

BDK5-01

The Body

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdom Regional Adventure

Version 1.0

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Your drinks are interrupted by a screaming woman. What is it that she screams of you ask? She found a body. You think to your self the more things appear different, the more they are really the same. Part One of Cold Dead Hands. A scenario for APLs 6-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

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

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms 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.

Adventure Background

Several months ago, a wealthy Oeridian scholar named Davan Koltheck hired the wizard Malked Sanyos. Koltheck had located information regarding a demi-plane anchored near the Prime Material, with links to corporeal ruins in the Fellreev Forest. However, exploring the ruins would require additional manpower, so Davan hired Sanyos as well as a party of mercenaries for the expedition.

Initially, the mission went smoothly. The ruins were located easily enough, and using the knowledge gained from his research, Koltheck was able to open the portal leading to the demi-plane. Passing through the gate, the expedition came upon an incredible discovery – a massive necropolis lay hidden within the demi-plane, housing thousands of mausoleums and tombs. Davan Koltheck was immensely pleased with the discovery and ordered the group to set up a camp for further exploration into the city.

For several days, the survey of the necropolis continued with Davan and Malked attempting to translate the markings and runes that littered the city. However, during one of his treks, Malked located an open mausoleum. Venturing inside he located a mummified corpse, perfectly preserved from rot and vermin. Intrigued by the state of the body and the nature of the magics that preserved it, Malked placed the corpse within a portable hole to hold it for future studies within the comfort of his own laboratory.

At first, there was no change to note the theft of the corpse. However, soon after the explorers started finding more open tombs with the bodies missing and signs of recent activity. Returning to the camp, they discovered their guards dead at their posts with no sign of the cause of death. With the remaining mercenaries beginning to panic and an unknown threat looming, the explorers fled back to the Prime.

As the group made their way back to the portal, the inhabitants of the city arrived – strange luminescent undead wreathed in golden light. Fleeing before the oncoming horde, only Davan and Sanyos survived to pass through the portal and return to the material plane.

With the mission ended in failure, Davan was furious, making claims that the city “belonged to his lord” and “how dare she turn his might against him”. Concerned for his well being in the face of an increasingly mad employer, Sanyos teleported to the safety of his manor in Groucester.

Placing the corpse from the Necropolis in his laboratory, Malked began casting divinations to learn what he could of Davan and discovered that he was actually a high ranking member of the Horned Society and servant of the Rotting One, Nerull. He also augured

that his life was in pressing danger from Davan, or whatever his true name was, and his allies. Fearful of a confrontation with Davan, he chose to flee, making a hasty retreat from his home and Groucester. Unfortunately for him, Davan was already close on his tail and located him within days, killing the wizard before he would spread word of Nerull's Bane.

In the time that has passed, Davan never learned of the corpse that Sanyos brought with him out of the demi-plane, although he has been wary of any news that Malked may have spread word of Nerull's Bane.

Meanwhile, Tabyba, Sanyos' housekeeper has continued on her task of cleaning his home, expecting the return of her master “any day now”. However, the salary he paid her has nearly run out and there is little other opportunity for work in Groucester. Although Malked warned her against entering his laboratory, her need for coin got the better of her and she broke into the basement, looking for some small item to pawn to keep her fed. Unfortunately, two things went horribly awry for poor Tabyba – the presence of the corpse on the table terrified the poor maid, so much so that she didn't notice that she had been hit with a small poisoned dart. Running in terror, her life slowly drains from her as she flees the manor house.

Adventure Summary

Introduction:

The PCs arrival and introduction to the city of Groucester.

Encounter One:

The PCs arrive at the Dancing Demon Inn where a wedding celebration is in progress.

Encounter Two:

The celebration is interrupted by the arrival of the dying maid Tabyba and her discovery of a body.

The PCs may choose to tail a man they saw leave the tavern, but will they be able to catch him before curfew.

Encounter Three:

Following up on the screams of the dying women, the party investigates the manor where she worked.

Encounter Four:

You return to the Dancing Demon to find a pair of new guests.

Encounter Five:

The PCs are tracked down by agents of the Pale Lady, ruler of Groucester.

Introduction

Your travels have brought you to Groucester, one of the nicer towns in the Combination of Free Lords, although it is no less deadly. The Pale Lady, Xavendra, calls Groucester hers and the stewards and custodians of the community are well known to be vampires and their spawn. Fear of the night and its lords has kept Groucester under Xavendra's control for over a decade, without having to resort to the brute tactics more common in the region.

After being turned away from the Red Stag Inn, you were directed to the Dancing Demon Inn and Tavern to find a room for the night. While the inn does not claim a pleasant name, the need to secure shelter before nightfall leaves you with little choice.

Allow the players to introduce their characters. Groucester is in the northeastern Bandit Kingdoms, between the Bluff Hills and the Fellreev Forest. Groucester has a curfew (which was clearly communicated to the PCs when they entered the city earlier in the day) – after dusk, travel at your own risk. As the adventure begins it is roughly an hour-and-a-half before dusk.

Encounter One

As you make your way through Groucester, you notice a few features that set apart the town from other settlements in the Bandit Kingdoms. Although the guards and patrols that walk the town's streets are no less thuggish than in Rookroost or Riftcrag, you note that they are entirely human – no orcs or hobgoblins stand with the watch, and in fact, you have seen very few of either since you entered the town.

Turning down a side street, you find yourself standing in front of the Dancing Demon Inn. There is a steady stream of locals flocking into the bar and the sound of mirth and celebration penetrates the walls. A flyer on a nearby wall advertises the arrival later this evening of a "Legendary Storyteller of the Rover Barrens".

Entering the bar you can see that the interior is decorated in bright colors and the room filled with a men and women of various races dancing, singing, and drinking. Along the right wall, several wide doors open onto a patio where the crowd has cleared space for two half-orcs to dance (or at least something that looks like dancing). The male is average height, muscular, and missing his right hand; while the

female is much larger, dwarfing most everyone else in the room.

The tavern is filling fast, and unless you want to sit on the floor you better grab a table; the only one left is on the far side of the room.

The flyer on the wall is Player Handout 1; give it to the players at this time. Have each character make a Spot check. Characters that make a DC 15 check notice a strange brand on a lentil hanging on the front door as they entered the inn. A DC 20 check indicates that the characters notice the same brand on the inn's windowsills.

This is the wedding party of Un'dar and Ruhda; Un'dar is the owner of the Dancing Demon and has learned to keep his head down and his nose clean. He was a hell-raising adventurer before he was injured, but now his missing hand is a constant reminder of what happens when you step out of place. Un'dar's wife, Ruhda, was also an adventurer, but he prefers to disclose that to as few as possible. Ruhda is originally from the Barrens to the north and has many ties there, including Oytens, a bard of some renown whom she considers her blood-sister. Oytens has not yet arrived, but is expected at any time.

The Serving Girl

Once the PCs seat themselves, a young Baklunish girl named Maryam will wait on them.

"I am Maryam, and I shall be serving you?" asks a young dark skinned woman in a rigid and precise accent.

Maryam arrived from the Baklunish West several years ago, after a bit of youthful wanderlust. She passed into the Bandit Kingdoms from the north and settled in Groucester when Un'dar hired her. When people talk about how bad the Bandit Kingdoms is she defends it as a nice place to live, because Groucester is all she knows.

☛ **Maryam:** Female human Com1/Exp1; hp 8.

Maryam gladly answers any questions about the celebration, but when asked about the city she'll attempt to steer the conversation away, responding, "Can you not relax and enjoy this wondrous occasion?"

Q: Who/What is this party for?

"This is a celebration of Un'dar's and Ruhda's union.

Q: Who are Un'dar and Ruhda?

“Un'dar is the owner of this fine establishment, and Ruhda is a traveler who pressured Un'dar for some time before he gave in to her.”

Q: Is Un'dar friendly?

“He has been since he gave in to Ruhda; things were quite tense before they got together, I must say I am most grateful for this.”

Q: Can we get a room for the night?

“Sure, there that is no problem, we have one room left. I assume that you will be staying together?”

Q: What is her sister's name? / What do you know about the singer?

“I do not know much, but I believe her name is Oytens (O-tens). Ruhda says she is a great singer and keeper of their tribes' knowledge.”

If the characters ask Maryam about the brands on the lentils and the windowsills, she responds that the brand indicates that Un'dar he has paid the optional safe haven tax. *“Like most establishments in town, we have paid a safe haven tax. So do no worry... you'll not be waking up to any nocturnal visitors tonight.”*

Other Patrons

In the tavern there are about two-dozen celebrants, including the newlyweds. Most are caught up in the celebration and enjoying Un'dar's hospitality. The next encounter follows shortly after Maryam returns with the PCs' drinks, so it is unlikely that the party will have the opportunity to interact with the other patrons or the half-orc couple.

☛ **Un'dar:** Male half-orc Bbn4/Ftr2/Exp3; hp 84; see Appendix I.

☛ **Ruhda:** Female half-orc Bbn4/Rgr2; hp 55; see Appendix I.

☛ **Celebrants (20):** Male and female Com1; hp 1 (x2), 2 (x6), 3 (x7), 4 (x4), 5 (x1).

Encounter Two

Maryam has just brought your drinks when you notice a hunched figure stumble into the bar and trip.

Her head hits the doorframe with a loud thud, as she slides down to the ground screaming. “A body...at master's, he told me not to go in there, but...” The music grinds to a halt, as the crowds attention turns to her.

The woman's body contorts in pain, her eyes glazing over as she stares blindly towards the ceiling. She reaches out for something you do not see and

screams in horror with her last breath “...THE BODYYYY!!!” She falls limp and lifeless, and a crowd begins to muster around her.

A throng of celebrants begins to gather around the woman, although none of them are eager to touch her, fearing she was driven mad by disease or worse. However, if the PCs want to investigate her, they will need to muscle or talk their way past the crowd.

Dealing with the Crowd

Once the woman has collapsed, people in the crowd begin talking among each other. Allow each PC a Listen check to hear what is being said.

- ☛ DC 15: *“I just saw her this morning and she was fine.”*
- ☛ DC 20: *“Why that's Tabyba, she works just down the street at the Sanyos Manor.”*
- ☛ DC 25: *Un'dar, the half-orc owner and the newlywed groom mutters “This not good for business.”(plus above)*

In addition, a few minutes after the woman's arrival and collapse (allow time for the PCs to investigate the body – see **Looking at the Woman** below), an agent of Xavendra who was in the tavern rises and leaves. Allow the PCs a Spot check (DC 15) to notice his departure.

You notice a man in black rising from his stool at the bar; the symbol of the Old One branded into his leather armor, the hilt of his rapier a grinning skull. He quickly downs his drink and walks out the patio doors.

The man in black is Officer Lerit; one of the many informants Xavendra has crawling the city. Although he doesn't know Malked Sanyos, he is aware that there is more to the “merchant” than meets the eye and the presence of a body at Sanyo's home is noteworthy and worth further investigation.

If the PCs follow Lerit outside:

The setting sun blinds you as you step outside, its position indicating that you have maybe an hour before nightfall. The man in black has already made it a good way down the street, briskly walking and you will need to hurry if you plan to do anything. Most of the common folk seem to have already gone inside for the night.

Although the PCs won't be able to catch Lerit before he leaves the building they can attempt to catch him in the streets outside. He is not expecting to be followed, so he must make a Listen check (+3 modifier) to notice pursuers. Use the base DC's provided in the *Player's Handbook* p. 78, being sure to adjust for distance. If the PCs simply want to trail Lerit, they must maintain a distance of 60 feet over the course of twenty rounds (traveling 30 feet per round at a walk) in order to keep in sight of him. If Lerit becomes aware of the PCs (either because they failed a check or announced their presence), he begins running for Xavendra's palace (moving 60 feet per round as a double move).

If the party catches Lerit before he has traveled 500 feet, there is no risk of the watch noticing or coming to his assistance. After five hundred feet, he will be within viewing range of the front gates of the palace, where a dozen soldiers are within clear view of him.

ALL APLs

☛ **Officer Lerit:** Male human (mixed) Rog1; hp 6; see Appendix I.

Interrogating Lerit will only reveal his intentions (detailed above). He otherwise does not possess any other information relevant to this adventure.

Treasure:

All APLs: Loot - 4gp, Coin - 5gp.

Looking at the Woman

A Heal check (DC 15) will locate notice the telltale signs of poisoning (swelling, a circular red welt around a pinprick wound). A DC 18 check will identify the poison as likely being dark reaver powder, a poison that drains the health and strength of its victims.

A search of her body (Search DC 15) locates a gold locket on a chain around her neck. Any character with ranks in the Appraise skill that sees the locket will know that it worth more money than a commoner would earn in several years. An Appraise check (DC 20) places the value of the locket at 30gp. Detect magic reveals an aura of faint transmutation.

Removing the locket the amulet requires a Sleight of Hand check (DC 15) to pocket it secretly or a Bluff/Diplomacy/Intimidate check (DC 18) to fast-talk/convince/bully the crowd into letting them take it. Failure results in the crowd turning unfriendly to the party, accusing the offending PC of robbing the poor woman's corpse and sending a patron to fetch the watch. A fast-talking PC (Diplomacy DC 25) can stop the patron from leaving by offering to leave the locket with the woman and to pay for her funeral (10 gp).

If the PCs manage to cast *raise dead*, *speak with dead*, or any other spell that lets them communicate with Tabyba, use the information presented in the Adventure Background to summarize what she knows.

Treasure: The only treasure to be gained in this encounter is the woman's locket.

All APLs: Loot - 15 gp (Locket)

Troubleshooting:

If the PCs don't manage to overhear the information regarding the location of woman's employment (Sanyos Manor), they can make a Gather Information check (DC 10) to learn that her name is Tabyba and she worked as a housekeeper at Sanyos Manor.

Note that if the party does not pursue Lerit, he will reach his contact his superiors. Once notified, they will use divinations to determine the importance of the situation and deploy several Deathbringers that arrive at the inn later (during Encounter Four).

