of the elves.

You now stand in the shadow of a great willow tree. All around creatures of all kind move around. Fairies, elves of all kind and many animals walk around the camp.

A scar-covered wood elf with a cleft lip approaches you. Around him stand a group of mean-looking elven warriors and carrying large swords. He exchanges a few quick words in elvish with your guards. The elven lord turns to you and speaks in a broken common.

"I am Taush Skero, Leader of the Wyvern clan, Champion of the Creator and rider of the great eagle Eyerro. Who are you and why are you here?"

Taush is marginally interested in what the PCs have to say. He knows about the massacre and about the half-elves. He gets very interested if the PCs have found either of the letters (**Player Handouts 1** and **2**). However, he remains unconvinced, expecting a trap until the PCs succeed at a DC 20+APL Diplomacy check (he is more wary at higher APLs). Note that if ALL of the PCs are not blindfolded, the check automatically succeeds.

Apply the following modifiers to the check.

+2 per PC coming from the Udgru.

+2 if the PCs have one of the half-elves with them (alive only).

+5 if the PCs surrendered when asked for the first time.

If the PCs have an Aranea (from Encounter 6) with them (dead or alive) and/or explain what they have found out from them apply a +5 bonus (or a -5 penalty if it appears more like they have killed a wood elf and tell ugly lies about their King Elohir. (DM's call).

If the PCs succeed in their check, they are all untied, given back their weapons, and free to go. If they failed the check, they are kept as "guests" until Taush verifies what they say. The PCs receive "Guests of the Wyvern Clan" on their ARs.

Walking around camp

The PCs have a chance to speak with the locals before leaving. If they are held as guests of the Wyvern clan, they have even longer.

Allow them a Gather Information check. Elves get +4 to the check, half-elves +2.

DC 5 Few elves have any desire to attack Tusmans, as long as the Tusmans stay out of the forest.

DC 10 Most elves are surprised by Elohir's policies. Most believe he would lead them to war upon ascending to the throne, but so far all his policies have been defensive in nature.

DC 15 Most elves are surprised that Elohir allied himself with Jadhim-Orem and joined the rebellion. The elves think that one pasha or the other will be more of the same.

DC 20 The elves seem very worried about the Black Knight's army.

DC 25 Elohir has given military commands to most of the council members who have opposed him when he decided to ally with the rebels.

DC 30 Most wood elves find the addition of a non-wood elf to the war council to be a slight on their honor.

Proceed to the Conclusion.

Troubleshooting: fighting and heading deeper in the forest

This section assumes the PCs fought through the first patrol of the elves. The grig reported back to the elven army that a group of bloodthirsty adventurers are cutting a path of destruction through the woods.

This time, the elves have brought heavy muscle to repel the invaders. This fight begins without any advanced warnings.

All APLs (EL14+)

Grig: hp 2; see *Monster Manual* p.235 (non-combatant)

Elven warrior (4): Warrior 1; hp 4 each; see *Monster Manual* p.102

Pixie (3): hp 3; see *Monster Manual* p.236 (it DOES have its dancing ability)

Forest Giants (6): hp 136 each; see Appendix two.

Treant (8): hp 66 each; see *Monster Manual* p.244

Tactics: The forest giants and the elves fire their bows while the treants move in to occupy the PCs. The main

goal of the elves is to have the PCs retreat and leave. They harass anyone who leaves to encourage flight, but do not kill.

PCs killed here and left here by their companions receive "My head on a pike" AR Reward.

Troubleshooting: fighting Taush

Taush retreats and lets his warriors intervene. He does not involve himself in the fight.

All APLs (EL14+)

Grig: hp 2; see *Monster Manual* p.235 (non-combatant)

Elven warrior (12): Warrior 1; hp 4 each; see *Monster Manual* p.102 however, they carry greatswords.

Pixie (3): hp 3; see *Monster Manual* p.236 (it DOES have its dancing ability)

Forest Giants (2): hp 136 each; see Appendix two.

Treant (3): hp 66 each; see *Monster Manual* p.244

Tactics: The elves fire their bows while the giants and treants move in to occupy the PCs. The main goal of the elves is to kill the PCs. Retreat here is NOT an option. The only thing that might save a hero here is the use of teleportation-style magic. PCs killed here and left here by their companions receive "My head on a pike" AR Reward.

Conclusion

Conclusion A: Khalid

The PCs head to Darnav, the capital of Khalid, to give the Sheik their scouting report. Read out the following:

The voyage back to Darnav is uneventful. Reaching the capital of Khalid, you head toward the Sheik's Palace.

If the PCs met Bandaloo at the beginning of this adventure and made a deal with him about the exclusivity of the adventure's story, read the following (if not continue down to *Report to the Sheik*):

"The PCs are back!" Running toward you, you recognize the happy Bandaloo. "So, I want to hear everything that happened! We have a deal, remember!?"

If the PCs want to go to the sheik before talking to Bandaloo, then he tells them:

"Alright, alright! But you better honor our agreement, I have exclusivity!" Bandaloo then retires to a nearby inn.

If the PCs agree to tell him all now, he leads them to the nearby inn and listens to the stories, often asking: ***"What happened next! Tell me!"***

If the PCs refuse to honor their agreement with Bandaloo, he then departs angry and shouting: ***"I will remember this!"*** PCs will not receive *"In the Songs of Bandaloo"* on their ARs at the end of the adventure and will lose *"In the Stories of Bandaloo"*, from *It came from the Udgru* if they had it. This also happen if the PCs go see the sheik and do not honor their agreement afterward.

Report to the Sheik

As you enter the court of Sheik Zeldan "The Axe", you see him surrounded by his officers and advisors as he greets you: "So, the scouts have returned! Now, give me your report." Zeldan then wait for your answers.

Let the PCs tell their report. The sheik wants to know the composition and location of the enemy's army, his goals and any other worthy information the PCs want to tell him.

When the PCs think they are finished, read the following:

Sheik Zeldan then stands up and say: "We will study this new information carefully! You have done well! Khalid will be ever grateful to you." You then leave the palace of the sheik.

If the PCs gave the letter of Elohir (Player Handout 3) to the sheik, with some explanations, then read the following:

A few weeks after your report to the sheik, you hear about the fast spreading rumors that the authority of King Elohir of the Udgru wood elves has been questioned by some members of his own war council. Also, it is said that an old member of this war council will soon mount an attack against the armies of Lord Fell, the Pastor of Nightmares.

The End

Conclusion B: For Elves

The PCs head back to Zaneren to give King Elohir their scouting report. Read out the following:

You voyage back to Zaneren promptly. There, with his War Council, King Elohir welcomes you: "Our

scouts have returned! Tell us what news do you bring about our enemy?"

Let the PCs tell their report. The king wants to know the composition and location of the enemy's army, his goals and any other worthy information the PCs want to tell him. When the PCs think they are finished, continue.

Feeling rash or just stupid

If the PCs feel like attacking Elohir or going out after Rez'Uri, explain to them that the Elven nation will defend its king regardless of politics and that any attempt on either Elohir or Rez'Uri here would be suicide.

Accusing Elohir

If the PCs have the letter of Elohir (Player Handout 3) and confront the king in his war council they will need to present the subject carefully. If they accuse Elohir directly he will have them executed unless they succeed at a DC 35 Diplomacy check.

The DM should warn the PCs of their course of action and let any PC who doesn't want to participate back down and exclude himself. If the check fails they get killed and receive "My head on a pike" on their AR, needing a resurrection spell.

If the check succeeds read the following:

"How dare you would think that I may have something to do with this! It is clearly a tactic to confuse our people and lessen their trust to their King" Elohir says.

Tues'o Baladar of the High Clan then says: "Still you must admit that our King has taken some disturbing decisions ever since he made an alliance with the Tuscans of Jadhim Orem."

Taush Skero of the Wyvern Clan then continues: "Yes, like sending the clans that were against this alliance near the border of the Ekbirrian Udgru and thus putting our people in danger."

Galadan Torcen of the Silent Owl Clan intercedes standing up: "Please calm down, don't you see that it is what our enemy wants, to make us accuse one another and disrupt our unity."

Jak'lar Salamar of the Red Boar Clan interrupts: "We are talking about war here, one thing you surely don't know about, so sit down!"

Ur'grd Yerra of the Oaks Clan then says: "Surely, war should be our subject here and unity to oppose our enemy our goal. I trust King Elohir and I feel that our King is right on this matter."

Tues'o Baladar of the High Clan then says: "Still, I think the reaction of the King was too steep, as if he had something to hide. Could he not prove his innocence?"

