

Faerly Moot

A One-Round Dungeons & Dragons® Living Greyhawk™ Highfolk Regional Adventure

Version 0.85

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The Druids of the Vesve rarely converge in any one place in appreciable numbers. However, something has them stirred up and they are holding a meeting in the northern reaches of the great wood. The Knights of the High Forest and the Rangers of the Vesve are requesting an escort for a pair of young druids, as they are believed to hold information of critical importance to that gathering. Members of Highfolk Adventuring companies should make every effort to play this adventure with their fellow members. Part 2 of the Familiarity Breeds Contempt series (a loose sequel to HIG6-02 *Antipathy*). A one-round Highfolk Regional adventure set in the Vesve Forest for characters level 1-13 (APLs 4-10).

Resources for this adventure include Complete Divine [David Noonan], Magic Item Compendium [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], Monster Manual III [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], Monster Manual IV [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Liqueette, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], Monster Manual V [David Noonan], and Spell Compendium [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Highfolk. Characters native to Highfolk pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Leaijrn Greenoak, Lord Marshall of the Rangers of the Vesve, and Yanesh of the Knights of the High Forest are each sponsoring a candidate from their ranks for acceptance into the Druids of the Northern Reaches organization. The Rangers are presenting a half-orc druid named Demirus, who is also a member of the Harmonious Way (seeking balance through wildshape) Druidic Path of Enlightenment, and the Knights wish to do the same for their half-elven member, a young woman known simply as Tusk, who is also a Whisperwind (elven seers and guardians of secrets). The two druids have recently discovered they are brother and sister - sharing a common mother; they were raised separately, as Demirus was cast out to survive on his own in the wilds of the Vesve and was raised by druids. Tusk was nurtured by her human mother after her elven father was killed.

Both of them have been plagued by a vision of the destruction of the Vesve – two parts of one whole. They fear this destruction may occur due to the ascension of an

evil Shadowclaw druid to the position of Archdruid of the Old Faith Druids of the Northern Reaches. Tusk has had an additional premonition, wherein she believes that the 'One with the Sacred Wood' should be trusted once again. When this news was brought to the druids' superiors shortly before the Moot where the ascension is to take place, the Rangers and Knights shared the information and decided to send the druids to the Moot to warn the leaders. Unfortunately, there are several candidates for the Archdruid position, and the visionary druids have no idea which one is the traitor. The Rangers and Knights recruit a group of adventurers to escort these druids to the Moot, inviting them to a meeting in Leaijrn's quarters in Quaalsten.

ADVENTURE SUMMARY

Summoned to his quarters but waiting for him to arrive, the PCs find themselves surrounded by the Lord Marshall's maps, charts, and equipment (including a black-feathered spear). Alert PCs may detect an unusual scent in the room – a woman's perfume. Some may be reminded of the Tanabat festival last year for some reason they cannot put their finger upon. Once he enters, the PCs quickly see that Leaijrn is quite a capable leader and seems focused on the meeting, though observant PCs may notice he seems pained and distracted, particularly if asked about the unusual scent (he treasures a small bottle of his lost love's perfume that she left behind).

Assuming the PCs agree to the escort mission, they set off for the Moot in the North-western Vesve. Along the way, they come across some Perrender mercenaries poaching and burning carelessly. The NPC druids wish to rectify these situations, and run off alone if the PCs aren't interested in helping restore balance to the Vesve.

Once they arrive at the location of the Moot, our heroes first encounter the druid "parking lot" – a small grove where all the druids attending the Moot have left their animal companions to rest and feed.

After interacting with the animals, the PCs arrive at the Moot in time to witness some sharing of news, including that carried by their druidic charges. Then the big event begins – the vote leading to the ascension of the new Archdruid. The druids begin discussing and pointing out candidates, but before the voting can begin a new candidate arrives; an odd grey-elven man with mahogany hair and golden eyes, dressed in yellow-gold robes. He identifies himself as Ioethalenar, a druid of the Vesve; one of the candidates, a Verdant Lord of the fey, immediately withdraws from the competition, as does Calentir. Ioethalenar calls the collected druids weak and demands the position of Archdruid be solved using the old ways. He then immediately casts a spell and obliterates the nearest candidate. Once combat ensues, it

is clear Ioe relishes the contest and begins to destroy each candidate, one by one. In doing so, he also harms some of the bystanders, including the half-orc druid. Calentir and several fey (Blossom and Thistleprong from HIG7-02 *Against the Grain*) assist the PCs to escape to a safe haven before they become casualties of the powerful druid.

The fey take the PCs to the Fey Realm for their safety; once safely away from Ioethalenar's destruction, Blossom and Thistleprong tell of the dangers in the fey realm and try to convince the PCs to adopt a 'disguise'. First they offer the PCs a great boon if they agree to undergo a test of their ability. If the heroes successfully solve the Seelie's potion puzzle, they earn several magic items, including another piece of the *raiment of the wood*.

The fey then enact a powerful ritual utilizing a faerie ring that doubles as a trap, temporarily changing the PCs into specific animal forms. PCs in adventuring companies receive an additional boon that strengthens the PCs-turned-animals' bonds to each other.

Upon escaping the fey realm, the PCs are returned to their normal forms though they experience some lingering effects from their temporary transformation. They then return to the site of the Moot to find Ioe departed, but a single archdruid candidate remains picking over the corpses. They finally realize this is the Shadowclaw agent, who is none too happy to be revealed; he and his animal companion attack with abandon, and the PCs engage the blighter.