Encounter Three

When the PCs approach Sanyos Manor read or paraphrase the following:

The manor stands before you, a two-story building made of polished limestone. Attached to the back of the manor, a smaller copper domed tower extends another floor higher; the third story is only a tower that extends out of the back of the manor. The few windows are small and covered with copper-lined shutters. A pair of large copper plated doors faces the street, the left slightly ajar.

The clean streets are empty of both merchants and travelers, with the only people visible besides your party being a few guards standing outside nearby manors, most of whom are anxiously watching the falling sun.

If the PCs investigate the nearby manor houses, they will see that most are of similar decoration, featuring brass and copper ornaments attached to limestone walls. There is little activity in the ward by the city watch as most of the manors have their own guards, but if necessary a guard patrol can be summoned by using a bell located at each manor.

Although the guards will tolerate a certain amount of curiosity by strangers, after a few minutes they will call out a warning to the party to move along before they summon a watch patrol.

Sanyos Manor

The manor has very little to steal that is easily portable, as the keeper of the house has already taken them to sell and keep her and the house maintained. *Everburning torches* light all the rooms unless noted otherwise.

Although the metal appears to be copper it has been alchemically bound with mithral to give it the strength of steel.

❖ **Front Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

❖ **Internal Doors:** 1 ½ in thick; hardness 5; hp 15; Break DC 18.

For the areas described below, refer to the map in DM's Aid: Map of the Sanyos Manor House.

Area 1: Parlor

To each side of this room are six cloak hooks, from one of which hangs a well-maintained red cloak with silver trim. The far doors are made of oak and bound with polished copper.

The cloak belongs to Tabyba; she left it behind in her hurry to leave the manor as quickly as possible.

Area 2: Dining Hall

A large solid oak table dominates the center of this room. The table is bare, but it is well polished. A copper and gold chandelier hangs from the ceiling by a braided silken rope.

Area 3: Waiting Room

The walls of this room are lined with fine tapestries, below which sit several cushioned chairs. A low table rests in the center of the room, covered in a variety of old and largely uninteresting books, such as "Journal of the Greyhawk Society of Merchants – 587 CY Edition" and "Jousting Illuminated".

Other than the tapestries, there is nothing of value in this room. Only the most desperate bookseller would be interested in the books.

Area 4: Kitchen

A large wood-burning stove fills the far wall of this room, while counters and tables lay bare ready to prepare and serve meals. However, all of the pots, utensils, and other equipment necessary to cook a meal are missing.

An iron door rests against the back wall, the only one of its kind you have seen so far in the manor. Its surface seems to have a dull white finish.

Investigation of the door reveals that it is covered with a light layer of frost and is cold to the touch.

Other than a pile of wood and a box of 10 tindertwigs, there is nothing else here.

Area 5: Cold Storage

As the door opens to this room a blast of chilly air pours out. After a moment the draft stops, but the room itself still radiates cold.

From the light in the kitchen, you can make out several heavy hooks that hang from the ceiling of the room, while the walls and floor are covered with a thick layer of ice. In the back of the chamber, you can make out a footlocker-sized box covered with arcane markings.

A DC 20 Knowledge (Arcana) check allows the PCs to note that the runes are similar to those used in the binding version of a *magic circle of protection*. It detects as magical (moderate abjuration) and has a good lock built into it.

❖ **Lead Box:** 1 in. thick; hardness 8; hp 15; Break DC 28; Open Lock DC 30.

Opening the box (either by getting past the lock or breaking it open), will release an ice mephit that was imprisoned within. The key for the box is located in **Area 8: Master Bedroom**.

With a whirr of blue and white, a four-foot tall winged humanoid takes shape in front of you, his eyes darting back and forth over you nervously. He rises onto the balls of his feet, his fists at the ready and his wings raised up in a defensive posture.

If the PCs seem like they are going to attack, go ahead and get initiative. The ice mephit will not attack, except in defense (keep in mind that the interior of the cold storage room is covered with ice and that he will gain his fast healing while in the room).

All APLs

❖ **Ice Mephit:** hp 13; see Monster Manual p. 182.

However, if the party attempts to parlay, he will be much more agreeable and offers the following bit of advice.

“Thank you for freeing me, twas not the home I wished to be. In turn I offer a tidbit, to aid you against the captor nitwit. Though this room is cold, the merchant purchased the service sold. Rather his interest is large in those that carry electrical charge.” His rhyme done, the mephit bows and fades.

Inside the box are vials of an unknown liquid. A DC 20 Knowledge (arcana) or a DC 25 Craft (alchemy) identifies it as coldfire, a component used in some cold-related spells.

Treasure:

All APLs: 3 vials of coldfire (50 gp each).

Area 6: Business Room

This room contains a finely woven rug that seems to shimmer in the torchlight. There is a large wooden roller desk covered with gold leaf and a large wooden chair covered with luxurious silken cushions. The walls are covered with various maps of the local area and marked with trade routes and pinned with various trade depots and mining encampments.

A Spot check (DC 20) suggests to the PC that the maps and other décor seemed to be placed up in a very deliberate manner. A further investigation and a DC 25 Forgery check or DC 20 Knowledge (geography) check reveals that the maps are well-crafted fallacies and that some of the outposts depicted do not exist.

🔓 **Wooden Desk:** 1 in. thick; hardness 5; hp 10; AC 1; Break DC 18; Open Lock DC 15.

In the desk are various writing items and ledgers of accounts. Spending an hour going through the books and a DC 25 Forgery check with a DC 15 Profession (accounting) check shows that about one month a year is missing. The largest of these anomalies is two months ago.

Area 7: Large Storage

This chamber is two stories high and filled with crates and boxes. The crates are all marked with the Sanyos crest, although it looks as though many of the boxes have been opened and emptied of their contents.

The boxes were once filled with various sundries, such as dried fruits, and meats. The various crates have already been looted for portable wealth; all that remains is a couple hundred pounds of raw iron and copper ore.

Treasure:

The ore, while being valuable, is very bulky. If the party has the means to carry several hundred pounds of ore, they can try and take it, but it really isn't worth it.

All APLs: Loot – 65 gp.

Area 8: Master Bedroom

A large and intricately carved limestone hearth rests on the east wall of this room. The bed across the room sits on a small platform with brass doors underneath. A grand chest sits near the base of the bed, its lock broken and the lid pried open. There is nothing left in the chest. It is quite obvious that this room has been ransacked, as evidenced by the articles of clothing tossed carelessly about the room. There are also scratches and gouges on the other door that leads from this room.

Tabyba has already ransacked the room and attempted to force her way into the door that leads into the office (Area 9 below).

A search of this room shows that under the bed in the bed base are piles of ash. The area is used during the winter by placing hot ember in to keep the bed warm. Due to the difficulty of getting under the bed and the condition, a Search check takes 2 minutes. A DC 30 Search check reveals a small key, the lost key to the mephit's box in the Area 5: Cold Storage.

The door leading to the Office (Area 9 below) is heavily damaged and it looks like someone took a crowbar to it and worked it open. A Spellcraft check (DC 18) check suggests that the door was likely *arcane locked* based on the amount of damage that was done to the door – a normal door would have given much more easily.

Area 9: Office

This room is different from the décor of the rest of the house; the room is spartan and lit with cool light coming from small steel orbs that are imbedded in the walls. In the center of the room is a large desk covered with a variety of arcane apparatus and devices, as well as large sheets of parchment with a variety of mystical circles and wards roughly drawn upon them. Behind the desk, there is a large iron box that sits partially ajar.

The Trap

There is a trap located in the center of the room. Anyone entering the room without speaking the command word

or possessing Tabyba's locket causes a 5-round delay before the trap goes off, striking the person closest to the safe and spreading to all others within 30 feet as long as they are visible from the center of the room (if a PC happens to be around the corner in the bed room they are not targeted).

If they bypass the trap by possessing the locket they get full experience for the encounter.

APL6 (EL 8)

↗ **Chain Lightning Trap:** CR 8; magical; proximity trigger; reset after one minute; spell effect (heightened *chain lightning* (7th level spell), 13th level wizard, 13d6 electricity to target nearest to center of trigger area plus 6d6 electricity to each of up to thirteen secondary targets, DC 20 Reflex save half damage; Search (DC 31); Disable Device (DC 31).

APL8 (EL 10)

↗ **Chain Lightning Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset (one minute); spell effect (heightened *chain lightning* (8th level spell), 17th level wizard, 17d6 electricity to target nearest to center of trigger area plus 8d6 electricity to each of up to fifteen secondary targets, DC 22 Reflex save half damage; Search (DC 33); Disable Device (DC 33).

APL10 (EL 12)

↗ **Mass Hold Monster Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset (one minute); spell effect (*mass hold monster*, 17th level wizard, up to 17 targets, no two of which can be more than 30 ft. apart, DC 23 Will save negates); Search (DC 34); Disable Device (DC 34).

↗ **Chain Lightning Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset (one minute); spell effect (heightened *chain lightning* (8th level spell), 17th level wizard, 17d6 electricity to target nearest to center of trigger area plus 8d6 electricity to each of up to fifteen secondary targets, DC 22 Reflex save half damage; Search (DC 33); Disable Device (DC 33).

Note: Characters that are paralyzed by the *mass hold person* are helpless and may not take advantage of evasion or similar abilities to avoid the damage from the *chain lightning* trap (although they are still entitled to a Reflex save).

APL12 (EL 12)

↗ **Mass Hold Monster Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset (one minute);

spell effect (*mass hold monster*, 17th level wizard, up to 17 targets, no two of which can be more than 30 ft. apart, DC 23 Will save negates); Search (DC 34); Disable Device (DC 34).

↗ **Chain Lightning Trap:** CR 10; magic device; proximity trigger (alarm); automatic reset (one minute); spell effect (heightened *chain lightning* (8th level spell), 17th level wizard, 17d6 electricity to target nearest to center of trigger area plus 8d6 electricity to each of up to fifteen secondary targets, DC 22 Reflex save half damage; Search (DC 33); Disable Device (DC 33).

Note: Characters that are paralyzed by the *mass hold person* are helpless and may not take advantage of evasion or similar abilities to avoid the damage from the *chain lightning* trap (although they are still entitled to a Reflex save).

The Desk

The desk is covered with an incomplete set of arcane tools (the tools that were most valuable-looking were taken and sold by Tabyba). A PC who makes a Knowledge (arcana) check (DC 15) will note that while there are many useful arcane tools here, some of the basics are missing (no astrolabe, only part of a mystic widget, etc).

The Iron Box

The iron box is about eight feet long, four feet wide, and four feet deep. The lid has a lock affixed to it, but it is unlocked and the lid is partially open. A Search check (DC 18) or a Spot check (DC 23) notices a small needle sticking out of the lock, covered in dried blood and poison (the poison has been neutralized by exposure to air, after Tabyba triggered the trap).

After the lid is opened read the following:

Lifting the lid, you are surprised by the contents – the body that the woman in the tavern must have found. Looking at it now, you can imagine that it may well have easily frightened the old woman, but you find it hard to be scared by what seems to be a very well preserved mummified corpse.

PCs investigating the body can learn the following information:

The corpse is resistant to damage (treat as hardness 8, with no particular vulnerability to any type of energy). It is immune to necromantic spells and is under an effect similar to *nondetection* (caster level 10). Any attempt to

cast a divination on the corpse will require the PC to succeed on a caster level check to gain any information.

Detect Evil

The corpse does NOT detect as evil. PCs with ranks in Knowledge (religion) are automatically aware that that is unheard of in undead.

Detect Good

The corpse detects faintly as good.

Detect Undead

The corpse does not detect as undead.

Divination

If the caster is a worshipper of Beory, any divination cast regarding the corpse will reveal the following:

“Wayward son, taken from his Mother’s bosom, no legs to carry him home, no heart to find the way.”

If the caster is a worshipper of any deity granting the Death domain:

“He is outside; not one of ours. He belongs to the Oerth, regardless of the Reaper’s wishes otherwise.”

If the caster does not follow one of the above:

“The child of Oerth has long passed on from this realm, the soul remains in the Mother’s arms, the body returned from her gardens.”

Heal

DC 20 There are many different techniques used when embalming the dead, and even just to mummify them. This body is unusual in that it does not bear the markings that indicate that internal organs were removed (such as the brain or heart).

DC 25 It is nearly impossible to identify how long ago this corpse was mummified. Aside from dehydration, there is no deterioration of the body from rot or vermin.

Knowledge (History) or Bardic Knowledge (DC 20 for all information listed below)

DC 20 The dressings of the mummy are typical of those used by the Rovers of the Barrens, although this particular specimen is done in a particularly archaic fashion.

DC 30 Based on the dressings and decorations on this corpse, it is nearly a thousand years old.

Knowledge (Local – Iuz’s Border States) or Bardic Knowledge

DC 15 The mummy is obviously Flan – although the body is desiccated, you can clearly see the broad cheekbones and even in death it retains a dusky color in its flesh.

Spellcraft (in conjunction with *detect magic*)

DC 21 There are overwhelming conjuration and necromantic auras on the corpse.

DC 30 There is actually only one aura on the corpse – a single spell that contains both conjuration and necromantic elements.

DM’s Note: A lot of the information regarding the corpse is left intentionally vague in order to enable judges to play the future scenarios in the series. The main things to understand are that the corpse is unique, mysterious, and possibly quite valuable (either for religious or for arcane study).

The magic on the body is very powerful and unidentifiable. The PCs should be encouraged to speculate, but ultimately the secret of the body remains to be revealed at a future date.

Do your best to ensure that the players understand that it would probably not be in their best interest to allow either the Horned Society or the forces of Iuz to get their hands on the Body.

Area 10: Maid’s Room

This room is modestly decorated and dominated by a bed covered in fine linens and contains a wooden-framed mirror and a dresser made of finely crafted oak. The room looks well used and is well maintained.

This is the room that the maid stays and contains her clothing and personal items.