Tua'drel Usul of the Black Raven Clan says: "Let us not forget Rez'uri was mentioned too in this. We should inform her and hear what she has to say before going any further"

Or'sra Malika of the Gray Willow Clan says: "I approve that motion, we should not continue without hearing Rez'uri."

King Elohir then declares: "Then the meeting is adjourned until Rez'Uri speaks for herself"

You then leave the war council meeting with the others.

A few weeks after your report to the war council, you hear about the fast spreading rumors that the authority of King Elohir is in question. Also, it is said that Rez'uri will soon mount an attack against the armies of Lord Fell, the Pastor of Nightmares.

Accusing Rez'uri

If the PCs have the letter of Elohir (**Player Handout 3**) and say that they think Rez'uri is behind it, then read the following:

Taush Skero of the Wyvern Clan erupts: "How dare you would think that Rez'uri may have something to do with this!"

Tues'o Baladar of the High Clan then says: "Talking of the honorable Rez'uri Jafaya behind her back is preposterous!"

King Elohir then declares: "We should inform her and hear what she has to say before going any further. Let us adjourn for now."

You then leave the war council meeting with the others.

A few weeks after your report to the war council, you hear about the fast spreading rumors that the authority of King Elohir has been questioned by some members of his war council. Also, it is said that Rez'uri will soon mount an attack on his own against the armies of Lord Fell, the Pastor of Nightmares.

Accusing Lord Fell

If the PCs have the letter of Elohir (**Player Handout 3**) and say that they think it is an enemy tactic to confuse the elves and make them turn against one another or lessen their trust to their King, then read the following:

"Yes, it is clearly a tactic to confuse our people and lessen their trust to their King" Elohir says. "Leave us so we may discuss of what you have told us. You have done a fine job!" You then leave the war council meeting.

A few weeks after your report to the war council, you hear about the fast spreading rumors that the authority of King Elohir has been questioned by some members of his war council. Also, it is said that Rez'uri will soon mount an attack against the armies of Lord Fell, the Pastor of Nightmares.

The End

AR Rewards

PCs who made a deal with Bandaloo at the beginning of the adventure and respected it will receive *"In the Songs of Bandaloo"* on their AR.

PCs who have been drained by the wraiths in the tower of the Fell (Encounter 5), will receive *"Nightmares of the Fell"* on their AR. Those who already had *"Nightmares of the Fell"* from *It came from the Udgru*, will receive *"Dreaded Nightmares of the Fell"* on their AR. Also, hand those players **Player Handout 4**.

If the PCs found the old holy symbol in the tower of the Fell and either keep it or gave it to their employer, they receive *"An old symbol"* on their AR.

If the PCs were employed by the Sheik of Khalid and they met his expectations in their report. Then they receive *"Favor of Sheik Zeldan 'The Axe'"* on their AR.

PCs who fought the elves and died or got left behind by their fellow adventurers receive *"My head on a pike"*. PCs can only be brought back to life through a *resurrection* spell (or *true resurrection*).

If the party failed to convince Taush of what they were saying, they receive *"Guest of the Wyvern clan"*.

PCs who were hired by King Elohir and met his expectations in their report, and did not accuse him at the Conclusion of the adventure, will receive *"Thanks of King Elohir"* on their AR. Those who accused Elohir or failed their mission will not receive it. They will only receive those items in Frequency Adventure if they bought them at Encounter 1, The Wyvern.

PCs who made peaceful contacts with the Wild Elves in Encounter 4 will receive *"Befriending the Wild Elves"* on their AR.

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 Three

Defeating the goblin patrol

APL 4 180xp

APL 6 240xp

APL 8 300xp

APL 10 360xp

APL 12 420xp

Encounter Five

Defeating the wraiths

APL 4 180xp

APL 6 240xp

APL 8 300xp

APL 10 360xp

APL 12 420xp

Encounter Six

Defeating the araneas

APL 4 180xp

APL 6 240xp

APL 8 300xp

APL 10 360xp

APL 12 420xp

Story Award

Bringing back to employer information about Fell's Army, Goals and the old symbol in tower.

APL 4 135xp

APL 6 180xp

APL 8 225xp

APL 10 270xp

APL 12 315xp

Total possible experience:

APL 4 675xp

APL 6 900xp

APL 8 1,125xp

APL 10 1350xp

APL 12 1575xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

Treasure (Looting the Refugees):

APL4 L: 53gp; C: ogp; M: 397gp;

APL6 L: 53gp; C: ogp; M: 1064gp;

APL8 L: 27gp; C: ogp; M: 1548gp;

APL10 L: ogp; C: 1000gp; M: ogp;

APL12 L: ogp; C: 2000gp; M: ogp;

Encounter Three:

APL4 L: 79gp; C: ogp; M: Total: 437gp (*chain shirt +1, 104gp; periapt of wisdom +2, 333gp*);

APL6 L: 28gp; C: ogp; M: Total: 1053gp (*chain shirt +1, 104gp; shortsword +1 (x2), 193gp each; amulet of natural armor +1, 167gp; periapt of wisdom +2, 333gp; potion of cure serious wounds, 63gp*);

APL8 L: 19gp; C: ogp; M: Total: 1469gp (*chain shirt +1, 104gp; shortsword +1 (x2), 193gp each; amulet of natural armor +1, 167gp; periapt of wisdom +2, 333gp; potion of cure serious wounds, 63gp; cloak of resistance +1, 83gp; gloves of dexterity +2, 333gp*);

APL10 L: 19gp; C: ogp; M: Total: 3635gp (*chain shirt +1, 104gp; shortsword +1 (x2), 193gp each; amulet of natural armor +1, 167gp; periapt of wisdom +2, 333gp; potion of cure serious wounds, 63gp; cloak of resistance +1, 83gp; gloves of dexterity +2 (x2), 333gp each; amulet of health +2, 333gp; ring of protection +1, 167gp; periapt of wisdom +4, 1333gp*);

APL12 L: 19gp; C: ogp; M: Total: 5885gp (*chain shirt +2, 354gp; shortsword +1 (x2), 193gp each; amulet of natural armor +1, 167gp; periapt of wisdom +2, 333gp; potion of cure serious wounds, 63gp; cloak of resistance +1, 83gp; gloves of dexterity +2, 333gp each; amulet of health +4, 1333gp; ring of protection +1, 167gp; periapt of wisdom +4, 1333gp; gloves of dexterity +4, 1333gp*);

Encounter Six:

APL4 L: 1gp; C: ogp; M: Total: 361gp (*spiked chain +1, 194gp; amulet of natural armor +1, 167gp*);

APL6 L: 2gp; C: ogp; M: Total: 728gp (*spiked chain +1, 194gp; amulet of natural armor +1 (x2), 167gp each; composite longbow +1, 200gp*);

APL8 L: 2gp; C: ogp; M: Total: 2736gp (*spiked chain +1 bane (elf), 694gp; amulet of natural armor +1 (x2), 167gp each; ring of protection +1 (x2), 167gp each; gloves of dexterity +2 (x2), 333gp each; composite longbow (mighty +1) +1 frost, 708gp*);

APL10 L: 3gp; C: ogp; M: Total: 7235gp (*spiked chain +1 bane (elf), 694gp; amulet of natural armor +2 (x2), 667gp each; ring of protection +1 (x2), 167gp each; gloves of dexterity +4 (x2), 1333gp each; composite longbow (mighty +1) +1 frost, 708gp; cloak of resistance +1 (x2), 83gp each; cloak of charisma +4, 1333gp*);

APL12 L: 3gp; C: ogp; M: Total: 7235gp (*spiked chain +1 bane (elf), 694gp; amulet of natural armor +2 (x2), 667gp each; ring of protection +1 (x2), 167gp each; gloves of dexterity +4 (x2), 1333gp each; composite longbow (mighty +1) +1 frost, 708gp; cloak of resistance +1 (x2), 83gp each; cloak of charisma +4, 1333gp*);

Total Possible Treasure (Encounter 3 and 6 total) + [Overcap]

APL 4: Total: 650 gp (878gp) [228gp]

APL 6: Total: 900 gp (1811gp) [911gp]

APL 8: Total: 1300 gp (4226gp) [2926gp]

APL 10: Total: 2300 gp (10892gp) [8592gp]

APL 12: Total: 3300 gp (13142gp) [9842gp]

Appendix One: NPCs and Creatures

All APLs

Encounter 3

Orc Soldier: Male Orc Barbarian 1; CR 1; Medium Humanoid; HD 1d12+3; hp 10[12]; Init +0; Spd 40 ft; AC 14[12], touch 10[8], flat-footed 14[12]; Base Atk +1; Grp +5[+7]; Atk/Full Atk Falchion +6[+8] melee (2d4+6[+9]); SQ Darkvision 60ft, Light Sensitivity, Illiteracy, Rage (1/day), Fast Movement; AL NE; SV Fort +2, Ref +2, Will -1; Str 18[22], Dex 10, Con 16[20], Int 6, Wis 8, Cha 6;

Skills and Feats: Listen +3, Survival +3. Weapon Focus (Greatsword).