Upon the Shadowclaw agent's presumed defeat, the PCs return home with some lingering animal traits. During the return trip, they are approached by an individual who asks them a small favor to deliver a message to the Lord Marshall. The missive is scented such that the PCs are reminded of Leaijrn's quarters.

If the PCs open the message, they find nothing but a blank page. Those that can cast detect magic discern that the parchment radiates transmutation magic. Those PCs that deliver the missive to the Lord Marshall see that whatever he reads affects him deeply and his hands shake with emotion. He then quietly thanks the PCs and asks them to depart.

Once the PCs have exited Leaijrn's quarters and have started their trek back, they meet up with a brown, black, and green calico cat who speaks to them.

PREPARATION FOR PLAY

Ask players if they have played HIG5-09 *Twilight*, HIG6-02 *Antipathy*, and/or HIG7-02 *Against the Grain*. Those PCs that played HIG5-09 *Twilight* may recognize Jye in the Conclusion here. Those that have played HIG6-02 *Antipathy* may recognize the strange vision of Giselda Insticios had in the Far Realm. Those PCs that played HIG7-02 *Against the Grain* may recognize Blossom and

Thistleprong in Encounter 3: Nomination, and may later realize that the directions given to the fey gate lead to the one that has been closed.

Also, discern if the majority of your players are members of the same Adventuring Company - these PCs may receive a special benefit from the transformation ritual in Encounter 5: Question.

Balance of Scales: Determine if any PCs have levels of Dragon Disciple or other draconic prestige classes, base classes, feats, or other abilities and do not have Highfolk regional documentation granting them access (that is, they gained access from another region, or took access exercising the core or Open option) or are playing a kobold using the "Sojourner from the Mist Kingdom" Player Rewards card. These PCs should be noted, as they may receive a special encounter or be specifically targeted during Encounter 5: Question.

Legendary Deeds: At the beginning of this scenario, each player must determine the recognition of his Highfolk Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

Highfolk Influence Chart: PCs may wish to spend various Regional Influence Points during this adventure. Refer to the Supplemental Highfolk Influence Chart for guidelines.

INTRODUCTION: INITIATION

Give the players **Player Handout #1A** if their PC is a Ranger of the Vesve or **Player Handout #1B** if their PC is a Knight of the High Forest; Druid PCs receive an invitation to the Moot; give them **Player Handout #3**. All other PCs should receive **Player Handout #2**.

Responding to the summons, you enter the Lord Marshall's personal quarters in Quaalsten and find that you are not alone – there are several other adventuresome-looking people here. One of them is an elven man of medium height and build dressed all in greens and browns, carrying a finely-crafted composite longbow and wearing a jerkin that displays a golden stag's antlers on a green background, as well as a maple leaf patch on his left sleeve.

As you look beyond the elf to your surroundings, you spy a variety of charts and maps, mostly of the Vesve and surrounding areas. A long, black-feathered spear rests in one corner, near a pair of swords mounted on the wall.

Give PCs a DC 10 Spot check to notice a faint, out-of-place scent pervading the room; a DC 18 Knowledge (nature) identifies it as jasmine and sandalwood – a woman's perfume. A DC 15 Spot check or Wisdom check reminds the PC of last year's Tanabat festival, though he cannot recall why.

Those that succeed on a DC 12 Knowledge (local – Iuz's Border States) check recognize the elf as Yanesh, a prominent member of the Knights of the High Forest and of Clan Moonbow. Devoted PCs receive a +4 circumstance bonus to this check; elves that are Born of the Vesve also receive a +4 circumstance bonus. Like all Knights, Yanesh wears no insignia or other identification that reveals his rank within the organization. Yanesh is, in fact not only a prominent member of the Knights, but also a Woods Lieutenant of the Rangers of the Vesve. He introduces himself at the first opportunity – likely during character introductions.

Next to the elf sits a nervous-looking half-elven maiden of some 18 summers. She too is dressed in greens and browns, her blonde hair cropped close – short enough to reveal slightly pointed ears. Around her neck lies a rawhide cord bearing an animal fang, and on her shoulder sits a tiny brown mouse.

This half-elven girl is Tusk, an aspiring druid who is currently studying with the Whisperwinds Druidic Path of Enlightenment.

After a few more minutes, another half-elf stalks in through the door, followed closely by a lumbering half-orc. The former is male, his long brown hair pulled back with a scrap of rawhide. He wears a badge depicting a cluster of oak leaves on his left shoulder. His step is noticeably light, and his face a bit odd; twin scars mar his cheeks almost from mouth to each ear, and appear to make his jaw almost unhinge when he grins, which he does often.

The half-orc is fairly typical of his race – a hulking brute with greenish skin and a sloped forehead, though he carries a scimitar. His face is kind, and his eyes intelligent; as he stands just inside the doorway, a kit pokes its nose out from his jerkin. A broad grin graces his toothy maw as he notices the young woman seated next to Yanesh.

Those that succeed on a DC 10 Knowledge (local – Iuz's Border States) check recognize the half-elf as Leaijrn Greenoak, the Lord Marshall of the Rangers of the Vesve, and the man you came here today to meet. Again, Devoted PCs and Born of the Vesve elves each receive a +4 circumstance bonus to this check.

The half-orc male is Demirus, another aspiring druid who is currently studying with the Harmonious Way Druidic Path of Enlightenment. His animal 'friend' (not even a companion yet) is a baby fox.