Treasure:

If the party decides to loot her room (shame on them), they can scrounge up a few gold pieces worth of sellable goods in about five minutes.

All APLs: Loot – 5 gp.

Area 11: Private Hall

This room looks as if it has not been used in a long time, with the chairs and table covered in linens and the rugs rolled up against the wall. The room looks as if it is setup for ease of cleaning, not ease of use.

Area 12: Library

Tome-filled shelves line one wall of this room, while the other half of the room contains a large workbench and three man-sized glass chambers.

APL 6

Two of the tubes are cracked and empty. The third what appears to be a ball of electricity.

APL 8

One of the tubes is cracked and empty. The remaining two contain what appears to be a ball of electricity.

APL 10+

The chambers look badly damaged, but each seems to contain a ball of electricity.

ALL APLs

All three chambers have large copper cables running through them that twist off into the wall.

In the near corner, there is a small iron safe.

Investigating the Room

The glass chamber(s) contain Xap-Yaup(s) that Sanyos imprisoned to power his Planar Orrery (see Area 13). Over time some of them may have escaped (at lower APLs), while others have grown larger.

In the last few months since Sanyos disappeared, the Xap-Yaup(s) had been left on their own and were more or less content, making only half-hearted attempts to escape. However, with the arrival of the PCs, they believe they will be put back to work and will attempt to break free of their prisons. On the fourth round after the party enters the room, any Xap-Yaup(s) that are imprisoned will break the glass of their chambers and attack the party. If a PC casts *make whole* on a glass chamber(s) before the fourth round, the Xap-Yaup within will remain trapped and the PCs earn full experience for defeating it.

APL6 (EL 8)

You hear the sound of glass shattering, as the remaining glass chamber breaks open. The orb of electricity within passes through the cracked walls and reveals writhing blue-white tentacles that begin to lash about wildly. It blurs momentarily and begins to split apart forming into three smaller creatures that begin to advance on you.

☛ Xap-Yaup (3): hp 32 each; see Appendix II.

APL8 (EL 10)

You hear the sound of glass shattering, as the remaining glass chambers break open. The orbs of electricity within pass through the cracked walls and reveal writhing blue-white tentacles that begin to lash about wildly. They blur momentarily and begin to split apart forming into six smaller creatures that begin to advance on you.

☛ Xap-Yaup (6): hp 32 each; see Appendix III.

APL10 and APL12

You hear the sound of glass shattering, as the glass chambers break open. The orbs of electricity within pass through the cracked walls and reveal writhing blue-white tentacles that begin to lash about wildly. Two of them blur momentarily and begin to split apart forming into six smaller creatures that advance on you.

APL10 (EL 12)

☛ Advanced Xap-Yaup: hp 110; see Appendix IV.

☛ Xap-Yaup (6): hp 32 each; see Appendix IV.

APL12 (EL 14)

☛ Mature Xap-Yaup: hp 127; see Appendix V.

☛ Immature Xap-Yaup (6): hp 58; see Appendix V.

Tactics:

The Xap-Yaup(s) move slowly, moving while using their energy ray attack. They will concentrate their energy ray attack on the most heavily armored opponent wearing metal armor, until they have engaged in melee.

🗡️ **Magically Treated Iron Vault:** 2 in thick; hardness 20; hp 120; Break DC 38; Open Lock DC 28.

The vault is mostly empty, having been cleared of most of its contents by Sanyos in preparations for his flight from Groucester. However, he did leave a recent journal that contains information useful to the PCs (Player Handout II).

Area 13: Grand Orrery

The stairs lead up into the chamber that lies beneath the tower's copper dome. The walls and ceiling of the room are lined with cogs and gimbals that link to various sections of the floor that are marked with arcane glyphs.

A great orrery, with massive metallic globes set on long arms and attached to a very complex machine that fills the center of the room. On top of the

machine is a crystalline orb containing what looks like a huge ball of lightning, similar to those found in the previous chamber. As tendrils reach out to the edge of the glass, sigils on the surface of the orb flare and the tendrils withdraw.

The creature in the crystal is a Xap-Yaup (see Appendices II through V for stats and Appendix VI for a description).

The creature is being used to power the device and if the crystal is shattered then the creature explodes. In the room all spells with the electricity descriptor have all effects reduced by half. All spells that draw power from other planes are cast as extended versions, although not taking up a higher spell slot, while in the orrery.

The orrery in and of itself is a valuable prize, not only for its effects, but also to be used to predict planar alignments. Unfortunately the object cannot be taken and following the investigation into Tabyba's death it will fall under Xavendra's control.

Development

By this point it should be past dark (and past the curfew).

The PCs are left with the choice of trying to make their way back to the Dancing Demon Inn, choosing to "camp" at the manor, or perhaps fleeing Groucester altogether.

If the party chooses to stay at the manor, see if they set watches. During the night, have the PCs make Listen checks and regardless of the results, have them hear noises outside (shutters rattling, the sound of footsteps, etc). Other than the noises however, nothing occurs during the night.

If the party tries to head back to the Dancing Demon or try to leave town, have them make Spot and Listen checks during the trip. Regardless of the check results have them see things out of the corner of their eyes and hear suspicious noises in every alley. Nothing will actually come of these distractions however, and the party reaches their destination unhindered.

If the party goes to the Dancing Demon proceed to Encounter Four. If the party leaves town in possession of the body, go to Encounter Six. If the party leaves town without the body, go to Conclusion 1 if they didn't kill officer Lerit, or Conclusion 2 if they did.

Encounter Four

Paraphrase the following text if the party arrives the following morning.

Entering the Dancing Demon you see that the taproom is mostly empty, the celebrants gone home or upstairs to their rooms. All that are left are the two half-orcs sitting at a corner table with a dark-skinned human woman. The woman is apparently telling

some great tale as she moves her arms about, embellishing the story with grand gestures. She pauses for a moment as she notices your group, her distraction causing Un'dar to leap to his feet and stride over to you. "What wrong with you? Are you trying to get my inn burnt down or something? Comin' in after curfew not a good ting you know!"

If the PCs are carrying the body (even if it is concealed), Un'dar becomes hostile upon seeing it, as few things resemble a body, even in disguise. If the party does not have the body, go to Part B below.

"You kill someone an bring da body here, you trying to ruin my business?"

Un'dar is hostile, but if the PCs reveal the body or succeed on a DC 15 Diplomacy check the Flan woman intervenes.

The female human rises and approaches the half-orc, "Settle Un'dar, I am sure they mean no harm to you."

She turns to look you all in the eyes. "May I ask why you are bringing him," she nods towards the body, "to an inn? 'Tis not a bed he should be sleeping in."

The female human (Oytens) is genuinely curious. She is an excellent judge of character (or at least she thinks so) and she doesn't think the PCs have the look of murderers to them.

However, her opinion of the PCs does change dramatically if the party lets her see the corpse (particularly if they ask her if she knows anything about where it came from or mention a demi-plane with a necropolis).

'Friends, if that is what I think it is, it would be best if we departed this place as soon as possible.'

Ruhda walks up behind the Flan woman. "You go so soon? But you just get here?"

Oytens places her hand over the half-orcs. "I'm sorry, sister, but this is very important. A secret has been given life. I must see it put back to the grave."

If the party stopped Lerit in Encounter Two, continue to Encounter Five. Otherwise, continue with Part A: The Bringers of Death.

Part A: The Bringers of Death

If the PCs failed to stop the information officer the forces of the Xavendra have located them.

As Oytens and her sister are saying their goodbyes, the door swings open revealing two burly humanoids that could not be anything of Beory's design; they step through the door, their faces hidden behind grinning skull helmets. One steps forward and grunts, "The Pale Lady is pleased that you are here.

Will you come with us peacefully or will we have to smash you good?"

Allow the PCs to make a Knowledge (religion) check (DC 40) to identify these creatures, but even if they fail (and they likely will) let them know that they definitely feel outmatched by them.

Ruhda screams, "Oytens, get dem ouda of here! Me hold dim off!" A greatsword appears within her grasp as she charges one of the brutes. A great axe appears in Un'dar's good hand and as he charges the other.

Oytens turns to the party, "We cannot risk the Old One or his servants finding that body. Quick follow me. She leads you back into the kitchen and out the back door. Pulling a scroll from her cloak, she mutters a few arcane words before you flee into the night, the sounds of combat echoing inside the inn.

The spell that Oytens casts from the scroll is *pass without trace* (via Use Magic Device) to cover the PCs tracks. Ruhda and Un'dar manage to hold off the undead soldiers for three rounds – long enough for the heroes to get away.

If the PCs are foolish enough not to flee, they will face the full power of the two Deathbringers.

All APLs

☛ **Deathbringers** (2): hp 195 each; see Appendix I.

Development: Continue on to Encounter Five.

Part B: Scott Free?

If the party managed to stop the informant Xavendra's forces are just learning of the situation.

Oytens and her companion say their goodbyes to their old friends. Un'dar leads you to a corner opposite where you sat earlier that day. As Un'dar opens a secret passage Ruhda's eyes fill with tears, "Me wish you could have stayed longer, Oytens." Her smile says she wishes the same. They embrace for a short time and then she begins down the dark, unlit staircase.

Encounter Five

Griffon riders were dispatched to seek out the PCs and recover the body, to accomplish this at night, Xavendra also dispatched rangers to track down the PCs and signal the Griffons to the Party's whereabouts.

It has been an hours since you escaped Groucester. You still can't shake the feeling that you are being watched. Just then, out of the darkness of the sky, there come mighty and majestic creatures; one, two, no three of these mighty creatures descend from the clouds followed by large bat. On the backs of each of the powerful bird headed winged lions you can make out riders in heavy armor, carrying lances.

APL 4

There is a fourth rider on the back of the bat.

All APLs

As the creatures glide the leader waves his hands as a gesture that seems to mean that he would like to talk.

DC 15 Spot check:

You see one griffon buck and weave mid air. The rider responds by hitting the griffon on the back of the head.

DC 15 Listen check:

"Take that you stupid beast. The next time you act out you're gonna really get it."

Before combat begins, the PCs may attempt to alter the attitude of the griffons. A DC 15 Handle Animal check, DC 15 Diplomacy check, or DC 15 wild empathy check changes this griffon from indifferent to friendly. Feel free to give the PCs bonuses for good lines. This is not combat, so there is no –10 penalty. Choosing to do this starts combat.

Any paladin that consciously and obviously attempts to protect the griffons from harm during combat and later frees the griffons from their evil masters receives **Blessings of the Griffons** on their AR.

Make sure that you give the PCs enough information to realize the power that is around them. At the higher APLs make sure that they know that two of the griffons are huge creatures and that they appear much stronger than normal.

At this point the PCs may attack the riders, but if they seem even remotely like they will talk then the leader lands and talk from one hundred feet away and proclaim the following.

The one that must be the leader lands one hundred feet from you. "I am Merrix, leader of Xavendra's Griffon Riders. I am here at her behest and am to ask that you return something that was stolen from a merchant house not too long ago. If you hand over the body we shall let you go, unhindered."

Note: Merrix is currently unfriendly and tries to get the characters to turn over the body without a fight. If pressed, he says that he doesn't want the body to be hurt, but says nothing more on why he is giving them a chance to turn over the body. If they turn over the body, then the druid's griffon lands to check it out and confirm that it is the real body. If the PCs pretend that they do not have the body, Merrix lets them know that his scouts have seen them with the body and that they are to turn it over, it's of no use to them anyway. Finally, if the PCs decide to attack, then warn them of the odds of fighting by reading or paraphrasing the following.

If the PCs seem to be contemplating attacking Merrix says the following.

"The odds in this fight seem to be stacked against you. We are skilled riders and our griffons are trained for combat. Are you sure you want take this course of action? This is your last chance."

If they still decide to press the attack, then proceed to combat as the leader's griffon takes flight on his turn.

If the PCs seem to be contemplating giving over the body, Oytens says the following:

"You would be truly foolish to turn over the body. She will only use it for her research, to raise an unstoppable army of undead loyal to the old one."

APL6 (EL 9)

- **Merrix:** Male Human Ftr4; see Appendix II
- **Dornell:** Male Human Drd4; see Appendix II
- **Griffon Rider Trainees (2):** Male Humans Ftr2; see Appendix II
- **Griffons (3):** see Monster Manual p. 139

APL8 (EL 11)

- **Merrix:** Male Human Ftr7; see Appendix III
- **Dornell:** Male Human Drd7; see Appendix III
- **Griffon Rider Regulars (2):** Male Human Ftr5; hp see Appendix III
- **Griffons (3):** see Appendix III

APL10 (EL 13)

- **Merrix:** Male Human Ftr8/Cav2; see Appendix IV
- **Dornell:** Male Human Drd9; see Appendix IV

- **Griffon Rider Lieutenants (2):** Male Humans Ftr7; see Appendix IV
- **Advanced Griffons (CR 6) (3):** see Appendix IV

APL12 (EL 15)

- **Merrix:** Male Human Ftr8/Cav3; see Appendix V.
- **Advanced Griffon (CR 9) (1):** see Appendix V
- **Dornell:** Male Human Drd9/WrShpr3; see Appendix V
- **Griffon Rider Captains (2):** Male Human Ftr8; see Appendix V
- **Advanced Griffons (CR 6) (2):** see Appendix V

Tactics by APL

APL 6

Dornell casts from the back of Soar (his bat). He starts with *briar web*, followed by *entangle* to entrap anyone who manages to escape the first spell. The fighters each pick a target and stick with that target. Dornell and Soar attempt to stay out of the fray.

APL8

As above, except that Dornell casts from dire hawk form, while Soar engages a spell caster. In the third round Dornell cast *call lightning* and focuses on people in heavy armor.

APL10 and 12

As above, except the first spell Dornell casts is *transmute rock to mud*. He creates a mud pit centered on the party. Medium sized creatures are in waist deep, Small creatures are chest deep in mud. While in the mud, speed is cut to 5 feet; you cannot take the normal 5-foot step. You also take a -2 to all attacks and your AC. Dornell uses all his *flame strikes*, after they are exhausted he casts *call lightning* and focuses on anyone in heavy armor.