Possessions: Chain shirt, Greatsword.

Fiendish Dire Wolf: CR 4; Large Magical Beast; HD 6d8+18; hp 45; Init +2; Spd 50 ft; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk/Full Atk Bite +11 melee (1d8+10); SA Trip, Smite Good (+6 dmg, 1/day); SQ Darkvision 60ft, DR 5/Magic, Resist Cold 5, Fire 5; SR 11; Low-Light Vision, Scent; AL NE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10;

Skills and Feats: Hide +0, Listen +3, Move Silently +4, Spot +7, Survival +2. Alertness, Run Track, Weapon Focus (Bite).

Encounter 4

Wild Elves (10): Male Wild Elves, Barbarian 1; CR 1; Medium Humanoid; HD 1d12; hp 7[9]; Init +2; Spd 40 ft; AC 16[14], touch 12[10], flat-footed 14[12]; Base Atk +1; Grp +3[+5]; Atk/Full Atk +4[+6] melee (2d6+3[+6], Greatsword) or +3 ranged (1d8, Longbow); SQ Elven traits, Illiteracy, [Rage] (1/day), Fast Movement; AL CG; SV Fort +2, Ref +2, Will -1; Str 14[18], Dex 14, Con 10[14], Int 8, Wis 9, Cha 8;

Skills and Feats: Handle Animal +3, Listen +3, Survival +3. Weapon Focus (Greatsword).

Possessions: Chain shirt, Greatsword, Longbow, 20 Arrows.

Encounter 2

Cerion: Male Satyr Bard 4; CR 6; Medium Fey; HD 5d8+4d6+18; hp 59; Init +2; Spd 40 ft; AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +5; Atk +5 melee (1d6, Head Butt) or +8 Ranged (1d6, Shortbow); Full Atk +5 melee (1d6, Head Butt) and +1 melee (1d4, Dagger); SQ DR 5/Cold Iron, Low-Light Vision, Bardic Music (4/day), Bardic Knowledge +8, Spells; AL CG; SV Fort +4, Ref +10, Will +10; Str 10, Dex 15, Con 14, Int 14, Wis 14, Cha 18;

Languages: Common, Elven, Sylvan.

Skills and Feats: Bluff +12, Diplomacy +10, Hide +14, Knowledge (History) +7, Knowledge (Nature) +10, Listen +20, Move Silently +14, Perform (Singing) +16, Perform (Wind Instruments) +16, Sense Motive +10, Spellcraft +10, Spot +20, Survival +4, Tumble +3; Alertness, Dodge, Mobility, Spell Focus (Enchantment), Spell Focus (Illusion).

Spells Known (3/3/1; caster level 4th; save DC 14 + spell level / Illusion + Enchantment +1 to DC = *): 0- [detect magic, know direction, message, prestidigitation, resistance, summon instruments]; 1st- [cause fear, charm person*, tasha's hideous laughter*]; 2nd- [animal trance*, silence*].

Possessions: leather armor +1, masterwork dagger, masterwork shortbow, spell component pouch, 20 arrows.

Korvak: Male Centaur Ranger 1; CR 4; Large Monstrous Humanoid; HD 5d8+20; hp 45; Init +4; Spd 50 ft; AC 22, touch 14, flat-footed 18; Base Atk +5; Grp +15; Atk +12 melee (2d6+10, Greatsword); Full Atk +12 melee (2d6+10, Greatsword) and +7 (1d6+, 2 hooves); SA Favored Enemy (Undead); SQ Darkvision 60ft, Wild Empathy; AL NG; SV Fort +7, Ref +10, Will +6; Str 23, Dex 18, Con 18, Int 8, Wis 14, Cha 9;

Languages: Elven, Sylvan.

Skills and Feats: Listen +4, Spot +4, Survival +10; Power Attack, Track, Weapon Focus (Hoof).

Possessions: chain shirt +1, greatsword +1.

Encounter 3

Gayuur: Male Goblin Ranger 2; CR 2; Small Humanoid; HD 2d8+4; hp 14; Init +4; Spd 30 ft; AC 20[22], touch 15[17], flat-footed 16[18]; Base Atk +2; Grp -2; Atk +8 melee (1d4, Shortsword); Full Atk +6/+6

melee (1d4, Shortsword); SA Favored Enemy (Elves); SQ Darkvision 60ft, Wild Empathy; AL NE; SV Fort +5, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Hide +12, Listen +5, Move Silently +12, Ride +12, Spot +5, Survival +5. Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: chain shirt +1, masterwork shortsword (x2), [potion of shield of faith (+2)].

Magwiji: Male Goblin Adept 5; CR 2; Small Humanoid; HD 5d6+15; hp 35; Init +5; Spd 30 ft; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp -4; Atk +1 melee (1d4-2, Shortsword); SQ Darkvision 60ft, Summon Familiar (Raven, hp 17); AL NE; SV Fort +4, Ref +2, Will +7; Str 6 Dex 12, Con 16, Int 10, Wis 16(18), Cha 12;

Skills and Feats: Concentration +11(+15), Spellcraft +8. Combat Casting, Improved Initiative.

Spells Prepared (3/3/2) (CL5, save DC 14 + spell level): oth-touch of fatigue (x3); 1st- bless, burning hands, sleep, 2nd-mirror image, scorching ray.

Possessions: periapt of wisdom +2, shortspear, unholy symbol of Incabulos, potion of blur.

Encounter 5

Evolved Wraith: Medium Undead (incorporeal); CR 6; HD 5d12; hp 32; Init +7; Spd Fly 60 ft (good); AC 16, touch 16, flat-footed 13; Base Atk +2; Grp -; Atk +5 melee (1d4 plus 1d6 Constitution drain, Incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, Incorporeal touch); SA Constitution drain DC 15, create spawn; SQ Darkvision 60ft, daylight powerlessness, fast healing 3, incorporeal traits, spell-like ability, undead traits, unnatural aura, +2 turn resistance; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17;

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks). Alertness, Blind Fight, Combat Reflexes, Improved Initiative.

Encounter 6

Wood Elf Chain Master: Male Aranea Fighter 2; CR 5; Medium Magical Beast (Shapechanger); HD 5d10+10;

hp 38; Init +7; Spd 30 ft, climb 25 ft; AC 15[19], touch 13, flat-footed 12[16]; Base Atk +5; Grp +5; Atk/Full Atk +9 melee (2d4+1, Spiked Chain); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL NE; SV Fort +8, Ref +6, Will +4; Str 11, Dex 16, Con 14, Int 14, Wis 13, Cha 14;

Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Handle Animal +10, Jump +13, Listen +6, Spot +6. Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Initiative, Iron Will, Weapon Finesse.

Spells Known (6/2; caster level 3rd; save DC 12 + spell level): 0-[*daze, detect magic, ghost sound, light, resistance*]; 1st-[*mage armor, silent image, true strike*].

Note: Already precast *mage armor* on himself and the 2 large spiders or ettercaps and Silent Image. AC as been modified accordingly.

Possessions: *spiked chain* +1, *amulet of natural armor* +1, spell component pouch.

Encounter 2

Cerion: Male Satyr Bard 6; CR 8; Medium Fey; HD 5d8+6d6+22; hp 71; Init +2; Spd 40 ft; AC 21, touch 13, flat-footed 18; Base Atk +6; Grp +6; Atk +6 melee (1d6, Head Butt) or +9 ranged (1d6, Shortbow); Full Atk +6/+1 melee (1d6, Head Butt) and +2 melee (1d4, Dagger) or +9/+4 ranged (1d6, Shortbow); SQ DR 5/Cold Iron, Low-Light Vision, Bardic Music (6/day), Bardic Knowledge +10, Spells; AL CG; SV Fort +5, Ref +11, Will +11; Str 10, Dex 15, Con 14, Int 14, Wis 14, Cha 18;

Languages: Common, Elven, Sylvan.

Skills and Feats: Bluff +12, Diplomacy +10, Hide +14, Knowledge (History) +7, Knowledge (Nature) +10, Listen +20, Move Silently +14, Perform (Singing) +22, Perform (Wind Instruments) +22, Sense Motive +10, Spellcraft +10, Spot +20, Survival +4, Tumble +7; Alertness, Dodge, Mobility, Spell Focus (Enchantment), Spell Focus (Illusion).