Leaijrn makes introductions if they haven't already been made; though quite competent and a very capable leader, he appears slightly uncomfortable when dealing with such formalities. He brushes off any inquiries regarding the perfume scent, instead charging ahead:

The Lord Marshall gestures to the half-orc to be seated, which Demirus does quite tentatively, but Leaijrn himself remains standing, leaning over the map table. "Thank you all for responding to the missive, whether it was mine or Yanesh's here. We would ask you to do us a favor of great import; you see, these two aspiring druids need to make it safely to the next Moot of the Druids, which they tell me takes place in three days. They have each experienced a disturbing vision, or, as I understand it, more than one." He looks questioningly at Tusk, who timidly nods her head in confirmation.

Leaijrn goes on to explain that Tusk and Demirus each experienced a vision. Tusk then quietly relates that she dreamt of a man who was slowly destroying the Vesve, causing small pockets of vegetation to wither and die on an almost daily basis. Demirus' vision, when he crudely explains it, was more direct – a hooded man wearing an unusual unholy symbol of the Old One was burning and desiccating the trees and plants, cutting a swath of destruction from the Defiled Glades straight toward Flameflower.

PCs who succeed at a DC 20 Knowledge (local – Iuz's Border States) check recognize the description of a Shadowclaw agent, and that these agents of the Old One attempt to infiltrate other organizations and societies. PCs who succeed at a DC 16 Knowledge (nature) check may recognize these abilities as those of a blighter. Those that have played the Introductory adventure HIGB-02 *Trouble Brewing* recognize the description of the trail of deforested areas, undead attacks, and locust sightings that took place in the Vesve during that adventure, as do PCs that make a DC 15 Knowledge (local – Iuz's Border States) check.

After the aspirants speak, Yanesh interjects:

"We have little to offer you, certainly not of monetary value. But if you are interested in joining or advancing within our ranks, I believe that something can be arranged."

Leaijrn adds, "If you should decide to perform this service for us, I would ask one more favor. It would not surprise me if the druid Calentir Elethiel-Rellen was in attendance at the Moot. If he is, I would appreciate it if you could pass along a simple message: 'I hope your scales are balanced; say hello to the women for me, and tell them I miss them.'"

Though he cannot hide a wistful look, he refuses to elaborate on the meaning of the message; he merely reiterates his request for their assistance.

If the PCs agree to escort the druids to the Moot, continue to Encounter 1; if not, the adventure is over for them. Highfolk has no need for heroes that aren't.

1: REPARATION

Assuming the PCs agree to the escort mission, they set off for the Moot in the northern portion of the Vesve. This is just a bit northwest of the Shieldmage's Tower, near a clear stream.

As the PCs travel through the woods, allow them to talk and question Tusk and Demirus further should they wish it. The two druids are friendly and chat as they travel with any PCs that inquire. They allow any PCs that wish to do so to cast protective or hiding spells on them such as *woodland veil*, *forestfold*, *camouflage*, or *pass without trace*.

- The two druids have recently discovered that they are brother and sister – sharing a common mother.
- Visions aren't that unusual for Tusk, especially recently, who belongs to a sect of druids called the Whisperwinds. A DC 15 Knowledge (local – Iuz's Border States) check informs PCs that the Whisperwinds are a group of seers and guardians of secrets.
- Demirus is a member of the Harmonious Way druidic path. A DC 15 Knowledge (local – Iuz's Border States) check informs PCs that the Harmonious Way is a group that seeks balance through wild shaping.)
- If asked about the visions specifically, Tusk hesitantly tells the PCs that her portent of the Blighter was not the only one she has had recently. She tells the PCs the following: *"Unlike the first vision, I wasn't frightened by the next one. I felt safe; warm. I was*

looking at my beloved forest and I was at peace. I heard a voice on the wind; nothing more than a whisper though its words were clear. It said 'The zenith of the Dawn is at hand. The time of Her rise will begin and blind those that stand in Her way, while those that work Her will shall flourish.'

"And then the voice changed, though it was still gentle. 'Trust again he who is One with the Sacred Wood. He will protect in your time of need.' And then the vision ended."

Allow the PCs a DC 15 Knowledge (local – Iuz's Border States) or Intelligence check to realize that the Sacred Wood is the Vesve. Allow each PC that traveled to the Far Realm in HIG6-02 *Antipathy* another DC 12 Intelligence check to recall that Giselda Insticios referred to this being during her vision in that adventure.

After several hours of travel through the northern Vesve, Demirus suddenly raises his head, sniffing the air. "Me smell smoke," he states simply. He shares a knowing glance with his half-sister, and the pair immediately dash off to the west.

Assuming the PCs follow their charges:

You all stumble upon a small group of Perrender soldiers striking camp. There are several bodies, also apparently Perrender by what remains, lying upon a huge smoldering pyre. The fire has spread to the point of setting some nearby trees aflame. Several deer carcasses lie nearby, enough to provide far more meat than what this small group would need in a month, even if the two unfortunates upon the pyre were still alive. One of the soldiers appears to be female, and is cursing at the other remaining Perrenders in some strange tongue.

The two druidic siblings are outraged at this mistreatment of the Vesve and appear as if they intend to attack. A DC 10 Survival check reveals the careless camping habits of this group.

To make matters worse, the woman is Evgean, a Skâmtèguler, or shame crier, and is at first speaking to the others in Flan. She also happens to be the wife of Ruchzi, the remaining leader of this troop. A DC 15 Knowledge (local – Iuz's Border States) check reveals the information in Player's Handout 1: The Skâmtèguler. Point out that it is rumored to be dishonorable to harm a shame crier. In addition to improving morale,

skâmtègulers are also master tacticians and direct any combat taking her charges' abilities into consideration.