Note: One rider will have the *eyes of the eagle*, the other will have the *ring of feather falling* at APL 10 and 12. The Griffon Riders will use their expendable magic items to ensure the recovery of the body

Conclusion

Conclusion One

Use this conclusion if the PCs failed to kill officer Lerit and turned over the body.

Oytens turns to you with tear-filled eyes and swallows, "Not only did you fail the people of Oerth, but those who died so that you could escape. You are lower than the refuse stuck on my boots and if I see you again, I shall kill you myself!" With that she runs away.

Results:

All of the PCs earn:

Mark of the Rovers – Cowardice
Favor of Xavendra

Conclusion Two

Use this conclusion if the PCs killed officer Lerit but turned over the body.

Oytens turns to you with tear-filled eyes and swallows, "Not only did you doom the people of Oerth, but you have shown your true colors. You are lower than the refuse stuck on my boots and if I see you again, I shall kill you myself!"

Results:

All of the PCs earn:

Mark of the Rovers – Cowardice
Favor of Xavendra

Conclusion Three

Use this conclusion if the PCs failed to kill officer Lerit and did not turn over the body.

Oytens turns to you with tear filled-eyes and swallows, "At least my friends died for worthy people. You have no idea how many lives you have saved. The question now is what do we do with it? I feel that it needs to be returned to the place it was put to rest, but who shall carry such a burden?"

To the "Bearer of the Body":

"You are indeed brave my friend; keep it safe. I must attempt to locate this ancient ruin so that we can return it. I fear if you ever leave the body anywhere, Xavendra will locate it. You cannot allow this to occur."

If no one volunteers to be the bearer, then Oytens is forced to do it. Read the following:

"It is clear that I must bear the burden of my ancestors. I will look for your help in the future. Till then, live well."

Results:

All of the PCs earn:

Mark of the Rovers – Bravery
Sought for Questioning

In addition, a single PC that volunteers to be the caretaker of the Body until it can be put to rest in Nerull's

Bane earns **Bearer of the Body**. If multiple PCs volunteer, first choice is a good-aligned character, second choice is a cleric. If there are still multiple volunteers, determine randomly.

Conclusion Four

Use this conclusion if the PCs killed officer Lerit and did not turn over the body.

Oytens turns to you and smiles; "You have proven yourself true heroes, you have no idea how many live you have saved. The question now is what do we do with it. I feel that it needs to be returned to the place it was put to rest, but who shall carry such a burden?"

To the "Bearer of the Body":

"You are indeed brave my friend; keep it safe. I must attempt to locate this ancient ruin so that we can return it. I fear if you ever leave the body anywhere, Xavendra will locate it. You cannot allow this to occur."

If no one volunteers be the bearer, then Oytens is forced to do it. Read the following:

"It is clear that I must bear the burden of my ancestors. I will look for your help in the future. Till then, live well."

Results:

All of the PCs earn:

Mark of the Rovers – Bravery
Sought for Questioning

In addition, a single PC that volunteers to be the caretaker of the Body until it can be put to rest in Nerull's Bane earns **Bearer of the Body**. If multiple PCs volunteer, first choice is a good-aligned character and the second choice is a cleric. If there are still multiple volunteers, determine randomly.

The End

Experience Point Summary

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

Encounter Three

Disable / bypass the chain lightning trap

APL6 240 XP; APL8 300 XP; APL10 360 XP;
APL12 360 xp.

Defeat the Xap-Yaups

APL6 240 XP; APL8 300 XP; APL10 360 XP;
APL12 420 xp.

Encounter Five

APL6 270 xp; APL8 330 xp; APL10 390 xp;
APL12 450 xp.

Story Award

Did the PCs Keep from the body from the Old One's Forces?

APL6 50 xp; APL8 95 xp; APL10 140 xp;
APL12 215 xp.

Discretionary roleplaying award

All APL's 100 xp.

Total possible experience:

APL6 900 xp; APL8 1,125 xp; APL10 1,350 xp;
APL12 1,545 xp.

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*,

analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Two: Officer Lerit

All APLs: L: 30gp, C: 5gp

Encounter Three: Manor

All APLs L: 65gp, M: *coldfire* (3 vials @ 12 GP each)

Encounter Five: Escape

APL6: L: 173 gp; C: 10 gp; M: *+I banded mail* (2 @ 116 gp each), *+I hide armor* (97 gp), *+I breastplate* (112 gp), darkwood shield (21 gp), *potion of bull's strength* (25 gp), *potion of cure light wounds* (2 @ 4 gp each), *divine scroll of call lightning* (31 gp), *divine scroll of cure critical wounds* (58 gp), *ring of feather falling* (183gp).

APL8: L: 182 gp; C: 8 gp; M: *+I banded mail* (2 @ 116 gp each), masterwork bronzewood breastplate (362 gp), *+I full plate* (220 gp), darkwood shield (21 gp), *cloak of resistance +I* (2 @ 83 gp each), *potion of bull's strength* (25 gp), *potion of cure light wounds* (2 @ 4 gp each), *potion of shield of faith +4* (50 gp), *divine scroll of call lightning* (31 gp), *divine scroll of cure critical wounds* (58 gp), *ring of feather falling* (183gp), *dust of appearance* (150 gp), *eyes of the eagle* (208gp).

APL10: L: 106 gp; C: 9 gp; M: *+I lance* (192 gp), *+I composite shortbow (+3)* (2 @ 216 gp each), *+I banded mail* (2 @ 116 gp each), *+I bronzewood breastplate* (445 gp), *+I full plate* (220 gp), darkwood shield (21 gp), *cloak of resistance +I* (2 @ 83 gp each), *potion of bull's strength* (25 gp), *potion of shield of faith +4* (50 gp), *divine scroll of call lightning* (31 gp), *divine scroll of cure critical wounds* (58 gp), *divine scroll of flame strike* (93 gp), *ring of feather falling* (183gp), *dust of appearance* (150 gp), *eyes of the eagle* (208gp), *bead of force* (250gp), *boots of levitation* (625gp).

APL12: L: 103 gp; C: 10 gp; M: *+I thundering cold iron lance* (860 gp), *+I composite shortbow (+3)* (2 @ 216 gp each), *+I breastplate* (2 @ 112 gp each), *+I wild*

bronzewood breastplate (1,695 gp), *+2 full plate* (470 gp), darkwood shield (21 gp), *cloak of resistance +1* (3 @ 83 gp each), *potion of bull's strength* (25 gp), *potion of shield of faith +4* (50 gp), *potion of barkskin +3* (50 gp), *potion of cat's grace* (2 @ 25 gp each), *ring of feather falling* (183gp), *dust of appearance* (150 gp), *eyes of the eagle* (208gp), *bead of force* (250gp), *boots of levitation* (625gp).

Total Possible Treasure

APL 6: L: 268 gp; C: 15 gp; M: 803 gp - Total: 1086 gp (maximum 900 gp)

APL 8: L: 277 gp; C: 13 gp; M: 1750 gp - Total: 2040 gp (maximum 1300 gp)

APL 10: L: 201 gp; C: 14 gp; M: 3417 gp - Total: 3632 gp (maximum 2300 gp)

APL 12: L: 198 gp; C: 15 gp; M: 5578 gp - Total: 5791 gp (maximum 3300 gp)

Special

Mark of the Rovers: Due to your actions, Oytens passes word of your deeds back to her allies within the Rovers. The initial attitude of non-evil Rovers is adjusted by one step. Check one of the following:

[] Bravery: Improve attitude one step.

[] Cowardice: Reduce attitude one step.

Wanted for Questioning: Increase your Wanted Score by 2.

Bearer of the Body: Until you are able to return the Body to its proper resting place, you must spend 10% of your earned gold from every regional or metaregional scenario occurring in Iuz's Border States. This time represents bribes and other costs of hiding the body from the forces of evil.

However, some force is watching over you. While undertaking the guardianship of the body, you automatically stabilize if brought to negative hit points. This does not prevent death at -10 or more hit points, nor does it heal any damage.

The effects above end when the body is returned to its resting place, or on December 31, 2006, whichever comes first.

Favor of Xavendra: In exchange for the Body, Xavendra has granted you clemency. Reduce your Wanted Score by 2 or remove the effects of "Notice of Xavendra".

Blessings of the Griffons: Paladins of 8th level or higher are able to call a griffon mount, using the rules from p. 204 of the *Dungeon Master's Guide*. Paladins lower than 8th level may summon the griffon once they reach 8th level.

Bronzewood Breastplate: This breastplate is made of exceptionally hard wood. Although dense and weighty compared to other woods, it is lighter than most metal. This bronzewood armor is also less obtrusive than similar armor made of metal. The armor check penalty does not apply to Hide checks made in woodland environments. Bronzewood has a hardness of 10 and a nonmagical breastplate has 25 hit points.

Masterwork Bronzewood Breastplate: No aura (nonmagical); Price 4,350 gp; Weight 27 lb.

+1 Bronzewood Breastplate: Faint abjuration; CL 3rd; Craft Magic Arms and Armor, bronzewood; Price 5,350 gp; Weight 27 lb.

+1 Wild Bronzewood Breastplate: Moderate transmutation; CL 9th; Craft Magic Arms and Armor, bronzewood, *baleful polymorph*; Price 20,350 gp; Weight 27 lb.

Items for the Adventure Record

Item Access

APL 6:

Coldfire (Adventure, 3 vials [one ounce per vial] maximum, 50 gp, Frostburn)

Darkwood shield (Adventure, DMG)

Ring of feather falling (Adventure, DMG)

APL 8: (All of APL 6 plus the following)

Dust of appearance (Adventure, DMG)

Eyes of the eagle (Adventure, DMG)

Masterwork bronzewood breastplate (Adventure, see above)

APL 10: (All of APLs 6-8 plus the following)

Bead of force (Adventure, DMG)

Boots of levitation (Adventure, DMG)

Scroll of flame strike (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)

+1 thundering cold iron lance (Adventure, DMG)

+1 wild bronzewood breastplate (Adventure, see above & DMG)

+2 full plate (Adventure, DMG)

Appendix I – NPCs

Un'dar: Male Half Orc Bbn4/Ftr2/Exp3; CR 7; Medium Humanoid (orc); HD 4d12+2d10+3d6+18; hp 84; Init: +1; Spd 40 ft.; AC 15 (touch 11, flatfooted 15)[+1 Dex, +4 armor]; BA/G +8/+13; Atk: +15 (1d12+6 [x3], +1 greataxe); Full Atk +15/+10 (1d12+6 [x3], +1 greataxe); SA Rage 2/day; SQ: Darkvision, uncanny dodge; AL N; SV Fort +10, Ref +3, Will +4; Str 20, Dex 12, Con 14, Int 10, Wis 10, Cha 8; Height 5' 9"; Weight 225 lb.

Skills and Feats: Bluff +4, Climb +12, Diplomacy +8, Intimidate +13, Jump +16, Listen +5, Ride +3, Sense Motive +5, Swim +7; Cleave, Extra Rage, Improved Toughness, Monkey Grip, Power Attack, Weapon Focus (greataxe).

Possessions: +1 greataxe, mithral shirt, glove of storing.

Ruhda: Female Half Orc Bbn4/Rgr2; CR 6; Medium Humanoid (orc); HD 4d12+2d8+12; hp 55; Init +2; Spd 40 ft.; AC 16 (touch 12, flatfooted 16)[+2 Dex, +4 armor]; BA/G +6/+10; Atk +10 melee (2d6+7 [19-20/x2], +1 greatsword); Full Atk +10/+5 melee (2d6+7 [19-20/x2], +1 greatsword); SA Rage 2/day; SQ: Darkvision, uncanny dodge; AL NG; SV Fort +9, Ref +6, Will +2; Str 18, Dex 15, Con 14, Int 6, Wis 12, Cha 8; Height 6' 6"; Weight 295 lb.

Skills and Feats: Jump +12, Listen +10, Survival +10; Extra Rage, Power Attack, Track, Rapid Shot, Weapon Focus (greatsword).

Possessions: +1 greatsword, mithral shirt, glove of storing.

Officer Lerit: Male Human (Mixed) Rog1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 6; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13)[+2 Dex, +3 leather armor]; BA/G +0/+0; Atk +0 melee (1d6 [18-20/x2], rapier); Full Atk +0 (1d6 [18-20/x2], rapier); SA Sneak attack +1d6; SQ Trapfinding; AL NE; SV Fort +1, Ref +4, Will -1; Str 10, Dex 15, Con 13, Int 14, Wis 8, Cha 11.

Skills and Feats: Bluff +4, Diplomacy +4, Gather Information +6, Hide +6, Knowledge (local – Iuz' Border States) +6, Listen +3, Move Silently +6, Search +8, Sense Motive +1, Spot +3; Investigator.

Possessions: Rapier, leather armor, silver holy symbol of Iuz.

Oytens, Female Human (Flan) Brd12; CR 12; Medium Humanoid (human); HD 12d6+12; hp 62; Init +7; Spd 30 ft.; AC 22 (touch 15, flatfooted 19)[+3 Dex, +5 armor,

+2 deflection, +2 natural]; BA/G +9/+9 Atk: +13 ranged (1d6+1 [x3], +1 shortbow); Full Atk +13/+8 ranged (1d6+1 [x3], +1 shortbow); SA Spells; AL NG; SV Fort +5, Ref +11, Will +8; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 22; Height 5' 6"; Weight 119 lb.