Spells Known (3/4/3; caster level 6th; save DC 14 + spell level / Illusion + Enchantment +1 to DC = *): 0-*[detect magic, know direction, message, prestidigitation, resistance, summon instruments]*; 1st-*[cause fear, charm person*, cure light wounds, tasha's hideous laughter*]*; 2nd-*[animal trance*, invisibility*, silence*]*.

Possessions: leather armor +1, ring of protection +1, amulet of natural armor +1, masterwork dagger, masterwork shortbow, spell component pouch, 20 arrows.

Korvak: Male Centaur Ranger 3; CR 6; Large Monstrous Humanoid; HD 7d8+28; hp 63; Init +4; Spd 50 ft; AC 24, touch 15, flat-footed 19; Base Atk +7; Grp +17; Atk +15 melee (2d6+10, Greatsword) or +11 ranged (1d8, Longbow); Full Atk +15/+10 melee (2d6+10, Greatsword) and +9 (1d6+3, 2 hooves) or +9/+9/+4 ranged (1d8, Longbow); SA Favored Enemy (Undead); SQ Darkvision 60ft, Wild Empathy; AL NG; SV Fort +8, Ref +11, Will +7; Str 23, Dex 18, Con 18, Int 8, Wis 14, Cha 9;

Languages: Elven, Sylvan.

Skills and Feats: Listen +9, Spot +9, Survival +10; Endurance, Power Attack, Rapid Shot, Track, Weapon Focus (Greatsword), Weapon Focus (Hoof).

Possessions: chain shirt +1, greatsword +1, amulet of natural armor +1, ring of protection +1, longbow, 20 arrows.

Encounter 3

Gayuur: Male Goblin Ranger 4; CR 4; Small Humanoid; HD 4d8+8; hp 28; Init +4; Spd 30 ft; AC 21[23], touch 15[17], flat-footed 17[19]; Base Atk +4; Grp +0; Atk +10 melee (1d4+1, Shortsword); Full Atk +8/+8 melee (1d4+1, Shortsword); SA Favored Enemy (Elves), Spells; SQ Darkvision 60ft, Wild Empathy, Animal Companion (Wolf); AL NE; SV Fort +6, Ref +8, Will +2; Str 10, Dex 19, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Handle Animal +6(+10), Hide +14, Listen +5, Move Silently +14, Ride +16, Spot +4, Survival +8. Endurance, Mounted Combat, Track, Two-Weapon Fighting, Weapon Finesse.

Spells Prepared (1) (CL 2): *Blades of Fire** (See Appendix 2).

Possessions: chain shirt +1, shortsword +1 (x2), amulet of natural armor +1, *[potion of shield of faith (+2)]*.

Gayuur's Wolf Mount: CR 1; Medium Animal; HD 2d8+4, hp 13, Init +2; Spd 50 ft; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +2; Atk/Full Atk +3 melee (1d6+1. Bite); SA Trip; SQ Low-Light Vision, Scent, Link, Share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6;

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1. Track, Weapon Focus (Bite).

Possessions: Military Saddle, chain shirt barding.

Magwiji: Male Goblin Adept 7; CR 3; Small Humanoid; HD 7d6+21; hp 49; Init +5; Spd 30 ft; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp -3; Atk +2 melee (1d4-2, Shortsword); SQ Darkvision 60ft, Summon Familiar (Raven, hp 24); AL NE; SV Fort +5, Ref +3, Will +9; Str 6 Dex 12, Con 16, Int 10, Wis 16(18), Cha 12;

Skills and Feats: Concentration +13(+17), Spellcraft +10. Combat Casting, Improved Initiative, Spell Focus (Evocation).

Spells Prepared (3/4/3) (CL7, save DC 14 + spell level; DC 15 + spell level for Evocation spells = *): 0th-*touch of fatigue* (X3); 1st-*Bless, burning hands*, cause fear, command; 2nd-mirror image, see invisibility, scorching ray.*

Possessions: periapt of wisdom +2, Shortspear, unholy symbol of Incabulos, potion of resist energy (cl 6), potion of displacement, potion of fly, potion of cure serious wounds.

Encounter 5

Evolved Wraith: Medium Undead (incorporeal); CR 6; HD 5d12; hp 32; Init +7; Spd Fly 60 ft (good); AC 16, touch 16, flat-footed 13; Base Atk +2; Grp -; Atk +5 melee (1d4 plus 1d6 Constitution drain, Incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, Incorporeal touch); SA Constitution drain DC 15, create spawn; SQ Darkvision 60ft, daylight powerlessness, fast healing 3, incorporeal traits, spell-like ability, undead traits, unnatural aura, +2 turn resistance; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 17;

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks). Alertness, Blind Fight, Combat Reflexes, Improved Initiative.

Encounter 6

Wood Elf Chain Master: Male Aranea Fighter 2; CR 5; Medium Magical Beast (Shapechanger); HD 5d10+10; hp 38; Init +7; Spd 30 ft, climb 25 ft; AC 15[19], touch 13, flat-footed 12[16]; Base Atk +5; Grp +5; Atk/Full Atk +9 melee (2d4+1, Spiked Chain); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL NE; SV Fort +8, Ref +6, Will +4; Str 11, Dex 16, Con 14, Int 14, Wis 13, Cha 14;

Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Handle Animal +10, Jump +13, Listen +6, Spot +6. Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Initiative, Iron Will, Weapon Finesse.

Spells Known (6/2; caster level 3rd; save DC 12 + spell level): 0-[*daze, detect magic, ghost sound, light, resistance*]; 1st-[*mage armor, silent image, true strike*].

Note: Already precasted *mage armor* on himself and the 2 large spiders or ettercaps and *silent image*. AC as been modified accordingly.

Possessions: spiked chain +1, amulet of natural armor +1, Spell component pouch.

Wood Elf Archer: Male Aranea Fighter 2; CR 5; Medium Magical Beast (Shapechanger); HD 5d10+10; hp 38; Init +7; Spd 30 ft, climb 25 ft; AC 15[23], touch

13, flat-footed 12[20]; Base Atk +5; Grp +5; Atk +9 ranged (1d8+1, Composite Longbow); Full Atk +7/+7 ranged (1d8+1, Composite Longbow); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL NE; SV Fort +8, Ref +6, Will +4; Str 11, Dex 16, Con 14, Int 14, Wis 13, Cha 14;

Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Handle Animal +10, Jump +13, Listen +6, Spot +6. Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot.

Spells Known (6/3; caster level 3rd; save DC 12 + spell level): 0-[*daze, detect magic, ghost sound, light, resistance*]; 1st-[*mage armor, silent image, shield*].

Note: Already precasted *mage armor* and *shield* on himself and one *mage armor* on a large spider or ettercap. AC as been modified accordingly.

Possessions: composite longbow +1, 20 arrows, amulet of natural armor +1, Spell component pouch.

Encounter 2

Cerion: Male Satyr Bard 8; CR 10; Medium Fey; HD 5d8+8d6+26; hp 83; Init +2; Spd 40 ft; AC 24, touch 14, flat-footed 20; Base Atk +8; Grp +8; Atk +8 melee (1d6, Head Butt) or +12 ranged (1d6, Shortbow); Full Atk +8/+3 melee (1d6, Head Butt) and +4 melee (1d4, Dagger) or +12/+7 ranged (1d6+1, Shortbow); SQ DR 5/Cold Iron, Low-Light Vision, Bardic Music (8/day)[Inspire Courage +2], Bardic Knowledge +12, Spells; AL CG; SV Fort +5, Ref +12, Will +12; Str 10, Dex 16, Con 14, Int 14, Wis 14, Cha 18;

Languages: Common, Elven, Sylvan.

Skills and Feats: Bluff +12, Diplomacy +10, Hide +14, Knowledge (History) +7, Knowledge (Nature) +18, Listen +20, Move Silently +14, Perform (Singing) +24, Perform (Wind Instruments) +24, Sense Motive +14, Spellcraft +10, Spot +20, Survival +4, Tumble +7; Alertness, Dodge, Mobility, Greater Spell Focus (Enchantment), Spell Focus (Enchantment), Spell Focus (Illusion).

Spells Known (3/4/4/2; caster level 8th; save DC 14 + spell level / Illusion +1 to DC and Enchantment +2 to DC): 0-[*detect magic, know direction, message, prestidigitation, resistance, summon instruments*]; 1st-[*cause fear, charm person, cure light wounds, tasha's hideous laughter*]; 2nd-[*animal trance, eagle's splendor, invisibility, silence*]; 3rd-[*charm monster, deep slumber, see invisibility*].