Upon spotting you, Evgean steps up her berating of the two men, inciting them to attack. Only a DC 35 Diplomacy check (rushed, of course, for a -10 penalty) can hope to smooth things over. Be creative and have fun with Evgean's curses of the mercenaries and her praises of the PCs, and use a German or Austrian accent if possible. Following are several sample curses:

- *"You call that a mighty blow? That would not have felled a child, you miserable slouch! Try again, and do bettah!"*
- *"If not for dat new toy I bought you for your birsday, you vood be dead already!"*
- (To a PC attacking Ruchzi): *"Another hit like that and I vill need a new huss-ban! Vell done!"*
- *"Why do I bother standing here vit you? You ah putting me to sleep. Perhaps I should leave and come back laytah. Maybe they vill have finished you off by zhen."*
- *Are you fighting or dancing? Stand zer like a man!*

CREATURES

APL 4 (EL 6)

Ruchzi, Perrender Mercenary (1): hp 40; Appendix 1.

Nerb, Perrender Mercenary (1): hp 20; Appendix 1.

Shame Crier Evgean (1): hp 8; Appendix 1.

APL 6 (EL 8)

Ruchzi, Perrender Mercenary (1): hp 52; Appendix 1.

Nerb, Perrender Mercenary (1): hp 40; Appendix 1.

Shame Crier Evgean (1): hp 8; Appendix 1.

Perrender Warrior (2): hp 6; Appendix 1.

APL 8 (EL 10)

Ruchzi, Perrender Mercenary (1): hp 68; Appendix 1.

Nerb, Perrender Mercenary (1): hp 52; Appendix 1.

Shame Crier Evgean (1): hp 20; Appendix 1.

Perrender Warrior (4): hp 6; Appendix 1.

APL 10 (EL 12)

Ruchzi, Perrender Mercenary (1): hp 84; Appendix 1.

Nerb, Perrender Mercenary (1): hp 68; Appendix 1.

Shame Crier Evgean (1): hp 32; Appendix 1.

Perrender Warrior (8): hp 6; Appendix 1.

Tactics

Ruchzi (and Nerb, if he is so equipped) takes advantage of the surprise factor his *greatreach* bracers are likely to give.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 243 gp; Coin 12 gp; Magic 361 gp; greatreach bracers (166 gp), +1 greatsword (195 gp); Total 616 gp.

APL 6: Loot 198 gp; Coin 13 gp; Magic 1057 gp; +1 chainmail (108 gp), +1 composite longbow (Str +3) (225 gp), greatreach bracers (2 @166 gp each), +1 greatsword (2 @ 195 gp each); Total 1268 gp.

APL 8: Loot 153 gp; Coin 13 gp; Magic 1896 gp; +1 chainmail (2 @ 108 gp each), +1 composite longbow (Str +3) (225 gp), +1 composite longbow (Str +4) (233 gp), greatreach bracers (2 @166 gp each), +1 greatsword (195 gp), +2 greatsword (695 gp); Total 2062 gp.

APL 10: Loot 207 gp; Coin 15 gp; Magic 2652 gp; +2 chainmail (358 gp each), +1 chainmail (2 @ 108 gp each), +1 composite longbow (Str +4) (2 @233 gp each), greatreach bracers (2 @166 gp each), +1 greatsword (2 @195 gp each), +2 greatsword (695 gp); Total 2874 gp.

Detect Magic Results: All weapons (faint transmutation), greatreach bracers (moderate transmutation).

TROUBLESHOOTING

Should the PCs slay Evgean early in the combat, it becomes a pretty standard encounter; try to remind them about the dishonor of killing a shame crier... but also do your best to preserve her by having her take full cover behind a tree.

DEVELOPMENT

Assuming the PCs defeat the Perrenders, the two druids wish to tend to the careless fires; nothing can be done about the wasted deer meat. If any Perrenders are still alive, they see nothing wrong with their negligent mistreatment of the forest. If asked, the aspirants suggest leaving them tied up for nature to deal with them as it sees fit.

Each of the Perrender corpses on the pyre clutches a pebble in its hand – a DC 15 Knowledge (religion) confirms this is an Old Faith practice. It is obvious this patrol took no care regarding the forest; detail the druids' appalled reactions to this blatant disregard of their home.

2: CONGREGATION

After several days travel, the PCs arrive at the location of the Moot. They first encounter the druid "parking lot" known simply as 'The Romp' – a small grove where all the druids attending the Moot have left their animal companions to rest, feed, and play.

The woods around you teem with life, the life of the forest in all shapes and sizes. Birds chirp loudly, littering the air with their songs. Wolves prowl in and out of the green brush, their sleek bodies' markers of wild beauty. Bears of all colors lounge next to ancient trees that appear as small saplings next to their massive furred bodies.

The native animals of the Vesve are not the only ones that dart and walk through the clearing. A large leopard-like animal with spots cleans itself in brilliant patch of sunlight, a loud rumbling sound emanating from its barreled chest while a strange yellow horse-like creature with a long broad face and a hump on its back grunts uncomfortably.