Skills and Feats: Bluff +11, Diplomacy +25, Disguise +12, Gather Information +15, Hide +15, Knowledge (arcana) +7, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +8, Knowledge (geography) +7, Knowledge (history) +8, Knowledge (local – Iuz' Border States) +8, Knowledge (nature) +8, Knowledge (nobility) +7, Knowledge (planes) +8, Knowledge (religion) +8, Move Silently +15, Perform (sing) +21, Tumble +8; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus(shortbow)

Spells Known (3/5/5/4/3; base DC 16 + spell level): 0—[Detect Magic, Ghost Sound, Know Direction, Mending, Message, Read magic]; 1st—[Cure Light Wounds, Detect Secret Doors, Disguise Self, Remove Fear]; 2nd—[Blindness/Deafness, Glitterdust, Silence, Tongues]; 3rd—[Cure Serious Wounds, Daylight, Haste, See Invisibility]; 4th—[Cure Critical Wounds, Greater Invisibility, Legend Lore].

Possessions: +1 shortbow, +1 mithral shirt, cloak of charisma +2, gloves of dexterity +2, ring of protection +2, amulet of natural armor +2.

Deathbringers (4): CR 17; Large Undead; HD 30d12; hp 195; Init +2; Spd 40 ft.; AC 32 (touch 11, flatfooted 30)[-1 size, +2 Dex, +16 natural, +5 chain mail]; BA/G +15/+24; Atk +21 melee (3d6+8 [17-20/x2], +1 Large adamantite greatsword) or +19 melee (1d8+5, slam); Full Atk +21/+16/+11 (3d6+11 [17-20/x2], +1 Large adamantite greatsword) or +19 melee (1d8+5, 2 slams); Space / Reach: 10 ft. / 10 ft.; SA Greater dispelling, negative energy burst, trample 1d8+7; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +10, Ref +12, Will +19; Str 20, Dex 15, Con -, Int 13, Wis 14, Cha 7.

Skills and Feats: Intimidate +31, Jump +36, Listen +35, Move Silently +29, Spot +35; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (greatsword).

Greater Dispelling (Sp): A deathbringer can produce a greater dispelling effect at will. Caster level 20th.

Negative Burst (Su): A deathbringer can release a silent burst of negative energy at a range of up to 100 feet. The burst has a 20-foot radius and deals 1d8+10

points of negative energy damage to each living creature in the area (Will DC 23 half). Since undead are powered by negative energy, this effect heals the deathbringer and any other undead within the area of as much damage as it would otherwise deal. Once a deathbringer releases a negative burst, it must wait 1d4 rounds before it can do so again.

Trample (Ex): Reflex half (DC 30). The save DC is Strength-based.

Appendix II – APL 6

Encounter 3 (EL8)

Xap-Yaup (3): CR 5; Medium Outsider (Extraplanar, Incorporeal); HD 5d8+10; hp 32; Init +2; Spd 20 ft. fly (good); AC 16 (touch 16, flat-footed 14)[[+2 Dex, +4 deflection]]; BA/G +5/-; Atk +7 melee (1d6 plus 2d6 electricity, incorporeal touch) or +7 ranged touch (1d8 electricity, energy ray); Full Atk +7 melee (1d6 plus 2d6 electricity, 4 incorporeal touches) or +7 ranged touch (1d8 electricity, energy ray); SQ Darkvision 60ft, explosion, immunity to electricity, incorporeal traits, outsider traits; AL N; SV Fort +6, Ref +8, Will +4; Str -, Dex 15, Con 14, Int 7, Wis 10, Cha 18.

Skills and Feats: Hide +10, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes); Combat Reflexes, Lightning Reflexes.

Energy Ray (Ex): A xap-yaup's energy ray has a range of 30 feet.

Explosion (Su): If a xap-yaup is reduced to 0 hit points, its body is instantaneously destroyed in an explosion that deals 1d8 + 9 points of electricity damage to everyone in a 20-foot-radius burst (Reflex DC 16 half).

Encounter 5 (EL9)

Merrix: Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18)[+1 Dex, +6 armor, +2 shield]; BA/G +4/+7; Atk +9 melee (1d8+6 [x3], lance); Full Atk +9 melee (1d8+6 [x3], lance) or +5 ranged (1d6+3 [x3], composite shortbow (+3)) or +7 melee (1d6+3 [18-20/x2], scimitar); AL LE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +6, Ride +9, Knowledge (nobility) +3; Mounted Combat, Ride by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: Masterwork lance, composite shortbow (+3), scimitar, heavy steel shield, +1 *breastplate*, arrows (20), exotic military saddle, bit and bridle, *potion of bull's strength*, *potion of cure light wounds* (2), *ring of feather falling*, pouch with 17 gp.

Dornell: Male Human Drd4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16)(+4 armor, +2 shield); BA/G +3/+2; Atk +2 melee (1d6-1, club); Full Atk +2 melee (1d6-1, club) or +3 ranged (1d4-1, sling); SA Spells, spontaneous casting (*summon nature's ally*); SQ Animal Companion, nature sense, trackless step, wild empathy (1d20+4), woodland stride,

resist nature's lure; AL NE; SV Fort +6, Ref +1, Will +7; Str 9, Dex 10, Con 14, Int 14, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Diplomacy +7, Handle Animal +7, Knowledge (Nature) +5, Ride +9, Spellcraft +8, Spot +10, Survival +6; Spell Focus (Conjuration), Sudden Widen, Track.

Animal Companion: Dornell has a dire bat as an animal companion. Its statistics are as described on page 62 of the *Monster Manual*, except that Dornell can handle it as a free action and share spells if the companion is within 5 feet (see page 36 of the *Player's Handbook*).

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—[*detect magic* (2), *guidance*, *know direction*, *virtue*]; 1st—[*cure light wounds*, *entangle*, *faerie fire*, *obscuring mist*]; 2nd—[*barkskin*, *briar web*, *briar web*].

Possessions: Club, sling, sling bullets (20), +1 *hide armor*, darkwood shield, spell component pouch, holly and mistletoe, exotic military saddle, bit and bridle, *divine scroll of call lightning* (CL 5th), *divine scroll of cure critical wounds* (CL 7th), pouch with 11 gp.

Griffon Rider Trainee (2): Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19)[+7 armor, +2 shield, +1 Dex]; BA/G +2/+4; Atk +4 melee (1d8+3 [x3], lance); Full Atk +5 melee (1d8+3[x3], lance) or +5 ranged (1d6+2 [x3], shortbow), or +4 melee (1d6+2 [18-20/x2], scimitar); AL NE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +7, Intimidate +1; Improved Mounted Archery, Mounted Archery, Mounted Combat, Weapon Focus (shortbow).

Possessions: Lance, masterwork composite shortbow (+2), scimitar, heavy steel shield, +1 *banded mail*, arrows (20), exotic military saddle, bit and bridle, pouch with 17 gp.

Appendix III – APL 8

Encounter 3 (EL10)

Xap-Yaup (6): CR 5; Medium Outsider (Extraplanar, Incorporeal); HD 5d8+10; hp 32; Init +2; Spd 20 ft. fly (good); AC 16 (touch 16, flat-footed 14)[[+2 Dex, +4 deflection]]; BA/G +5/-; Atk +7 melee (1d6 plus 2d6 electricity, incorporeal touch) or +7 ranged touch (1d8 electricity, energy ray); Full Atk +7 melee (1d6 plus 2d6 electricity, 4 incorporeal touches) or +7 ranged touch (1d8 electricity, energy ray); SQ Darkvision 60ft, explosion, immunity to electricity, incorporeal traits, outsider traits; AL N; SV Fort +6, Ref +8, Will +4; Str -, Dex 15, Con 14, Int 7, Wis 10, Cha 18.

Skills and Feats: Hide +10, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes); Combat Reflexes, Lightning Reflexes.

Energy Ray (Ex): A xap-yaup's energy ray has a range of 30 feet.

Explosion (Su): If a xap-yaup is reduced to 0 hit points, its body is instantaneously destroyed in an explosion that deals 1d8 + 9 points of electricity damage to everyone in a 20-foot-radius burst (Reflex DC 16 half).

Encounter 5 (EL11)

Merrix: Male Human Ftr7; CR 7; Medium Humanoid (human); HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21)[+1 Dex, +9 armor, +2 shield]; BA/G +7/+10; Atk +12 melee (1d8+6 [x3], lance); Full Atk +12/+7 melee (1d8+6 [x3], lance) or +8 ranged (1d6+3 [x3], composite shortbow (+3)) or +10 melee (1d6+3 [18-20/x2], scimitar); AL LE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +9, Intimidate +1, Ride +13, Knowledge (nobility) +4, Spot +5; Cavalry Charger, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance).

Possessions: Masterwork lance, composite shortbow (+3), scimitar, heavy steel shield, +1 full plate, arrows (20), exotic military saddle, bit and bridle, *potion of bull's strength*, *potion of cure light wounds* (2), *potion of shield of faith* +4, *ring of feather falling*, *eyes of the eagle*, pouch with 17 gp.

Dornell: Male Human Drd7; CR 7; Medium Humanoid (human); HD 7d8+14; hp 52; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17)[+5 armor, +2 shield]; BA/G +5/+4; Atk +5 melee (1d6-1, club); Full Atk +5 melee (1d6-1, club) or +6 ranged (1d4-1, sling); SA Spells, spontaneous casting (*summon nature's ally*); SQ Animal companion, nature sense,

trackless step, wild empathy (1d20+7), wild shape (3/day), woodland stride; AL NE; SV Fort +7, Ref +2, Will +8; Str 9, Dex 10, Con 14, Int 13, Wis 17, Cha 9.

Skills and Feats: Concentration +12, Diplomacy +9, Handle Animal +9, Knowledge (Nature) +10, Ride +10, Spellcraft +10, Spot +12, Survival +10; Natural Spell, Spell Focus (Conjuration), Sudden Widen, Track.

Animal Companion: Dornell has a dire bat named Soar as an animal companion (see below).

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0—[*detect magic* (2), *guidance* (2), *virtue* (2)]; 1st—[*cure light wounds*, *entangle*, *faerie fire*, *longstrider* (cast), *obscuring mist*]; 2nd—[*barkskin*, *bull's strength*, *briar web*, *earthbind*]; 3rd—[*call lightning*, *plant growth*, *protection from energy*, *vigor*]; 4th—[*contingent energy resistance* (cast)].

Possessions: Club, sling, sling bullets (20), masterwork bronzewood breastplate, darkwood shield, spell component pouch, holly and mistletoe, exotic military saddle, bit and bridle, *divine scroll of call lightning* (CL 5th), *divine scroll of cure critical wounds* (CL 7th), Dust of Appearance, pouch with 1 gp.

Dornell (As Dire Hawk): Male Human Drd7; CR 7; Medium Animal (Augmented humanoid); HD 7d8+14; hp 49; Init +6; Spd 10 ft., fly 80 ft. (average); AC 19 (touch 16, flat-footed 13)[+6 Dex, +3 natural]; BA/G +5/+6; Atk +6 melee (1d4+1, claw); Full Atk +6 melee (1d4+1, 2 claws) and +1 melee (1d6, bite); SA Spells, spontaneous casting (*summon nature's ally*); SQ Nature sense, trackless step, venom immunity, wild empathy (1d20+8), wild shape (3/day), woodland stride; AL NE; SV Fort +7, Ref +8, Will +8; Str 12, Dex 22, Con 15, Int 14, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +9, Handle Animal +9, Knowledge (Nature) +10, Ride +16, Spellcraft +10, Spot +12, Survival +10; Augment Summoning, Natural Spell, Spell Focus (Conjuration), Sudden Widen.

Soar: Dire bat; Large animal; HD 6d8+18; hp 42; Init +6; Spd 20 ft., fly 40 ft. (good); AC 22 (touch 15, flat-footed 16)[-1 size, +6 Dex, +7 natural]; BA/G +4/+12; Atk +7 melee (1d8+6, bite); Full Atk +7 melee (1d8+6, bite); SQ: Animal companion abilities, blindsense 40 ft.; AL N; SV Fort +8, Ref +11, Will +7; Str 18, Dex 23, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +5 Listen +12, Move Silently +12 Spot +8; Alertness, Stealthy, Flyby Attack.

Animal Companion Abilities: Link, share spells, evasion, 2 bonus tricks. Soar knows the tricks attack all creatures, come, down, fetch, heel, seek, and defend.

Griffon Rider Regular (2): Male Human Ftr5; CR 5; Medium Human; 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18)[+1 Dex, +7 armor, +2 shield]; BA/G +5/+8; Atk +8 melee (1d8+4 [x3], lance); Full Atk +8 melee (1d8+4 [x3], lance) or +8 ranged (1d6+5 [x3], composite shortbow (+3)), or +8 melee (1d6+3 [18-20/x2], scimitar); AL NE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +10, Intimidate +4; Improved Mounted Archery, Mounted Archery, Mounted Combat, Point Blank Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Possessions: Lance, composite shortbow (+3), scimitar, heavy steel shield, +1 *banded mail*, *cloak of resistance* +1, arrows (20), exotic military saddle, bit and bridle, pouch with 17 gp.

Appendix IV – APL 10

Encounter 3 (EL12)

Advanced Xap-Yaup: CR 10; Large Outsider (Extraplanar, Incorporeal); HD 13d8+52, hp 110; Init +2; Spd 20 ft. fly (good); AC 15 (touch 15, flat-footed 13) [-1 size, +2 Dex, +4 deflection]; BA/G +13/-; Atk +14 melee (1d8 plus 2d6 electricity, incorporeal touch) or +14 ranged touch (1d8 electricity, energy ray); Full Atk +14 melee (1d8 plus 2d6 electricity, 4 incorporeal touches) or +14 (1d8 electricity, energy ray); SQ Darkvision 60ft, explosion, immunity to electricity, incorporeal traits, outsider traits; AL N; SV Fort +12, Ref +12, Will +10; Str -, Dex 14, Con 18, Int 8, Wis 10, Cha 18.

Skills and Feats: Hide +10, Knowledge (the planes) +9, Search +7, Sense Motive +8, Spot +10 (+12 on other planes); Combat Reflexes, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot.

Energy Ray (Ex): A xap-yaup's energy ray has a range of 30 feet.