Possessions: chain shirt +1, ring of protection +1, amulet of natural armor +1, Masterwork Dagger, shortbow +1, Spell Component Pouch, 20 Arrows.

Korvak: Male Centaur Ranger 5; CR 8; Large Monstrous Humanoid; HD 9d8+36; hp 81; Init +4; Spd 50 ft; AC 24, touch 15, flat-footed 19; BAB +9; Grp +20; Atk +18 melee (2d6+11, Greatsword) or +14 ranged (1d8+6, Composite Longbow); Full Atk +18/+13 melee (2d6+11, Greatsword) and +12 (1d6+3, 2 hooves) or +12/+12/+7 ranged (1d8+6, Longbow); SA Favored Enemy (Undead +4, Goblins +2), Spells; SQ Darkvision 60ft, Wild Empathy; AL NG; SV Fort +9, Ref +12, Will +7; Str 24, Dex 18, Con 18, Int 8, Wis 14, Cha 9;

Languages: Elven, Sylvan.

Skills and Feats: Listen +14, Spot +14, Survival +10; Endurance, Diehard, Power Attack, Rapid Shot, Track, Weapon Focus (Greatsword), Weapon Focus (Hoof).

Spells Prepared(1) (CL2) : *magic fang*.

Possessions: chain shirt +1, greatsword +1, amulet of natural armor +1, ring of protection +1, composite longbow (mighty +5) +1, 20 arrows, *potion of bear's endurance*, *potion of bull's strength*.

Encounter 3

Gayuur: Male Goblin Ranger 6; CR 6; Small Humanoid; HD 6d8+12; hp 42; Init +4; Spd 30 ft; AC 21[23], touch 15[17], flat-footed 17[19]; Base Atk +6; Grp +2; Atk +13 melee (1d4+1, Shortsword); Full Atk +11/+6 and +11/+6 melee (1d4+1, Shortsword); SA Favored Enemy (Elves +4, Humans +2), Spells; SQ Darkvision 60ft, Wild Empathy, Animal Companion (Wolf); AL NE; SV Fort +7, Ref +9, Will +3; Str 10, Dex 19, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Handle Animal + 6(+10), Hide +16, Listen +7, Move Silently +16, Ride +18, Spot +6, Survival +10. Endurance, Improved Two-Weapon Fighting, Mounted Combat, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword).

Spells Prepared (2) (CL3): *blades of fire**(X2) (See Appendix 2).

Possessions: chain shirt +1, shortsword +1 (x2), amulet of natural armor +1, [*potion of shield of faith* (+2)], *potion of blur*.

Gayuur's Wolf Mount: CR 3; Medium Animal; HD 4d8+12, hp 30, Init +3; Spd 50 ft; AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d6+3, Bite); SA Trip; SQ Low-Light Vision, Scent, Link, Share spells, Evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6;

Skills and Feats: Hide +6, Listen +3, Move Silently +7, Spot +3, Survival +1. Stealthy, Track, Weapon Focus (Bite).

Possessions: Military Saddle, chain shirt barding.

Magwiji: Male Goblin Adept 9; CR 4; Small Humanoid; HD 9d6+27; hp 63; Init +6; Spd 30 ft; AC 13, touch 13, flat-footed 11; Base Atk +4; Grp -2; Atk +3 melee (1d4-2, Shortspike); SQ Darkvision 60ft, Summon Familiar (Raven, hp 31); AL NE; SV Fort +7, Ref +6, Will +11; Str 6 Dex 12(14), Con 16, Int 10, Wis 17(19), Cha 12;

Skills and Feats: Concentration +15(+19), Spellcraft +12. Combat Casting, Improved Initiative, Spell Focus (Evocation), Greater Spell Focus (Evocation).

Spells Prepared (3/4/3/2) (CL 9, save DC 14 + spell level; DC 16 + spell level for Evocation spells = *): *other-touch of fatigue* (X3); 1st- *Bless*, *burning hands**, *command protection from good*, 2nd-*mirror image*, *see invisibility*, *scorching ray*; 3rd-*lightning bolt* (X2)*.

Possessions: *periapt of wisdom* +2, *cloak of resistance* +1, *gloves of dexterity* +2, *Shortspear*, unholy symbol of Incubulos, *potion of resist energy* (CL 6), *potion of displacement*, *potion of fly*, *potion of cure serious wounds*.

Encounter 5

Evolved Advanced Wraith: Medium Undead (incorporeal); CR 8; HD 10d12; hp 75; Init +7; Spd Fly 60 ft (good); AC 17, touch 17, flat-footed 14; Base Atk +5; Grp -; Atk +8 melee (1d4 plus 1d6 x 1.5 Constitution drain, Incorporeal touch); Full Atk +8 melee (1d4 plus 1d6 x 1.5 Constitution drain, Incorporeal touch); SA Constitution drain DC 21, create spawn; SQ Darkvision 60ft, daylight powerlessness, fast healing 3, incorporeal traits, spell-like ability, undead traits, unnatural aura, +2 turn resistance; AL LE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 18;

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks). Alertness, Blind Fight, Combat Reflexes, Improved Initiative, Empowered Ability Damage, Ability Focus [Constitution Drain].

Encounter 6

Wood Elf Chain Master: Male Aranea Fighter 6; CR 7; Medium Magical Beast (Shapechanger); HD 9d10+18; hp 70; Init +8; Spd 30 ft, climb 25 ft; AC 17[25], touch 15, flat-footed 12[20]; Base Atk +9; Grp +10; Atk +15 melee (2d4+4, Spiked Chain); Full Atk +15/+10 melee (2d4+4, Spiked Chain); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL NE; SV Fort +10, Ref +9, Will +6; Str 12, Dex 16(18), Con 14, Int 14, Wis 13, Cha 14;

Skills and Feats: Climb +14, Concentration +14, Escape Artist +5, Handle Animal +14, Jump +13, Listen +6, Spot +6. Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Combat Expertise, Improved Disarm, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Spells Known (6/2; caster level 3rd; save DC 12 + spell level): 0-[*daze*, *detect magic*, *ghost sound*, *light*, *resistance*]; 1st-[*mage armor*, *shield*, *true strike*].

Note: Already precasted *mage armor* and *shield* on himself. AC as been modified accordingly.

Possessions: *spiked chain bane (elf)* +1, *amulet of natural armor* +1, *ring of protection* +1, *gloves of dexterity* +2, Spell component pouch.

Wood Elf Archer: Male Aranea Fighter 6; CR 7; Medium Magical Beast (Shapechanger); HD 9d10+18; hp 70; Init +8; Spd 30 ft, climb 25 ft; AC 17[25], touch 15, flat-footed 12[20]; Base Atk +9; Grp +10; Atk (Manyshot) +11 ranged (2X 1d8+4+1d6cold, Composite Longbow); Full Atk +15/+15/+10 ranged (1d8+4+1d6cold, Composite Longbow); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL NE; SV Fort +10, Ref +9, Will +6; Str 12, Dex 16(18), Con 14, Int 14, Wis 13, Cha 14;

Skills and Feats: Climb +14, Concentration +8, Escape Artist +5, Handle Animal +10, Jump +13, Listen +6, Spot +6. Improved Initiative, Improved Rapid Shot, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (Longbow).

Spells Known (6/0; caster level 3rd; save DC 12 + spell level): 0-[*daze*, *detect magic*, *ghost sound*, *light*, *resistance*]; 1st-[*mage armor*, *silent image*, *shield*].

Note: Already precasted *mage armor* and *shield* on himself and *mage armor* on the 4 ettercaps. AC as been modified accordingly. Also precasted Silent Image from his scroll.

Possessions: *composite longbow (mighty+1)* frost +1, 40 Arrows, *amulet of natural armor* +1, *ring of protection* +1, *gloves of dexterity* +2, Spell component pouch, *scroll of silent image*.

Encounter 3

Gayuur: Male Goblin Ranger 8; CR 8; Small Humanoid; HD 8d8+16; hp 56; Init +6; Spd 30 ft; AC 22[26], touch 17[19], flat-footed 16[18]; Base Atk +8; Grp +4; Atk +17 melee (1d4+1, Shortsword); Full Atk +15/+10 and +15/+10 melee (1d4+1, Shortsword); SA Favored Enemy (Elves +4, Humans +2), Spells; SQ Darkvision 60ft, Wild Empathy, Animal Companion (Wolf), Woodland Stride, Swift Tracker; AL NE; SV Fort +8, Ref +12, Will +4; Str 10, Dex 20(22), Con 14, Int 10, Wis 12(14), Cha 8;

Skills and Feats: Handle Animal + 6(+10), Hide +20, Listen +10, Move Silently +20, Ride +22, Spot +9, Survival +13. Endurance, Improved Two-Weapon Fighting, Mounted Combat, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword).