This is a simple role-play encounter – the animals can impart a few rumors, if spoken to using *speak with animals* or other means. While they share general excitement and speculation about who might become the new Archdruid, their most important news is rumors of the new 'Familiar Brigade' and whether any of them think they might receive 'the call'. Tusk and Demirus spend a few moments admiring the 'real' animal companions, if allowed. A DC 10 Knowledge (nature) check reveals that the leopard-like animal is a dire cheetah, and the humped beast is a dromedary; Tusk or Demirus can answer this if asked.

CREATURES

All APLs

Various animals (see MM for stats if necessary).

DEVELOPMENT

When the PCs are done sharing with the animal companions, continue on to Calentir's approach below.

3: NOMINATION

After just a short walk, you and your druidic charges arrive at the Moot clearing; scores of people of all shapes and sizes mill about; elves, humans, half-orcs, and even full-blooded orcs and kobolds. A half-elven male wearing white scale armor notices your entrance and approaches, grinning in welcome.

Point out to those with the Track feat or make a DC 12 Spot check that there is not a track to be seen in the clearing, despite the large number of people present. Whether or not they notice, it is at this point that Calentir sees the group and comes over to greet them and introduce himself if they don't already know him. The two young druids, eager to assist, tell Calentir of their

visions. Calentir appears concerned and tells them that he can certainly garner them some time during the Moot in which to inform the assembled druids about their visions.

Allow the PCs some time to mingle with the crowd and ask questions about the Moot itself as well as the participants involved. Have someone (likely Calentir) point out the various candidates; the PCs can gather info on their own as well.

- There are 6 candidates currently vying for the position of Archdruid. Their names are Lucien, Heeloth, Windweaver, Nowol, Sunoer, and Calentir.
- Lucien is a verdant lord of the fey and one of the current favorites for the position of Archdruid, along with Calentir. He is a half-elven, half-fey man and is to lead the proceedings for the Moot. He is a member of the Observationist's Society Path of Enlightenment, dedicated to researching and cataloging new plant and animal species.
- Heeloth is an older half-orc whose body has run mostly to fat and who only took to the life of the wilds recently. He is thought to be too skittish to pose a serious challenge. He is a member of the Order of the Fang Path of Enlightenment, a group of savage humanoids that believes in the survival of the fittest.
- Windweaver Reaelavar is a blonde elven woman who, while not beautiful, is beloved by the animals of the forest and when possible, lives as a giant brown bear. She is a member of the Daughters of the Huntress Path of Enlightenment, an all-female group that celebrates the hunt and womanhood; she is also a Warden of Clan Baelath'sinoth (highest tier).
- Nowol is the closest challenger to Lucien. He is a black-haired and stocky human male who few have ever seen smile and even fewer have heard speak. He is a member of the Deepwave Seekers Path of Enlightenment.
- Sunoer is an oddity for a druid as she is a dwarf. Thick of build with warm brown eyes, she has been cast out by her underground dwelling brethren. She is a member of the Rockspire Wanderers, the Path that consists mainly of dwarves and spends much time alone in the mountains.
- Calentir is a brown-haired, green-eyed, half-elven male and current heir to the elven House Rellen. He is married to Releshi Elethiel-Rellen and they have a young son named Aensylorin.

He is a member of the Harmonious Way Path of Enlightenment.

- Also of concern are the large areas of destruction and deforested areas that have been cropping up in the Vesve lately. They are unsure of what this means or what is causing it but they know the collective druids are worried.

Information the PCs can garner from Calentir himself:

What is going on with that crazy wife of yours?

- ***"Releshi strives to fulfill her destiny and believes what she does is best for the forest and its peoples."***

Destiny? What destiny?

- ***"Releshi has a great destiny before her. She seeks to protect the Vesve from the Old One and any others who may despoil it. She seeks to do what she was born to do."***

Why did you and Releshi show up with that army?

- ***"Because Mnemosyne wanted the opportunity to murder our son. We know she manipulated Lord Kashafen into demanding Aensylorin's presence so that she would have the chance to do so. We came with protection."***

What is the relationship between you and Onvere?

- ***"We are old friends who currently disagree on how best to keep the Old One out of the Vesve."***

Why are people turning green?

- ***Calentir appears very confused. "Green people? Unfortunately, I really cannot say."***

Any further questions must wait for another time, as Lucien now begins the Moot:

The regal looking half-fey man scans the crowd and speaks, "Welcome all, particularly to those that have traveled from afar. We have an entwining to announce, and several new recruits to welcome into our fold, but before we perform those ceremonies, we must deal with our first order of business. Are there any that wish to nominate someone for the open position of Archdruid?"

At this point, druid PCs may wish to nominate themselves for the position of Archdruid - allow them to

do so before Ioethalenar interjects. Lucien acknowledges their entrance into the race with a nod of his head and an encouraging smile.

The breath of a heartbeat passes before a strong elven voice is heard ringing through the clearing.

"Yes," says the mahogany haired man belonging to the voice, his yellow-gold robes rustling around his slender frame. A smirk paints itself on his handsome face. "I nominate myself."

A DC 15 Spot check reveals that Ioethalenar looks somewhat familiar, like someone they have seen before, but the PCs are unable to place exactly from where.

A DC 25 Spot check reveals that Ioethalenar has a strange sort of burn in the palm of his right hand. PCs are unable to make out the exact details of it.

A murmur bubbles through the gathered druids, some raising their voices in approval and some with displeasure. The Verdant Lord nods slightly at the braided man, accepting his nomination. Then, very slowly he studies the features of each of the aspirants.