Explosion (Su): If a xap-yaup is reduced to 0 hit points, its body is instantaneously destroyed in an explosion that deals 1d8 + 9 points of damage of electricity to everyone in a 20-foot-radius burst (Reflex DC 16 half).

Xap-Yaup (6): CR 5; Medium Outsider (Extraplanar, Incorporeal); HD 5d8+10; hp 32; Init +2; Spd 20 ft. fly (good); AC 16 (touch 16, flat-footed 14)[+2 Dex, +4 deflection]; BA/G +5/-; Atk +7 melee (1d6 plus 2d6 electricity, incorporeal touch) or +7 ranged touch (1d8 electricity, energy ray); Full Atk +7 melee (1d6 plus 2d6 electricity, 4 incorporeal touches) or +7 ranged touch (1d8 electricity, energy ray); SQ Darkvision 60ft, explosion, immunity to electricity, incorporeal traits, outsider traits; AL N; SV Fort +6, Ref +8, Will +4; Str -, Dex 15, Con 14, Int 7, Wis 10, Cha 18.

Skills and Feats: Hide +10, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes); Combat Reflexes, Lightning Reflexes.

Energy Ray (Ex): A xap-yaup's energy ray has a range of 30 feet.

Explosion (Su): If a xap-yaup is reduced to 0 hit points, its body is instantaneously destroyed in an explosion that deals 1d8 + 9 points of electricity damage to everyone in a 20-foot-radius burst (Reflex DC 16 half).

Encounter 5 (EL13)

Merrix: Male Human Ftr8/Cav2; CR 10; Medium Humanoid (human); HD 10d10+30; hp 94; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 22)[+1 Dex, +9 armor, +2 shield]; BA/G +9/+12; Atk +16 melee (1d8+7 [19-20 x3], +1 lance); Full Atk +16/+11 melee (1d8+7 [19-20 x3], +1 lance) or +11 ranged (1d6+3 [x3], composite shortbow (+3)) or +13/+8 melee (1d6+3 [18-20/x2], scimitar); SA Deadly charge 1/day, mounted weapon bonus (lance, sword); SQ Courtly knowledge, ride bonus +2; AL LE; SV Fort +12, Ref +3, Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +10, Intimidate +5, Ride +18, Knowledge (nobility) +6; Cavalry Charger, Greater Weapon Focus (lance), Improved Critical (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance).

Mounted Weapon Bonus (Ex): Merrix gains a +1 competence bonus on his attack roll using a lance or sword while mounted. (Not added in)

Deadly Charge (Ex): When mounted and using the charge action, Merrix may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Possessions: +1 lance, composite shortbow (+3), scimitar, heavy steel shield, +1 full plate, arrows (20), exotic military saddle, bit and bridle, *potion of bull's strength*, *potion of shield of faith* +4, *bead of force*, *boots of levitation*, pouch with 17 gp.

Dornell: Male Human Drd9; CR 9; Medium Humanoid (human); HD 9d8+18; hp 66; Init +0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18)[+6 armor, +2 shield]; BA/G +6/+5; Atk +5 melee (1d6-1, club); Full Atk +5 melee (1d6-1, club) or +6 ranged (1d4-1, sling); SA Spells, spontaneous casting (summon nature's ally); SQ Nature sense, trackless step, venom immunity, wild empathy (1d20+9), wild shape (3/day; large), woodland stride; AL NE; SV Fort +8, Ref +3, Will +10; Str 9, Dex 10, Con 14, Int 14, Wis 18, Cha 10.

Skills and Feats: Concentration +14, Diplomacy +9, Handle Animal +11, Knowledge (Nature) +10, Ride +12, Spellcraft +10, Spot +15, Survival +15; Fast Wild Shape, Natural Spell, Spell Focus (Conjuration), Sudden Widen, Track.

Animal Companion: Dornell has a dire bat named Soar as an animal companion (see below).

Spells Prepared (6/5/5/4/3/1; base DC = 14 + spell level): 0—[*detect magic* (2), *guidance* (2), *virtue* (2)]; 1st—[*cure light wounds*, *entangle* (2), *faerie fire*, *longstrider* (cast), *obscuring mist*]; 2nd—[*barkskin*, *bull's strength*, *briar web*, *earthbind*]; 3rd—[*call lightning*, *plant growth*, *protection from energy*, *vigor*]; 4th—[*contingent energy resistance* (2)(cast)]; 5th—[*transmute rock to mud*].

Possessions: Club, sling, sling bullets (20), +1 bronzewood breastplate, darkwood shield, spell component pouch, holly and mistletoe, exotic military saddle, bit and bridle, *divine scroll of call lightning* (CL 5th), *divine scroll of cure critical wounds* (CL 7th), *divine scroll of flame strike* (CL 9th), *dust of appearance*, pouch with 1 gp.

Dornell (As Dire Hawk): Male Human Drd9; CR 9; Medium Animal (Augmented humanoid); HD 9d8+18; hp 62; Init +6; Spd 10 ft., fly 80 ft. (average); AC 19 (touch 16, flat-footed 13)[+6 Dex, +3 natural]; BA/G +6/+7; Atk +7 melee (1d4+1, claw); Full Atk +7 melee (1d4+1, 2 claws) and +2 melee (1d6, bite); SA Spells, spontaneous casting (*summon nature's ally*); SQ Nature sense, trackless step, venom immunity, wild empathy (1d20+10), wild shape (3/day; large), woodland stride; AL NE; SV Fort +8, Ref +9, Will +10; Str 12, Dex 22, Con 15, Int 13, Wis 18, Cha 9.

Skills and Feats: Concentration +14, Diplomacy +9, Handle Animal +11, Knowledge (Nature) +10, Ride +18, Spellcraft +10, Spot +15, Survival +15; Augment Summoning, Fast Wild Shape, Natural Spell, Spell Focus (Conjuration), Sudden Widen.

Soar: Dire bat; Large animal; HD 8d8+24; hp 60; Init +7; Spd 20 ft., fly 40 ft. (good); AC 25 (touch 16, flat-footed 18)[-1 size, +7 Dex, +9 natural]; BA/G +6/+14; Atk +9 melee (1d8+6, bite); Full Atk +9 melee (1d8+6, bite); SQ: Animal companion abilities, blindsense 40 ft.; AL N; SV Fort +9, Ref +13, Will +8; Str 19, Dex 24, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +5 Listen +12, Move Silently +14, Spot +8; Alertness, Stealthy, Flyby Attack.

Animal Companion Abilities: Link, share spells, evasion, devotion, 3 bonus tricks. Soar knows the tricks attack all creatures, come, down, fetch, guard, heel, seek, and defend.

Griffon Rider Lieutenant (2): Male Human Ftr7; CR 7; Medium Humanoid (human); HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19)[+1 Dex, +7 armor, +2 shield]; BA/G +7/+10; Atk +11 melee (1d8+4 [x3], lance); Full Atk +11/+6 melee (1d8+4 [x3],

lance) or +10/+5 ranged (1d6+6 [x3], composite shortbow (+3)) or +10/+5 melee (1d6+3 [18-20/x2], scimitar); AL NE; SV Fort +8, Ref +4, Will +6; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +13, Intimidate +5; Improved Mounted Archery, Iron Will, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Possessions: Masterwork lance, +1 composite shortbow (+3), scimitar, heavy steel shield, +1 banded mail, cloak of resistance +1, ring of feather falling, eyes of the eagle, arrows (20), exotic military saddle, bit and bridle, pouch with 18 gp.

Griffons (3): CR 6; Huge Magical Beast; HD 11d10+55; hp 116; Init +2; Spd 30 ft., fly 80 ft. (average); AC 19 (touch 10, flat-footed 17) [[-2 size, +2 Dex, +9 natural]]; BA/G +11/+27; Atk +18 melee (3d6+8, bite); Full Atk +18 melee (3d6+8, bite) and +15 melee (1d6+4, 2 claws); SA Pounce, rake 1d8+4, SQ Darkvision 60 ft., low light vision, scent; Space/Reach:15ft/10ft.; AL N; SV Fort +12, Ref +9, Will +6; Str 26, Dex 14, Con 20, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +12, Listen +8, Spot+12; Flyby Attack, Iron Will, Multiattack, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15 melee, damage 1d8+4.

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Encounter 3 (EL14)

Mature Xap-Yaup: CR 11; Large Outsider (Extraplanar, Incorporeal); HD 15d8+60, hp 127; Init +2; Spd 20 ft. fly (good); AC 15 (touch 15, flat-footed 13) [-1 size, +2 Dex, +4 deflection]; BA/G +15/-; Atk +16 melee (1d8 plus 2d6 electricity, incorporeal touch) or +16 ranged touch (1d8 electricity, energy ray); Full Atk +16 melee (1d8 plus 2d6 electricity, 4 incorporeal touches) or +16 (1d8 electricity, energy ray); SQ Darkvision 60ft, explosion, immunity to electricity, incorporeal traits, outsider traits; AL N; SV Fort +13, Ref +13, Will +11; Str -, Dex 14, Con 18, Int 8, Wis 10, Cha 18.

Skills and Feats: Hide +10, Knowledge (the planes) +10, Search +8, Sense Motive +8, Spot +10 (+12 on other planes); Combat Reflexes, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Sharp-Shooting.

Energy Ray (Ex): A xap-yaup's energy ray has a range of 30 feet.

Explosion (Su): If a xap-yaup is reduced to 0 hit points, its body is instantaneously destroyed in an explosion that deals 1d8 + 9 points of damage of electricity to everyone in a 20-foot-radius burst (Reflex DC 16 half).

Immature Xap-Yaup (6): CR 7; Medium Outsider (Extraplanar, Incorporeal); HD 9d8+18; hp 58; Init +3; Spd 20 ft. fly (good); AC 17 (touch 17, flat-footed 14)[[+3 Dex, +4 deflection]]; BA/G +7/-; Atk +10 melee (1d6 plus 2d6 electricity, incorporeal touch) or +10 ranged touch (1d8 electricity, energy ray); Full Atk +10 melee (1d6 plus 2d6 electricity, 4 incorporeal touches) or +10 ranged touch (1d8 electricity, energy ray); SQ Darkvision 60ft, explosion, immunity to electricity, incorporeal traits, outsider traits; AL N; SV Fort +8, Ref +11, Will +8; Str -, Dex 16, Con 14, Int 7, Wis 10, Cha 18.

Skills and Feats: Hide +15, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes); Combat Reflexes, Iron Will, Lightning Reflexes.

Energy Ray (Ex): A xap-yaup's energy ray has a range of 30 feet.

Explosion (Su): If a xap-yaup is reduced to 0 hit points, its body is instantaneously destroyed in an explosion that deals 1d8 + 9 points of electricity damage to everyone in a 20-foot-radius burst (Reflex DC 16 half).

Encounter 5 (EL15)

Merrix: Male Human Ftr8/Cav3; CR 11; Medium Humanoid (human); HD 11d10+33; hp 103; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22)[+1 Dex, +10 armor, +2 shield]; BA/G +11/+14; Atk +17 melee (1d8+7 [19-20 x3], +1 *thundering lance*); Full Atk +17/+12/+7 melee (1d8+7 [19-20 x3], +1 *thundering lance*) or +12/+7/+2 ranged (1d6+3 [x3], composite shortbow (+3)) or +14/+9/+4 melee (1d6+3 [18-20/x2], scimitar); SA Deadly charge 1/day, mounted weapon bonus (lance, sword); SQ Burst of speed, courtly knowledge, ride bonus +2; AL LE; SV Fort +12, Ref +4, Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 9.

Skills and Feats: Handle Animal +10, Intimidate +7, Ride +19, Knowledge (nobility) +7; Cavalry Charger, Greater Weapon Focus (lance), Improved Critical (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance).

Mounted Weapon Bonus (Ex): Merrix gains a +1 competence bonus on his attack roll using a lance or sword while mounted. (Not added in)

Deadly Charge (Ex): When mounted and using the charge action, Merrix may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed (Ex): Merrix can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge, failure results in the mount taking 2d6 points of damage.

Possessions: +1 *thundering cold iron lance*, composite shortbow (+3), scimitar, heavy steel shield, +2 *full plate*, *cloak of resistance* +1, arrows (20), exotic military saddle, bit and bridle, *potion of bull's strength*, *potion of barkskin* +3, *potion of shield of faith* +4, *bead of force*, pouch with 32 gp.

Dornell: Male Human Drd9/WrShpr3; CR 12; Medium Humanoid (human); HD 12d8+24; hp 87; Init

+0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18)[+6 armor, +2 shield]; BA/G +8/+7; Atk +7 melee (1d6-1, club); Full Atk +7 melee (1d6-1, club) or +8 ranged (1d4-1, sling); SA Spells, spontaneous casting (*summon nature's ally*); SQ Animal companion, morphic body, morphic immunities, morphic reach, morphic weapons, nature sense, trackless step, venom immunity, wild empathy (1d20+13), wild shape (3/day; large), woodland stride; AL NE; SV Fort +10, Ref +4, Will +11; Str 9, Dex 10, Con 14, Int 13, Wis 19, Cha 9.

Skills and Feats: Concentration +17, Diplomacy +9, Handle Animal +11, Jump +6, Knowledge (Nature) +15, Ride +12, Spellcraft +10, Spot +15, Survival +15; Augment Summoning, Fast Wild Shape, Natural Spell, Spell Focus (Conjuration), Sudden Widen, Track.

Spells Prepared (6/5/5/4/3/1; base DC = 14 + spell level): 0—[*detect magic* (2), *guidance* (2), *virtue* (2)]; 1st—[*cure light wounds*, *entangle*, *faerie fire*, ~~*longstrider*~~, *obscuring mist*]; 2nd—[*barkskin*, *bull's strength*, *briar web* (2), *earthbind*]; 3rd—[*call lightning*, *plant growth*, *nature's favor*, *protection from energy*]; 4th—[*contingent energy resistance* (3)(*cast*)]; 5th—[*transmute rock to mud*].

Animal Companion: Dornell has a dire bat named Soar as an animal companion (see below).