Spells Prepared: (2/1) (CL4): 1st-blades of fire* (X2); 2nd-fell the greatest foe*. (See Appendix 2).

Possessions: chain shirt +1, shortsword +1 (x2), periapt of wisdom +2, gloves of dexterity +2, [potion of shield of faith (+2), potion of barkskin (+2)], potion of displacement.

Gayuur's Wolf Mount: CR 3; Medium Animal; HD 4d8+12, hp 30, Init +3; Spd 50 ft; AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d6+3, Bite); SA Trip; SQ Low-Light Vision, Scent, Link, Share spells, Evasion; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6;

Skills and Feats: Hide +6, Listen +3, Move Silently +7, Spot +3, Survival +1. Stealthy, Track, Weapon Focus (Bite).

Possessions: Military Saddle, chain shirt barding.

Magwiji: Male Goblin Adept 11; CR5; Small Humanoid; HD 11d6+33; hp 77; Init +6; Spd 30 ft; AC 13, touch 13, flat-footed 11; Base Atk +5; Grp -1; Atk +4 melee (1d4-2, Shortsword); SQ Darkvision 60ft, Summon Familiar (Raven, hp 38); AL NE; SV Fort +7, Ref +6, Will +13; Str 6 Dex 12(14), Con 16, Int 10, Wis 17(21), Cha 12;

Skills and Feats: Concentration +17(+21), Spellcraft +14. Combat Casting, Improved Initiative, Spell Focus (Evocation), Greater Spell Focus (Evocation).

Spells Prepared (3/5/4/3) (CL 11, save DC 15 + spell level; DC 17 + spell level for Evocation spells = *): oth-touch of fatigue (X3); 1st- bless, burning hands*, command protection from good, obscuring mist, 2nd-mirror image, see invisibility, scorching ray (X2); 3rd- lightning bolt (X3)*.

Possessions: periapt of wisdom +4, cloak of resistance +1, gloves of dexterity +2, Shortsword, unholy symbol of Incubulos, potion of resist energy (cl 6), potion of displacement, potion of fly, potion of cure serious wounds.

Encounter 5

Evolved Advanced Dread Wraith: Large Undead (incorporeal); CR 13; HD 20d12; hp 145; Init +7; Spd Fly 60 ft (good); AC 28, touch 28, flat-footed 19; Base Atk +10; Grp -; Atk +18 melee (2d6 plus 1d8 x 1.5 Constitution drain, Incorporeal touch); Full Atk +18 melee (2d6 plus 1d8 x 1.5 Constitution drain, Incorporeal touch); SA Constitution drain DC 28, create spawn, Greater Invisibility 1/day; SQ Darkvision 60ft, daylight powerlessness, fast healing 3, incorporeal traits, spell-like ability, undead traits, unnatural aura, +2 turn resistance; AL LE; SV Fort +6, Ref +15, Will +16; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 26;

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22 Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks). Alertness(b), Blind Fight, Combat Reflexes, Dodge, Improved Initiative(b), Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Empowered Ability Damage

Encounter 6

Wood Elf Chain Master: Male Aranea Fighter 8/Exotic Weapon Master 2; CR 9; Medium Magical Beast (Shapechanger); HD 13d10+26; hp 110; Init +9; Spd 30ft, climb 25 ft; AC 19[27], touch 16, flat-footed 13[21]; Base Atk +13; Grp +14; Atk +20 melee (2d4+4, Spiked Chain); Full Atk +20/+15/+10 melee (2d4+4, Spiked Chain) or (Flurry) +18/+18/+13/+8 melee (2d4+4, Spiked Chain); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision, Flurry, Exotic Reach (15ft reach with spiked chain); AL NE; SV Fort +15, Ref +11, Will +7; Str 13, Dex 16(20), Con 14, Int 14, Wis 13, Cha 14;

Skills and Feats: Climb +16, Concentration +18, Craft (weaponsmith) +5, Escape Artist +5, Handle

Animal +17, Jump +13, Listen +6, Spot +6. Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Improved Combat Expertise, Improved Disarm, Improved Initiative, Iron Will, Power Attack, Weapon Finesse, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Spells Known (6/4; caster level 3rd; save DC 12 + spell level): 0-[*daze*, *detect magic*, *ghost sound*, *light*, *resistance*]; 1st-[*mage armor*, *shield*, *true strike*].

Note: Already precasted *mage armor* and *shield* on himself. AC as been modified accordingly.

Possessions: *spiked chain bane (elf)* +1, *amulet of natural armor* +2, *ring of protection* +1, *gloves of dexterity* +4, *cloak of resistance* +1, Spell component pouch.

Wood Elf Archer: Male Aranea Ranger 10; CR 9; Medium Magical Beast (Shapechanger); HD 3d10+10d8+26; hp 100; Init +9; Spd 30 ft, climb 25 ft; AC 19[27], touch 16, flat-footed 13[21]; Base Atk +13; Grp +14; Atk (Manyshot) +16 ranged (3X 1d8+2+1d6cold, Composite Longbow); Full Atk +20/+20/+15/+10 ranged (1d8+2+1d6cold, Composite Longbow); SA Poison, spells, web, Favored Enemy (Elf+6, Human+2, Plants+2); SQ Change shape, darkvision 60 ft., low-light vision, wild empathy, Woodland Stride, Swift Tracker, Evasion Animal Companion (Large Monstrous Spider); AL NE; SV Fort +13, Ref +16, Will +9; Str 12, Dex 16(20), Con 14, Int 14, Wis 14, Cha 14;

Skills and Feats: Climb +21, Concentration +18, Escape Artist +5, Handle Animal +18, Hide +21, Jump +13, Listen +7, Move Silently +21, Spot +7, Survival +18. Endurance, Improved Initiative, Improved Rapid Shot, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow).

Spells Known (6/3; caster level 3rd; save DC 12 + spell level): 0-[*daze*, *detect magic*, *ghost sound*, *light*, *resistance*]; 1st-[*mage armor*, *silent image*, *shield*].

Spells Prepared: CL5; (2/0): 1st-*Swift Haste* (X2); 2nd-*Arrow Mind*, *Resist Energy*.

Note: Already precasted *mage armor* and *shield* on himself and *silent image*. Also precasted *resist energy* (Fire). AC as been modified accordingly.

Possessions: *composite longbow (mighty+1)* frost +1, 40 Arrows, *amulet of natural armor* +2, *ring of protection* +1, *gloves of dexterity* +4, *cloak of resistance* +1, Spell component pouch.

Wood Elf Sorcerer: Male Aranea Sorcerer 5 (equal to Sorcerer 8 with natural sorcerer levels); CR 9; Medium Magical Beast (Shapechanger); HD 3d10+5d4+16; hp 47; Init +6; Spd 30 ft, climb 25 ft; AC 13[21], touch 12, flat-footed 11[19]; Base Atk +5; Grp +5; Atk/Full Atk +5 (1d4, Dagger); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision, Summon Familiar (none); AL NE; SV Fort +6, Ref +6, Will +8; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 16(20);

Skills and Feats: Climb +14, Concentration +13, Escape Artist +5, Jump +13, Knowledge (Arcana) +7, Listen +6, Spellcraft +14, Spot +6. Improved Initiative, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Spells Known (6/6/4/6/4; caster level 8; save DC 15 + spell level; Enchantment spells (*) are DC 17 + spell level): 0-[*daze**, *detect magic*, *ghost sound*, *light*, *resistance*, *read magic*, *mage hand*, *arcane mark*]; 1st-[*mage armor*, *silent image*, *shield*, *magic missile*, *ray of enfeeblement*]; 2nd-[*mirror image*, *see invisibility*, *invisibility*]; 3rd-[*hold person**, *windwall*]; 4th-[*confusion**].

Note: Already precasted *mage armor*, *shield*, *invisibility*, See *invisibility* and *mirror image* on himself. AC as been modified accordingly. He also has used his scroll of *fly* on himself.

Possessions: *cloak of charisma* +4, *scroll of fly*, Spell component pouch, Dagger.

Encounter 3

Gayuur: Male Goblin Ranger 10; CR10; Small Humanoid; HD 10d8+20; hp 70; Init +6; Spd 30 ft; AC 23[27], touch 17[19], flat-footed 17[19]; Base Atk +10; Grp +6; Atk +19 melee (1d4+1, Shortsword); Full Atk +17/+12 and +17/+12 melee (1d4+1, Shortsword); SA Favored Enemy (Elves +6, Humans +2, Animals +2), Spells; SQ Darkvision 60ft, Wild Empathy, Animal Companion (Wolf), Woodland Stride, Swift Tracker, Evasion; AL NE; SV Fort +9, Ref +13, Will +5; Str 10, Dex 20(22), Con 14, Int 10, Wis 12(14), Cha 8;

Skills and Feats: Handle Animal + 6(+10), Hide +22, Listen +12, Move Silently +22, Ride +24, Spot +11, Survival +15. Endurance, Improved Critical (Sword), Improved Two-Weapon Fighting, Mounted Combat, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword).