Quietly, he speaks, his voice carrying to the ears of those near him, "Those who vie for our position of Archdruid are both formidable and worthy. Nature has blessed them with her gifts and they would all serve us well as the head of our order. As such, I find myself unwilling to continue my own pursuit of this position." White hair tickles the top of his ears as it blows in the spring wind.

"I hereby withdraw from the process and instead lend my support to the druid known as Ioethalenar."

The shock this announcement causes the waiting druids is almost a palpable thing. Animals shift uncertainly and various birds screech in discomfort.

Once the crowd calms a bit, Calentir steps forward, motioning to your group, his own face strained with astonishment and some unknown emotion.

"All, I too must withdraw my claim for Archdruid candidacy, despite my desire to consolidate the Paths. But I also must interject into these proceedings, for these adventurers have brought two of our younger brethren to us at great cost to themselves. They have words of dire importance and news of something I think we should all hear.

At this point, the two younger druids appear suddenly uncomfortable and shy when all eyes turn suddenly upon

them. They look pleadingly at the PCs, hoping that one of them will at least start things off. Once the PCs speak some introductory words, the two druids become comfortable enough to speak up, telling of the suspected Shadowclaw blighter within their ranks.

A quick scan of the candidates after the news reveals the following with a DC 15 Sense Motive check for each:

- Ioethalenar's face is pinched with disgust and outright hatred, his golden eyes glittering with rage.
- Nowol appears surprised and annoyed.
- Windweaver seems to be irritated, as if the news was not worthy of note. That is, until the word 'blighter' registers.
- Heeloth appears nervous and uncertain, his weak chin trembling under the loose skin of his jowls.
- Sunoer frowns deeply, tapping a finger thoughtfully on her leather belt.

Lucien focuses his piercing eyes on your group. "Those are very serious accusations, my brethren. Do you have any proof?"

"No Sir, only our visions."

"Thank you." He turns to the waiting crowd. "Unfortunately, we will have to deal with this immediately after our other business here is concluded. Now," continues Lucien, "We will begin the voting..."

"No." Scorn laces the golden-eyed druid's tone, his disdain at the proceedings evident.

"I call for this to be settled using the old ways. We will duel. I have that right."

Lucien sighs deeply before saying, "So you do. It is of the old ways. Very well. We will meet on the morrow to begin."

Ioethalenar quirks a finely shaped eyebrow and he raises a hand, casually flicking a small bunch of holly berries at Nowol. Nowol's eyes have only an instant to register astonishment before he is obliterated by the seeds. The sizzle of acid is clearly heard as his lifeless body falls to the ground. Calmly, Ioethalenar turns to the remaining applicants.

"One of you is a pathetic servant of the child-god Iuz and this forest must not fall into his hands. Since we do not know exactly who that traitor is, you all must be eliminated."

At this point, Calentir turns to the PCs, horror and concern written all over his weathered face.

Suddenly Calentir is at your side, shouting to you over the din, a large black wolf loping behind.

"This way! Follow Genny and me; we must get out of here. They are going to destroy one another and anyone else unlucky enough to get caught in their path."

Allow the PCs the opportunity to immediately follow the half-elven druid. For each round the PCs decide not to take his words to heart, read one of the following actions in sequence. Once the PCs do decide to flee, read one additional round's worth of actions and tell them they see this as they leave.

- *Sunoer squares her sturdy shoulders and shifts her squat form into that of a massive muscular tiger. Immediately she charges the slender elven man, her animalistic face contorted into a snarl. Ioethalenar turns calmly to face the oncoming assault, and as he does so crackling bolts of lightning shoot from his almond-shaped eyes to strike Sunoer in the chest. The smell of burnt flesh and fur fill the air and the dwarf turned tiger roars in pain.*
- *Panic contorts Heeloth's face as he desperately scrambles backwards. Recovering from her surprise, Windweaver cries out the words to a spell, and a column of fire roars down upon the red-headed druid.*
- *Engulfing his lithe form, the elven man calmly steps from the confines of the flames unharmed. Ioethalenar starts his own spell as Windweaver begins another incantation she will never finish. A black ray shoots out from Ioethalenar's hand, striking the elf in the chest. Her face goes suddenly blank and she falls to the ground, the vacant stare of oblivion in her dead eyes.*

As this takes place, Heeloth appears to fling something at the triumphant druid. The air around Ioethalenar shimmers a moment and his nose flares with annoyance.

"You think to defeat me with something as simple as dispelling magics? Your foolishness will cost you your worthless life."

- *Heeloth casts again and a rain of fire springs from the heavens, pelting the earth and burning vegetation and bystander alike. The clearing is alive with the cries of the wounded and dying. People and animals cry out as one, desperately trying to flee the burning area.*

As the words leave Heeloth's mouth, Ioethalenar's voice is raised and another rain of fire falls from the blackening sky. This time, however, the woods and the plants remain untouched by the burning death, though the cries of the dying crescendo.

Motioning frantically, Calentir attempts to lead you deeper into the wood, concern etched onto his weathered face. Genny, the black wolf, brings up the rear and does her best to herd you forward.

If the PCs choose not to follow Calentir or do not enter the fey realm, allow them to flee into the woods in order to escape. The adventure is over for them if they choose this route. If the PCs remain in the vicinity of the destructive druids and do not flee before 3 rounds have passed, they get caught in the area of the druids' spells. On the fourth round, a greater whirlwind and a storm of vengeance both are cast, catching them all in their effects. If the PCs survive and start running at this point, they are only caught in minor spell effects. If they survive and STILL remain, two flame strikes are cast next, again catching the PCs in their blasts.