Morphic Body (Su): Dornell gains a +4 bonus to Strength and a +4 bonus to Constitution when in animal form.

Morphic Immunities (Ex): When in animal form, Dornell is immune to stunning and critical hits.

Morphic Reach: Dornell's reach when in animal form is 5 feet greater than normal for an animal of that kind.

Morphic Weapons (Ex): As a move action, Dornell can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage to the size of the new form (see Table 5-1 on page 296 of the Monster Manual). These morphic weapons need not be natural weapons that the creature already possesses.

If Dornell's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger.

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

Possessions: Club, sling, sling bullets (20), +1 wild bronewood breastplate, darkwood shield, dust of appearance, spell component pouch, holly and mistletoe, exotic military saddle, bit and bridle, pouch with 6 gp.

Dornell (As Dire Hawk): Male Human Drd9/WrShpr3; CR 11; Medium Animal (Augmented humanoid); HD 12d8+48; hp 102; Init +6; Spd 10 ft., fly 80 ft. (average); AC 25 (touch 16, flat-footed 19)[+6 Dex, +6 armor, +3 natural]; BA/G +8/+11; Atk +11 melee (1d4+3, claw); Full Atk +11 melee (1d4+3, 2 claws) and +6 melee (1d6+1, bite); Space / Reach: 5 ft. / 10 ft. (due to morphic reach); SA Spells, spontaneous casting (*summon nature's ally*); SQ Morphic body, morphic immunities, morphic weapons, nature sense, trackless step, venom immunity, wild empathy (1d20+12), wild shape (3/day; large), woodland stride; AL NE; SV Fort +12, Ref +10, Will +11; Str 16, Dex 22, Con 19, Int 13, Wis 19, Cha 9.

Skills and Feats: Concentration +19, Diplomacy +9, Handle Animal +11, Jump +6, Knowledge (Nature) +15, Ride +18, Spellcraft +10, Spot +15, Survival +15; Augment Summoning, Fast Wild Shape, Natural Spell, Spell Focus (Conjuration), Sudden Widen.

Soar: Dire bat; Large animal; HD 8d8+24; hp 60; Init +7; Spd 20 ft., fly 40 ft. (good); AC 25 (touch 16, flat-footed 18)[-1 size, +7 Dex, +9 natural]; BA/G +6/+14; Atk +9 melee (1d8+6, bite); Full Atk +9 melee (1d8+6, bite); SQ: Animal companion abilities, blindsense 40 ft.; AL N; SV Fort +9, Ref +13, Will +8; Str 19, Dex 24, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +5 Listen +12, Move Silently +14, Spot +8; Alertness, Stealthy, Flyby Attack.

Animal Companion Abilities: Link, share spells, evasion, devotion, 3 bonus tricks. Soar knows the tricks attack all creatures, come, down, fetch, guard, heel, seek, and defend.

Griffon Rider Captain (2): Male Human Ftr8; CR 8; Medium Humanoid (human); HD 8d10+16; hp 68; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16)[+2 Dex, +6 armor]; BA/G +8/+11; Atk +12 melee (1d8+4 [x3], lance); Full Atk +12/+7 melee (1d8+4 [x3], lance) or +12/+7 ranged (1d6+6 [x3], +1 composite shortbow (+3)), or +11 melee (1d6+3 [18-20/x2], scimitar); AL NE; SV Fort +9, Ref +5, Will +6; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +15, Intimidate +6; Improved Mounted Archery, Iron Will, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Possessions: Masterwork lance, +1 composite shortbow (+3), scimitar, +1 breastplate, cloak of resistance +1, *potion of cat's grace*, arrows (20), exotic military saddle, bit and bridle, pouch with 12 gp.

Advanced Griffon: CR 9; Huge Magical Beast; HD 19d10+114; hp 218; Init +2; Spd 30 ft., fly 80 ft. (average); AC 19 (touch 10, flat-footed 17) [[-2 size, +2 Dex, +9 natural]]; BA/G +19/+35; Atk +26 melee (3d6+8, bite); Full Atk +26 melee (3d6+8, bite) and +23 melee (1d8+4, 2 claws); SA Pounce, rake 1d8+4, SQ Darkvision 60 ft., low light vision, scent; AL N; SV Fort +17, Ref +13, Will +9; Str 26, Dex 14, Con 22, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +12, Listen +8, Spot +12; Improved Natural Attack (claw), Iron Will, Multiattack, Power Attack, Rend, Snatch, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15 melee, damage 1d8+4.

Rend (Ex): If the griffon hits with both claw attacks, it automatically deals an additional 2d8+12 points of damage. (This is the effect of the Rend feat).

Advanced Griffons (2): CR 6; Huge Magical Beast; HD 11d10+55; hp 116; Init +2; Spd 30 ft., fly 80 ft. (average); AC 19 (touch 10, flat-footed 17) [[-2 size, +2 Dex, +9 natural]]; BA/G +11/+27; Atk +18 melee (3d6+8, bite); Full Atk +18 melee (3d6+8, bite) and +15 melee (1d6+4, 2 claws); SA Pounce, rake 1d8+4, SQ Darkvision 60 ft., low light vision, scent; AL N; SV Fort +12, Ref +9, Will +6; Str 26, Dex 14, Con 20, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +12, Listen +8, Spot+12; Flyby Attack, Iron Will, Multiattack, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15 melee, damage 1d8+4.

New Feats:

Cavalry Charger [Tactical]

Fighting from the back of a steed is second nature to you.

Prerequisites: Mounted Combat, Spirited Charge, Trample, base attack bonus +6.

Benefit: The Cavalry Charger feat enables the use of three tactical maneuvers.

Unhorse: To use this maneuver, you must be mounted and charge a mounted foe. If your charge attack hits, you may make a free bull rush attempt. If

Appendix VI: New Rules

the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

Leaping Charge: To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge action. Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage. If you fail this Ride check, you miss your target (no attack roll) and if you fail this Ride check by

5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mount's space.

Fell Trample: You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on page 157 and 158 of the Player's Handbook. Your mount gets a hoof attack against each foe you successfully overrun.

Special: A fighter may select Cavalry Charger as one of his fighter bonus feats.

(Source: *Complete Warrior* p. 108)

Extra Rage [General]

You may rage more frequently than normal.

Prerequisites: Rage or frenzy ability

Benefit: You rage or frenzy two more times per day than you otherwise could.

Special: You can take this feat multiple times. Its effects stack.

(Source: *Complete Warrior* p. 98)

Fast Wild Shape [Wild]

You assume your wild shape faster and more easily than you otherwise could.

Prerequisite: Dex 13, ability to use wild shape.

Benefit: You gain the ability to use wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

(Source: *Complete Divine* p. 81)

Improved Mounted Archery [General]

You can make ranged attacks from a mount almost as well as you can from the ground.

Prerequisites: Ride 1 rank, Mounted Archery, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon if your mount is taking a double move is eliminated, and the penalty for using a ranged weapon when your mount is running is lessened from -4 to -2. You can attack at any time during your mount's move.

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

(Source: *Complete Warrior* p. 101)

Monkey Grip [General]

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1.

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large

longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

(Source: *Complete Warrior* p. 103)

Rend [Monstrous]

You can rend opponents you hit with your claws.

Prerequisites: Two claw attacks, Str 13, Power Attack, Snatch, size Huge or larger.

Benefit: If you strike the same opponent with two claw attacks, you automatically deal extra damage equal to that of two claw attacks plus 1-1/2 time your Strength bonus. You cannot grab an opponent at the same time you rend that opponent.

(Source: *Draconomicon* p. 73)

Sharp-Shooting [General]

Your skill with ranged weapons lets you score hits others would miss due to an opponents cover.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

(Source: *Complete Warrior* p. 105)

Sudden Widen [Metamagic]

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

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

(Source: *Complete Arcane* p. 83)

New Spells:

Briar Web

Transmutation

Level: Cleric 3, druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: Plants in a 20-ft.-radius spread

Duration: 1 minute / level

Saving Throw: Reflex negates, see text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area.

Creatures that make their save against this spell are unaffected other than having to move half speed within the area of affect.

If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except that it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lost the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of briar webs have total cover.

(Source: *Complete Divine* p. 156)

Contingent Energy Resistance

Abjuration

Level: Clr 4, Drd 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 hour / level (D)

This spell functions similarly to *contingency*, but with a more limited scope. While *contingent energy resistance* is in effect, if you are dealt damage associated with one of the five types of energy (acid, cold, electricity, fire, or sonic), the spell automatically grants you resistance 10 against that type of energy for the remainder of the spell's duration (just as if you were under the effect of a *resist energy* spell of the appropriate type).

Once the energy type protected against by a particular casting of this spell is determined, it can't be changed. You can't have more than one *contingent energy resistance* in effect on yourself at the same time – if you cast the spell a second time while an earlier casting is still in effect, the earlier spell automatically expires.

The energy resistance granted by this spell does not stack with similar benefits against the same energy type (such as from the *resist energy* spell). However, it is possible to be simultaneously under the effect of *resist energy* (fire) and *contingent energy resistance* (electricity), or any other two such spells that protect against different types of energy.

Material Component: A pearl worth at least 100 gp.

(Source: *Draconomicon* p. 110)

Earthbind

Transmutation

Level: Druid 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature

Duration: 1 minute / level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You hamper the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subject to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

If the target makes a successful Fortitude save, its fly speed (including any new effect granted during the spell's duration) is reduced by 10 feet per caster level

(maximum reduction 100 feet at 10th level). This reduction can't bring the creature's fly speed down to less than 10 feet.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

(Source: *Draconomicon* p. 113)

Nature's Favor

Evocation

Level: Druid 3, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 minute / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess (maximum +3).

(Source: *Complete Divine* p. 170)

New Prestige Classes:

Cavalier

Representing the ultimate in mounted warfare, the cavalier is the quintessential knight in shining armor. The charge of the cavalier is among the most devastating offensive weapons any culture can hope to field.

Most cavaliers belong to the upper social class or nobility of a society. The cavalier dedicates his life to the service of a higher authority, such as a noble or sovereign, deity, military, or religious order, or a special cause. His is a hereditary honor that comes with the price of lifelong service to his monarch, country, or other object or entity. The cavalier is expected to participate in any wars or other armed conflict in which his lord or cause is engaged. Cavaliers in service to other nobles often serve their masters beyond the battlefield as well, performing such duties as their skills, and their noble lord, see fit.

The cavalier often pursues such selfless goals as the eradication of evil and chaos from the world, and justice for all the subjects of his land. He can also be a bully and a braggart who uses his status and privileges to pursue only his own self-aggrandizement.

Hit Die: d10.

Requirements

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

Alignment: Any lawful.

Base Attack Bonus: +8

Skills: Handle Animal 4 ranks, Knowledge (nobility and royalty) 4 ranks, Ride 6 ranks.

Feats: Spirited Charge, Weapon Focus (lance), Mounted Combat, Ride-By Attack.

Class Skills

The cavalier's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the cavalier prestige class.

Weapon and Armor Proficiency: Cavaliers are proficient with all simple and martial weapons, all types of armor, and shields.

Special Mount (Sp): A cavalier's class levels stack with any paladin levels the character may have for determining the characteristics of a paladin's mount.

Mounted Weapon Bonus (Ex): A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance this bonus starts out at +1 at 1st level. For the sword, this bonus starts out at +1 at 2nd level.

Ride Bonus (Ex): A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2.

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

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

(Excerpted from *Complete Warrior* p. 19)

Warshaper

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

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes. Wizards and sorcerers who know the *polymorph* spell can take levels in the prestige class, as can druids who have mastered the wild shape class feature.

Most warshapers can change their outer appearance in the blink of an eye, so they don't stand out among the ranks of their allies. It's not until the soldier you're fighting grows a tentacle and fangs that you know you have met a warshaper.

Hit Die: d8.

Requirements

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

Race: Any (but see below)

Base Attack Bonus: +4

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

- Change shape supernatural ability
- Shapechanger subtype
- *Polymorph* as a spell-like ability
- Able to cast the *polymorph* spell
- Wild shape or similar class feature

The alternate form ability is insufficient to become a warshaper.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the warshaper prestige class. The class features function only when the warshaper is in a form other than her own.

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

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

Morphic Weapons (Su): As a move action, a warshaper can grown natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses.

For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

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

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

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

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

(Excerpted from *Complete Warrior* p. 89)

New Monsters:

Deathbringer

Large Undead

Hit Dice: 30d12 (195 hp)

Initiative: +2

Speed: 40 ft.

Armor Class: 34 (-1 size, +2 Dex, +16 natural, +6 banded mail, +1 shield), touch 11, flatfooted 32

Base Attack / Grapple: +15 / +24

Attack: Large flail +20 melee (2d6+5 / 19-20) or slam +19 melee (1d8+5)

Full Attack: Large flail +16/+11/+6 melee (2d6+5 / 19-20) and large flail +16/+11/+6 melee (2d6+2 / 19-20) or 2 slams +19 melee (1d8+5)

Space / Reach: 10 ft. / 10 ft.

Special Attacks: *Greater dispelling*, negative burst, trample 1d8+7

Special Qualities: Darkvision 60 ft., undead traits

Saves: Fort +10, Ref +12, Will +19

Abilities: Str 20, Dex 15, Con -, Int 13, Wis 14, Cha 7

Skills: Intimidate +31, Jump +36, Listen +35, Move Silently +29, Spot +35

Feats: Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (flail), Improved Sunder, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (flail)

Environment: Any

Organization: Solitary, pair, or gang (3-5)

Challenge Rating: 17

Treasure: None

Alignment: Usually neutral evil

Advancement: 31-50 HD (Large); 51-70 HD (Huge); 71-90 HD (Gargantuan)

Level Adjustment: -

These powerful undead often lead undead armies assembled by necromancers, liches, demons, devils, or any other evil beings intent on inflicting pain and destruction on the living. Deathbringers care not whom they serve; they care only about inflicting widespread destruction.