Spells Prepared (2/2) (CL5): 1st-*Blades of Fire* (X2); 2nd-*Fell the Greatest Foe*, *Lion's Charge*. (See Appendix 2).

Possessions: chain shirt +2, sword +1 (x2), *gloves of dexterity* +2, *peripart of wisdom* +2, [*potion of shield of faith* (+2), *potion of barkskin* (+2)], *potion of displacement*.

Gayuur's Wolf Mount: CR 5; Medium Animal; HD 6d8+18, hp 45, Init +3; Spd 50 ft; AC 23, touch 13, flat-footed 20; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d6+3, Bite); SA Trip; SQ Low-Light Vision, Scent, Link, Share spells, Evasion, Devotion; AL N; SV Fort +8, Ref +8, Will +3; Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6;

Skills and Feats: Hide +7, Listen +5, Move Silently +8, Spot +5, Survival +1. Alertness, Stealthy, Track, Weapon Focus (Bite).

Possessions: Military Saddle, chain shirt barding.

Magwiji: Male Goblin Adept 13; CR6; Small Humanoid; HD 13d6+52; hp 104; Init +6; Spd 30 ft; AC 14, touch 14, flat-footed 11; Base Atk +6; Grp +0; Atk +5 melee (1d4-2, Shortsword); SQ Darkvision 60ft, Summon Familiar (Raven, hp 52); AL NE; SV Fort +8, Ref +8, Will +15; Str 6 Dex 12(16), Con 16, Int 10, Wis 18(22), Cha 12;

Skills and Feats: Concentration +15(+19), Spellcraft +12. Combat Casting, Improved Initiative,

Spell Focus (Evocation), Greater Spell Focus (Evocation), Improved Toughness.

Spells Prepared (3/5/5/3/2) (CL13, save DC 16 + spell level; DC 18 + spell level for Evocation spells = *): *oth-touch of fatigue* (X3); 1st- *bless*, *command*, *protection from good*, *protection from law*, *protection from chaos*, 2nd-*aid*, *bear's endurance*, *mirror image*, *see invisibility*, *scorching ray*, 3rd-*lightning bolt* (X3)*; 4th-*polymorph*, *stoneskin*.

Possessions: *peripart of wisdom* +4, *cloak of resistance* +1, *gloves of dexterity* +4, Shortsword, unholy symbol of Incubulos, *potion of resist energy* (cl 6), *potion of displacement*, *potion of fly*, *potion of cure serious wounds*.

Encounter 5

Evolved Advanced Dread Wraith: Large Undead (incorporeal); CR 13; HD 20d12; hp 145; Init +7; Spd Fly 60 ft (good); AC 28, touch 28, flat-footed 19; Base Atk +10; Grp -; Atk +18 melee (2d6 plus 1d8 x 1.5 Constitution drain, Incorporeal touch); Full Atk +18 melee (2d6 plus 1d8 x 1.5 Constitution drain, Incorporeal touch); SA Constitution drain DC 28, create spawn, Greater Invisibility 1/day; SQ Darkvision 60ft, daylight powerlessness, fast healing 3, incorporeal traits, spell-like ability, undead traits, unnatural aura, +2 turn resistance; AL LE; SV Fort +6, Ref +15, Will +16; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 26;

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22 Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks). Alertness(b), Blind Fight, Combat Reflexes, Dodge, Improved Initiative(b), Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Empowered Ability Damage

Encounter 6

Wood Elf Chain Master: Male Aranea Fighter 8/Exotic Weapon Master 2; CR 9; Medium Magical Beast (Shapechanger); HD 13d10+26; hp 110; Init +9; Spd 30ft, climb 25 ft; AC 19[27], touch 16, flat-footed 13[21]; Base Atk +13; Grp +14; Atk +20 melee (2d4+4, Spiked Chain); Full Atk +20/+15/+10 melee (2d4+4, Spiked Chain) or (Flurry) +18/+18/+13/+8 melee (2d4+4, Spiked Chain); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision, Flurry, Exotic Reach (15ft reach with spiked chain); AL

NE; SV Fort +15, Ref +11, Will +7; Str 13, Dex 16(20), Con 14, Int 14, Wis 13, Cha 14;

Skills and Feats: Climb +16, Concentration +18, Craft (weaponsmith) +5, Escape Artist +5, Handle Animal +17, Jump +13, Listen +6, Spot +6. Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Improved Combat Expertise, Improved Disarm, Improved Initiative, Iron Will, Power Attack, Weapon Finesse, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Spells Known (6/4; caster level 3rd; save DC 12 + spell level): 0-[*daze*, *detect magic*, *ghost sound*, *light*, *resistance*]; 1st-[*mage armor*, *shield*, *true strike*].

Note: Already precasted *mage armor* and *shield* on himself. AC as been modified accordingly.

Possessions: *spiked chain bane (elf)* +1, *amulet of natural armor* +2, *ring of protection* +1, *gloves of dexterity* +4, *cloak of resistance* +1, Spell component pouch.

Wood Elf Archer: Male Aranea Ranger 10; CR 9; Medium Magical Beast (Shapechanger); HD 3d10+10d8+26; hp 100; Init +9; Spd 30 ft, climb 25 ft; AC 19[27], touch 16, flat-footed 13[21]; Base Atk +13; Grp +14; Atk (Manyshot) +16 ranged (3X 1d8+2+1d6cold, Composite Longbow); Full Atk +20/+20/+15/+10 ranged (1d8+2+1d6cold, Composite Longbow); SA Poison, spells, web, Favored Enemy (Elf+6, Human+2, Plants+2); SQ Change shape, darkvision 60 ft., low-light vision, wild empathy, Woodland Stride, Swift Tracker, Evasion Animal Companion (Large Monstrous Spider); AL NE; SV Fort +13, Ref +16, Will +9; Str 12, Dex 16(20), Con 14, Int 14, Wis 14, Cha 14;

Skills and Feats: Climb +21, Concentration +18, Escape Artist +5, Handle Animal +18, Hide +21, Jump +13, Listen +7, Move Silently +21, Spot +7, Survival +18. Endurance, Improved Initiative, Improved Rapid Shot, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow).

Spells Known (6/0; caster level 3rd; save DC 12 + spell level): 0-[*daze*, *detect magic*, *ghost sound*, *light*, *resistance*]; 1st-[*mage armor*, *silent image*, *shield*].

Spells Prepared: CL5; (2/0): 1st-*swift haste* (X2); 2nd-*arrow mind*, *resist energy*.

Note: Already precasted *mage armor* and *shield* on himself and *mage armor* on the 4 spiders. Also precasted *resist energy* (Fire). AC as been modified accordingly.

Possessions: *composite longbow (mighty+1)* frost +1, 40 arrows, *amulet of natural armor* +2, *ring of protection* +1, *gloves of dexterity* +4, *cloak of resistance* +1, Spell component pouch.

Wood Elf Sorcerer: Male Aranea Sorcerer 5 (equal to Sorcerer 8 with natural sorcerer levels); CR 9; Medium Magical Beast (Shapechanger); HD 3d10+5d4+16; hp 47; Init +6; Spd 30 ft, climb 25 ft; AC 13[21], touch 12, flat-footed 11[19]; Base Atk +5; Grp +5; Atk/Full Atk +5 (1d4, Dagger); SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision, Summon Familiar (none); AL NE; SV Fort +6, Ref +6, Will +8; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 16(20);

Skills and Feats: Climb +14, Concentration +13, Escape Artist +5, Jump +13, Knowledge (Arcana) +7, Listen +6, Spellcraft +14, Spot +6. Improved Initiative, Iron Will, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Spells Known (6/5/0/6/4; caster level 8th; save DC 15 + spell level; Enchantment spells (*) are DC 17 + spell level): 0-[*daze**, *detect magic*, *ghost sound*, *light*, *resistance*, *read magic*, *mage hand*, *arcane mark*]; 1st-[*mage armor*, *silent image*, *shield*, *magic missile*, *ray of enfeeblement*]; 2nd-[*mirror image*, *see invisibility*, *invisibility*]; 3rd-[*hold person**, *windwall*]; 4th-[*confusion**].