If the PCs follow Calentir, continue:

Moving quickly you follow the half-elven druid. Effortlessly, he seems to glide through the woods, pausing every so often to make sure you still follow him. Behind you, the sounds of the magical battle increases in intensity and then, suddenly, the moans of some of the wounded are silenced.

"Here. Quickly." Calentir points to a rather inconspicuous large patch of moss growing on a rock face.

"This is a path into the fey realm. We must enter into it for I fear it is your only path to safety." As he speaks, the ground below your feet begins to shift and heave with the tremors of an earthquake. Without hesitation, the druid runs at the rock face and disappears.

Assuming the PCs enter:

Stepping through the indicated portal delivers you into a realm of cold and bitter beauty. Trees bend beneath the weight of wet snow and sharp crystalline icicles glisten in the frosty air. Thick snowflakes drift idly down, dampening the sounds of this winter landscape. It is then that you realize that your druidic charges have become separated from you during the confusion.

If the PCs have taken great measures to ensure they absolutely cannot be separated from the druids, try to find another method to rid the party of them. You as DM will have enough on your hands, running the mod and combatants, as well as the fey allies. If necessary, use Calentir to convince the PCs to entrust the druids to his care; he can be very charming, and stubborn when needed. He can insist the druids return with him.

As you enter, Calentir turns away from you, a grim expression on his face. "I will not be traveling any further with you. I promise to take care of your charges, and I fear for those that were not as fortunate in their escape. I must go back and see what help I can offer to the wounded. If possible, follow this path to a marsh; beyond it you will find a swamp with three banyan trees and you should be able to find your way home from there.

Calentir is giving directions to a CLOSED portal. PCs that played HIG7-02 Against the Grain and succeed at a DC 12 Survival or Wisdom check realize that the portal Calentir describes is the very same one that some of them closed a short time ago. As Calentir is about to finish, Blossom the petal and Thistleprong the thorn (also met in HIG7-02 Against the Grain) appear from behind some flowers.

"Excuse us, He who is One with the Sacred Wood? Excuse us?"

Calentir turns his attention towards the timid fey, his face breaking out into a gentle smile despite the urgency of his return. "Yes little one? What can I do for you?"

"Well..." The cute little fey flutters her wings shyly and emerges from behind a brilliant scarlet flower, its petals waving slightly as if trembling with her. "We couldn't help but overhear you. The directions you gave them, well, that portal is closed." She sniffs sadly and hangs her head at the thought.

Calentir appears surprised at the announcement. "When did this happen? And who closed it?"

"It was closed a short time ago by a group from your realm," replies the short, leafy-green fey.

The druid sighs and runs a hand through his long, wind-tussled hair. "That changes things quite a bit. We either need to return the way we came or find you another exit." His face scrunches up as he thinks on this new development.

"I could do it." The golden-haired petal pipes up, "or rather, WE could do it." She points back towards the others who still lurk behind the pretty vegetation.

The druid seems to ponder this a moment, while glancing behind him at the direction they'd just come from. He nods pensively, "It appears to be the only way." He faces your group, "Blossom and Thistleprong are good guides and won't steer you wrong. Follow them and they'll get you out."

Allow the PCs the opportunity here to express their agreement, disagreement, or concern with following the flighty fey. If they have no opinion, continue reading.

Turning towards the little female fey once more, his smile returns. "Well, you've been very generous, Blossom. I have something for you in return." With those words, he bends down, reaching into a pocket to pull out a handful of sweetmeats which he holds out to the fey.

"You always have the best treats!" She flutters excitedly up to his outstretched hand and as she does so, more tiny fey emerge, all suddenly clamoring for treats. Calentir laughs at their enthusiasm, allowing them to climb all over him in their efforts to get the meats.

Quickly though, his face turns somber again as the dying screams of those from the clearing echo through the portal. "I must go, and quickly. Listen to Blossom and Thistleprong here; they will get you to safety."

With those words, Calentir Elethiel-Rellen's form shifts into that of a great grey dire wolf and he and Genny lope through the gate back to the clearing you just fled.

TROUBLESHOOTING

Note that the Fey Realm is considered part of the Vesve Forest, both for Soul Orb benefits and for Rangers of the Vesve bonuses.

DEVELOPMENT

Assuming the PCs follow their fey escorts, proceed to the next encounter.

4: PERSUASION

Both fey shiver slightly with the intense cold and as they do so, Blossom's gossamer wings turn from a brilliant pink to sparkling silver. Thistleprong watches protectively as the petal looks about and then flutters excitedly in small circles about your group.

The PCs can ask the two fey any questions they would like, however, Thistleprong and Blossom's answers are apt to be flighty, vague, and random, and as such might not make a lot of sense. Remember, they are fey and easily distracted.

- How do you know Calentir Elethiel-Rellen? *Who? Oh, that's the name you have for him? He visits us in the fey realm all the time. He always has very good treats.*
- What name do you have for him? *He has lots of names but not as many as the Sylvan Fox.*
- Who is the Sylvan Fox? *You don't know yet!? Well, you'll meet her eventually.*
- Is he the only one who visits you? *No, there are others who visit from time to time. His pretty wife lets me nest in her long hair!*

Additionally, Blossom hovers around the person who has the most 'shines' (the most good aura) and avoids anyone carrying cold iron weapons (she is terrified of them). Both fey comment on who has pretty souls as opposed to those with ugly or boring souls; Born of the Vesve elves receive special attention here.

"That silly man, not knowing that he was sending you to a closed portal. Tsk tsk."