A deathbringer is a hulking brute of humanoid shape. It has waxy gray skin and a bald head with no external ears. Its lips and eyelids appear to have been sewn shut with blue thread. The creature wears banded mail and wields two wickedly spiked flails.

Deathbringers speak Common and either Abyssal or Infernal.

Combat

A deathbringer uses little subtlety in battle, but whenever it can make a full attack, it attempts to trip its opponent. If tripped during its own attempt, it drops its flail and attacks with its armored fists. When severely damaged, a deathbringer uses its negative burst power, centered on itself. This heals both the deathbringer and any undead compatriots it has in the area while also harming its opponents.

Greater Dispelling (Sp): A deathbringer can produce a greater dispelling effect at will. Caster level 20th.

Negative Burst (Su): A deathbringer can release a silent burst of negative energy at a range of up to 100 feet. The burst has a 20-foot radius and deals 1d8+10 points of negative energy damage to each living creature in the area (Will DC 23 half). Since undead are powered by negative energy, this effect heals the

deathbringer and any other undead within the area of as much damage as it would otherwise deal. Once a deathbringer releases a negative burst, it must wait 1d4 rounds before it can do so again.

Trample (Ex): Reflex half (DC 30). The save DC is Strength-based.

(Source: *Monster Manual II* p. 55, with revisions from the D&D 3.5 Update Booklet)

Energon (Xap-Yaup)

Medium Outsider (Extraplanar, Incorporeal)

Hit Dice: 5d8+10 (32 hp)

Initiative: +2

Speed: Fly 20 ft. (good) (4 squares)

Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flatfooted 14

Base Attack / Grapple: +5 / -

Attack: Incorporeal touch +7 melee (1d6 plus 2d6 electricity) or energy ray +7 ranged touch (1d8 electricity)

Full Attack: 4 incorporeal touches +7 melee (1d6 plus 2d6 electricity) or energy ray +7 ranged touch (1d8 electricity)

Space / Reach: 5 ft. / 5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., explosion, immunity to electricity, incorporeal traits, outsider traits

Saves: Fort +6, Ref +8, Will +4

Abilities: Str -, Dex 15, Con 14, Int 7, Wis 10, Cha 18

Skills: Hide +10, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes)

Feats: Combat Reflexes, Lightning Reflexes

Environment: Wilderness of the Beastlands

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Medium); 10-15 HD (Large)

Level Adjustment: -

The air around this jellyfish like creature crackles and pulses with electrical energy.

The xap-yaup lingers in areas of the planes with natural electrical phenomena. On the Material Plane, it often accompanies a fierce, lightning-filled storm.

A xap-yaup is a translucent globe about 2 feet across that floats and shimmers in the air, giving off a static aura. A pair of spots on the upper hemisphere of the globe suggests eyes. Beneath the lower hemisphere of the globe, six to twelve tentacles dangle

and curl. Xap-yaup spread and contract their tentacles when they move, much as an octopus or squid does.

Combat

A xap-yaup targets characters in heavy armor, especially metal, first.

Energy Ray (Ex): An energon's energy ray has a range of 30 ft.

Explosion (Su): If an xap-yaup is reduced to 0 hit points, its body is instantly destroyed in an explosion that deals 1d8+9 points of electrical damage to everyone in a 20-foot-radius burst (Reflex DC 16 half).

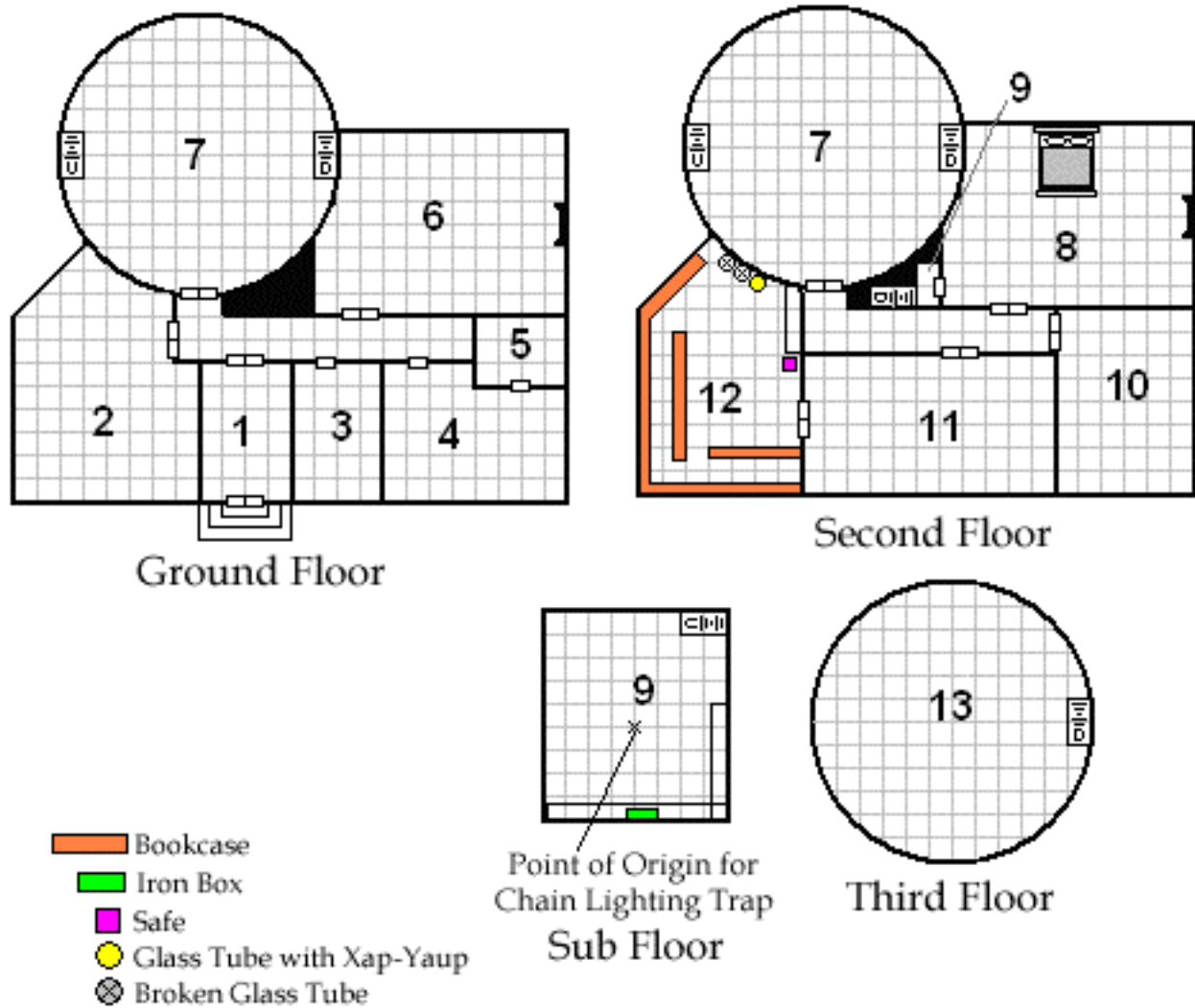
Incorporeal Traits: A xap-yaup is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses or force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Outsider Traits: An energon cannot be raised, reincarnated or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). It has darkvision out to 60 feet.

Energons do not speak even among themselves.

(Source: *Planar Handbook* p. 119)

DM's Aid: Map of the Sanyos Manor House



Player Handout I: The Flyer

'Oytens Of The Rovers, The Teller of Legends'

Tonight shall be a night that shall not be forgotten! Tonight the Great Storyteller Of Times Long Past shall attend the Reception Of Un'dar and Ruhda! Prepare yourself to be amazed by stories of ancient battles, forgotten loves and legendary betrayals. She shall arrive this evening.

Player Handout II: The Journal

5 Harvester, 594 CY - I was hired by a man that went by the name of Davan Kolthek today. He wishes to engage my services for a planar expedition, although I'm curious why he didn't hire an illusionist. He will not confide much in the way of details, although he did admit that it is a demi-plane of some sort with an anchor of some sort tying it to the Material Plane.

9 Harvester, 594 CY - I met with Kolthek and the other members of the expedition – a group of thugs and mercenaries fled from Molag following Furyondy's capture of the old Horned Society capital. I'm curious what sort of man Kolthek is that he considers hiring them a wise choice, given the history of that place.

16 Harvester, 594 CY - We've traveled for several days, working our way along the Northern edge of the Fellreev. I have repeatedly expressed my reservations about this route, I would much rather risk the unforgiving hospitality of the elves than an encounter with a Marauder patrol, but Davan feels that the elves are a graver threat.

19 Harvester, 594 CY - Yesterday we entered the Fellreev, heading due south into the forest. It is far more foreboding than I had imagined, nearly as dark beneath the boughs of the trees as dusk on open plains. But truth be told, the darkness has lent far more comfort than not. At the edges of vision, I've would swear that I've seen the trees move as we make our progress, and more than once I think I've seen lifeless eyes watching us from beneath black branches.

21 Harvester, 594 CY - We confirmed part of my fears today. We came upon an old burial ground within the forest, bearing marks of the Rovers and their ancestors. While the graves were undisturbed, the forest around it was not – hanging from the branches were the bodies of dozens of soldiers, most bearing the icon of the Grinning Skull. Davan spent a few moments investigating the corpses, but ultimately urged us to push on rather than risk being caught by whatever slaughtered the Old One's servants.

22 Harvester, 594 CY - This afternoon we came upon the ruins of a village, little more than the stone remains of a few small buildings. Kolthek was pleased however, and bade us to make camp. He has spent the remainder of the afternoon exploring – he urged me to get my rest as he expects I will need my rest for tonight.

23 Harvester, 594 CY - He summoned me to him, beneath the ruins of a white granite arch. "I must tell you a secret, before we go further," he said in a conspiratorial tone. "The place we seek is lost and forgotten, both in memory and in magic. To summon it from beyond, it must be remembered. Look about you, see the ruins of this village, imagine them as they were when they were new, when they stood tall and proud beneath the sun and moons. Imagine tall Flan men and women walking in the streets, carrying their harvest to their homes and to the market. Imagine all of this...and make it real."

I'll admit that he lost me at that point. I looked at the ruins and while I could bring images to my mind of what it once might have looked like, I could not understand what he meant until I recalled why he had hired me – I had learned mirage arcane some years back, although I had never had much call to cast it. Looking over the ruins one last time, I began the incantation, stumbling over some of the poorly practiced memes, but with no ill effect. Within seconds, stones took shape one over another, raising the buildings from ruins to their birth. The overgrowth of centuries was hidden underneath paved walkways; ivy and moss gave way to thatch roofs and wooden doors. Candles lit from within the homes, torches in sconces on the streets, giving a strange life to the reborn city. And standing beneath the restored arch, Davan smiled.

I could pay no attention to his casting, as I had to concentrate on maintaining my illusion. I was aware of words sung in a language I have never heard before and cannot recall with all my focus. I remember Davan swaying, magical energy slowly pulsing from his hands and weaving with my illusion, filling air underneath the arch with an ethereal glow. And I remember Davan turning to me, "It is done. You may let go now."

As I let my focus slip from my spell, I looked beneath the arch and my heart leapt into my throat. Beyond the arch I could see a city that stretched out into the distance, sitting beneath a dawning sun. Looking up, I saw that it was not just in the city that the sun was rising – I could see Pelor's light beginning to filter through the branches.

24 Harvester, 594 CY - Amazing, simply amazing. The city beyond the arch is a massive necropolis, held under the light of an eternal dawn. The buildings are obviously ancient; although it seems time has little effect on them or the bodies under their care.

The bodies themselves are fascinating. Davan has been very wary of disturbing the corpses in any fashion, going so far as to forbid me to even cast the most basic divinations on them. He is instead concentrating most of his efforts on studying the glyphs and sigils that seem to cover nearly every surface of the city.

I have spent most of the last several days at the camp we established just within the portal. There is no sign of the magic fading that binds this place to the Material Plane, even though my spell should have long since expired. However, as Davan has seen fit to have the mercenaries keep an eye on me and discourage my own explorations, I'm left with little to do but sit and write in my journal.

27 Harvester, 594 CY - I have little time to write, but write I must, in case Koltheck finds me and the truth is not found out. I was angered by Davan's treatment of me, using me as a common servant while he explored. Frustrated, I snuck off, masking my disappearance with illusion, to explore one of the tombs myself. Free from Koltheck's supervision, I cast my divinations to reveal the raw power contained within those entombed in the necropolis. So much power, just sitting there, idle, unused.

To know more, I knew that I would need time to study a corpse in depth, in my laboratory at home. I was able to access the space of my portable hole, and heaved one of the corpses into it. My task complete, I set to return to the camp, knowing that although Davan may try to keep me from learning the demi-planes secrets, I would have my own means of study.

As I approached the camp, I could hear the sounds of battle and the screams of men dying. Sneaking upon the camp, I could see only two of the guards still up, running towards the portal back to the Material. From behind one of the buildings, I saw beams of radiant golden light catch the men in the back, incinerating them instantly.

I tried to make my way thru the alleys of the necropolis, avoiding whatever foes that had killed the guards and make my own way to the archway. As I did, I saw Davan running across the sky, his feet touching the air as if solid, while beams of energy fired at him from behind distant buildings. Turning to face his foes, I could see him present a medallion carved with the symbol of the Reaper, as he called out to his god to strike down his enemies – but nothing happened. A look of panic crossed his face and he bolted for the portal, his fear driving me forward as well.

He passed through the portal ahead of me, unaware that I followed close on his heels. As I traveled through the archway, I could see that he had turned and had begun casting. Uncertain of his spell or its target, I spoke but a word and was returned to my home as ebon flames stretched out from his hands.

Davan knows that I'm alive. I don't think that he knows about the body, but I suspect he will pursue me all the same to guard the secret of that place. I can only hope that by taking flight I might avoid whatever Istus has in store for me.