Note: Already precasted *mage armor*, *shield*, *invisibility*, *see invisibility* and *mirror image* on himself. He also cast *silent image* and *invisibility* on the 4 spiders. AC as been modified accordingly. He also has used his scroll of *fly* on himself.

Possessions: *Cloak of charisma* +4, *scroll of fly*, Spell component pouch, Dagger.

New Creatures

Giant, Forest (from Monster Manual II)

Huge Giant

Hit Dice: 13d8+78 (136 hp)

Initiative: +5

Speed: 40 ft.

AC: 20 (-2 Size, +1 Dex, +11 Natural) Touch 9, Flat Footed 19

Base Attack/Grapple: +9/+28

Space/Reach: 15 ft. / 15 ft.

Attack: Huge Greatclub +18 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8 ranged (3d6+4) or rock +9 ranged (2d8+11)

Full Attack: Huge Greatclub +18/+13 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8/+3 ranged (3d6+4) or rock +9 ranged (2d8+11)

Special Attacks: Poisoned Arrows, rock throwing

Special Qualities: Darkvision 60ft., rock catching

Saves: Fort +14, Ref +5, Will +7

Abilities: Str 33, Dex 12, Con 22, Int 14, Wis 16, Cha 21

Skills: Hide +5* (+9), Listen +5, Sense Motive +6, Spot +7

Feats: Improved Initiative, Point Blank Shot, Precise shot

Climate/Terrain: Any forest

Organization: Solitary, pair, gang or band (6-9 plus 35% non-combatant plus one 1st-2nd level druid) or hunting/raiding party (6-9 plus 35% non-combatant plus one 3rd-5th level druid).

Challenge Rating: 11

Treasure: Standard coins, double goods, standard items.

Alignment: Usually neutral

Advancement: By character class

Level Advancement: +16

Forest giants are amongst the tallest specimens of giantkind, and they live to be up to 200 years old. They

Appendix Two: New Rules

are powerful hunters that pose a threat to all animals that dwell in the woods.

An adult forest giant stands 18 feet tall but weighs only 3,000 pounds. The lanky, muscular body resembles that of a wood elf but appears much sturdier. The creature has deep, earth-yellow skin and pale-green hair that is usually wild and unkempt. The typical clothing for either gender is made of fur or leather, and each forest giant also wears some bone jewelry, particularly collars or earrings.

A forest giant's bag contains everything needed to survive in the wilderness, including tools to make and repair weapons, 2d4 rock, 1d4+4 mundane items, and the giant's personal wealth. The items tend to be parts of things it killed for food, such as scraps of fur and hide, dried insects, and bones.

COMBAT

Forest giants target opponents from afar with their poisoned arrows. Though they are not adverse to attacking with their clubs, their poisoned-tipped, ranged weapons often end a battle quickly with few casualties for the giants. Forest giants use their natural camouflage abilities to hide among the trees and wait in ambush for the next creature that crosses their path. Their thrown rocks have a range increment of 120 feet.

Poison (Ex): Forest giants coat their arrows with poison (Fortitude DC 22); initial and secondary is the same (unconsciousness for 4d4 rounds).

Skills: A forest giant has a +4 racial bonus on hide checks. * In wooded areas, this bonus rises to +8.

Forest Giant Society

Forest giants live solely in the wooded areas regardless of the climate. These ravenous meat-eaters hunt nearly any kind of animal or beast for its flesh. Forest giants maintain friendly relations with fey, and they cooperate with other primitive woodland beings that enjoys the same hunting lifestyle as they do.

Forest Giant Characters

A forest giant's favored class is ranger. Many groups of forest giants include both druids and rangers.

Evolved Undead (From *Libris Mortis* p. 101)

"Evolved undead" is an acquired template that can be added to any undead with an Intelligence score

(referred hereafter as the base creature). An evolved undead uses all the base creature's statistics and special abilities except as noted here. This template does not alter the creature's type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Armor class: The base creature's natural armor bonus improves by 1. If the creature is incorporeal its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead's HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based:

D12 Spell-Like Ability

- | | |
|----|----------------------|
| 1 | circle of death |
| 2 | cloudkill |
| 3 | cone of cold |
| 4 | confusion |
| 5 | contagion |
| 6 | creeping doom |
| 7 | greater dispel magic |
| 8 | greater invisibility |
| 9 | haste |
| 10 | hold monster |
| 11 | see invisibility |
| 12 | unholy blight |

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round as long as it has at least 1 hit point.

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 charisma.

Organization: An evolved undead usually becomes a leader among those of its base kind.

Challenge Rating: Same as the base creature +1

Level Adjustment: Same as the base creature +1

Arrow Mind

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

While this spell is in effect and you are wielding a projectile weapon that fire arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrow-head.

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting time: 1 swift action

Range: Touch

Target: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapon already deal.

Fell the Greatest Foe

Transmutation

Level: Assassin 2, cleric 3, paladin 2, ranger 1

Components: V, S, M

Casting time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature.

Material component: A dragon's claw or a giant's fingernail.

Haste, Swift

Transmutation

Level: Ranger 2

Components: V

Casting time: 1 swift action

Range: Personal

Target: You

Duration: 1d4 rounds

This spell functions like *haste* (PH 239), except as noted above. This spell counters and dispels any *slow* effect on you.

Lion's Charge

Transmutation

Level: Druid 3, ranger 2

Components: V

Casting time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell grants you the pounce special ability (MM 313), allowing you to make a full attack at the end of a charge.

Improved Combat Expertise [General]

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

Improved Rapid Shot [General]

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the –2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Improved Toughness [General]

Prerequisites: Base fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Empowered Ability Damage [Monstrous] from Libris Mortis p. 27

Your ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefits: All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an allip with this feat drains 1 ½ times the normal amount of Wisdom (roll 1d4 and multiply the result by 1 1/2).

Appendix Three: The law in Northern Tusmit

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the Tusmit triad at tusmitriad@yahoo.com.

Lashings

All lashings are given in public where the criminal can be showered by manure and rotting vegetables. The number of lashes given should be noted on the AR.

Horses

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

High Fines

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadi and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defence.

The Self-Defense Clause

A clause of self-defence can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defence.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason to call upon this clause.

Assault. (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

- Government official, noble, military, or church official: Imprisonment of four time units and loss of seventy-five percent of property.
- Other: Fine of one and a half times the blackmail price

Vandalism

Wilful destruction or defacement of any structure, object, thing, or place.

Sentence: 1d10 lashes per one hundred fountains and a fine equalling three times the cost of reparation.

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

Possession, sale, or acquisition of an object without permission.

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

Appendix Four: Map of the Refugees cave



Player Handout #1: A letter from Zeldan "The Axe"

In your homes, you receive a letter ...

I greet you,

You have helped the people of Khalid in the past and I am in need of you again. As you have told me, we, Khalid, have a new enemy: The Pastor of Nightmares. Since you already know more than anyone else about this matter, I want you to come to my capital of Darnav to hear what I request of you. Your help will be well rewarded! See you soon.

*Zeldan "The Axe"
Sheik of Khalid.*

Player Handout #2: Memories of Darkness

Your soul fill with dread, as you realize that the tower look strangely familiar to you. As you move toward the structure, you feel a chill on your spine. When you are just about to enter the tower, a cold hand appears to be grasping your heart. Do you dare enter this tower? This is the question you ask yourself as you recall those horrible memories of nightmares that began when you got first involved with servants of this Lord Fell, the Pastor of your Nightmares!

Player Handout #3: Elohir's letter

The following letter is written in Undercommon:

My Fellow conspirator,

I hope that your preparations are well on the way. I have well placed the aranea servants you have sent me at key positions in my court. The fools don't know what awaits them, most are too trusty.

Even with our set backs in Blashikdur and El'Pazo'ben'our, our plan for the wood elves will soon be in place. The entire Udgru Forest will soon be ours and our dreams and visions will then come true.

Praise be to the Queen of Spiders,
King Elohir

Player Handout #4: The Nightmares

A few weeks after the confrontation in the tower, you begin to have terrible nightmares about a dark man in black robes.

"[He says your name]... Your nights are now mine. We will see each other very often. Let's see how long you can go without sleeping. Hehehehe Sweet dreams, we have so much to learn from each other."

His dry and humorless laughter you can still hear in the morning.

Those with "Dreaded Nightmares of the Fell":

A few weeks after the confrontation in the tower, you begin to have even worst nightmares than before.

You begin to realize that this dark man is beginning to corrupt your mind and your soul. You wake up feeling like you have just wagged a war. You feel shrouded in darkness as your thought now dwell on the profound feeling that you will have to struggle, with the Pastor of your nightmares, for your very soul every night of your life from this day on.