The two fey look at your group intently, Thistleprong scrunching his tiny face - the first time you've seen a serious expression on either of the creatures. Blossom glances nervously over one shoulder.

"This won't do." Blossom nods emphatically as she speaks, "They'll know you shouldn't be here, they might think you are spies. Things are very different in the faery realm right now."

Thistleprong stops suddenly, eyeing your group distrustfully. "YOU aren't spies, are you?"

Regardless of their answer, the fey take the PCs at their word. If the PCs say no, then the fey visibly relax. If the PCs say yes, they panic and abandon the PCs in the fey realm. The PCs still experience the adventure; however, they must wander around the fey realm for a long time

before they find a way out and are charged an extra 6 TUs at the end of the adventure. They are also unable to experience the shapeshifting offered by the fey. Skip to Encounter 6: Retaliation, minus any fey interaction if they chase away the two fey.

If the PCs claim they aren't spies, read the following:

"I knew you weren't spies." Blossom whispers shyly.

Thistleprong dashes about, the snow crunching with his erratic movements. "We can disguise you! Will you agree to being disguised? It'll even be a special kind of disguise and lots and lots of fun, we promise!"

Blossom chimes in, "It is really the only way. Can we? Huh? Huh? Huh?"

If the PCs say no, then read the following:

Blossom's pretty wings droop sadly, "Please? If you don't, it'll be so much harder on you. Maybe something will eat you! Or step on you! Or even," and here the fey gasps with horror, "ignore you!"

If the PCs still refuse, the fey try one more time:

"Okay." Blossom pouts and Thistleprong looks at you distrustfully once again.

"You folks sure are strange. Your refusal will make things super hard but maybe we can be clever. I know I'm clever." Thistleprong puffs his tiny chest out and attempts to strike an impressive pose.

The PCs might catch on to the use of the word "they" when the fey mention getting caught. If they ask Blossom and Thistleprong who 'they' are, the two fey for a moment look trapped between being pleased and excited to nervous and afraid. They then ask the PCs not to talk of 'they' and to drop it.

5: QUESTION

Assuming the PCs follow the fey pair:

"Come this way then! This way!"

The two fey lead the PCs to a ring of toadstools with a tree stump next to it. They motion for the PCs to enter into the ring while they remain outside of it and Thistleprong sets himself down on the stump. A DC 14 Sense Motive indicates the two Seelie fey are up to something, but they won't reveal what it is until the PCs enter the circle.

Assuming the PCs enter the circle:

Thistleprong grins slyly, "We have a fun game for you to play before we give you your disguises! Are you ready? It won't be easy because that would not be any fun."

Read the following for PCs that argue or don't want to play the game:

Blossom circles around the tree stump, the air humming with the beating of her wings.

"You have to play!" she giggles loudly and lands next to the male fey.

"If you don't, you can't leave the circle," states Thistleprong as he grins from ear to ear.

PCs that attempt to leave the circle without at least attempting to solve the puzzle find themselves unable to do so as they are trapped by the ring's magic. As long as the PCs attempt the puzzle they are eventually allowed to leave (but don't let them know that!). If they manage to solve the puzzle, they receive the Regional certificate 'Touched by the Fey', as well as access to the *Mask of the Wolf* and several other magic items.

Assuming the PCs agree to play along, Thistleprong reaches down and taps one of the mushrooms; blue spores drift toward the PCs, and suddenly, they find themselves elsewhere, without any animal companions or familiars that may have been accompanying them:

You find yourselves in what must be a cave. A single beam of light illuminates the immediate area from above; it seems to be focused on a single spot. Beneath the beam in the center of the cave is a flat stalagmite, almost table-like, with ten assorted vials of all shapes and sizes arranged in a circle, each containing a clear liquid; an eleventh in the center rests just outside the beam. The dim light reveals various scribbled phrases covering the cave walls.

Give the players **Player Handout #5** so they can envision the cave to which they have been transported. This puzzle consists of two parts – the first is to identify each potion, and the second is to use those potions in a manner so as to reach the end of the puzzle. A series of phrases written mostly in Sylvan onto the cave walls in various handwritings provide clues, which the PCs can use to reveal the colors and contents of the various vials – give them Player Handouts #6 and 7. Those colors, their positions, and the size of the vials, along with the additional clues, can be used to help them identify the contents of each vial, which is the first step towards solving the puzzle. *Detect magic* results are of great benefit in this identification, as is the use of the Spellcraft skill –

a DC 25 Spellcraft check successfully identifies any one potion, with no retry allowed.

Thistleprong and Blossom are watching them through the magic of the fey ring; using that same magic, they can speak to the PCs and give additional hints as needed if the PCs are stuck or close to a solution (though the fey are unlikely to respond to direct questions from the PCs). Do not make it too easy on them though, as there is no need to finish the puzzle in order to continue with the adventure. Success does get them much of the AR item access, though, including a second piece of the raiment of the wood.

That same magic, or perhaps just the natural acoustics of the strange cave, allows the PCs to converse with each other anywhere within the Cave or its tunnels.

There are four exits from the cave, each a long tunnel - one is blocked by a pit, another by molten lava, yet another by a long fissure, and the fourth is a very dark passage, accompanied by the sound of rushing water.

Let the PCs spend a few minutes investigating each tunnel. Use **DM Aids #1, #2, and #3** to help guide the PCs through this puzzle. Each potion helps the PCs bypass an obstacle in one or more of the four exit tunnels. Some lead to the next obstacle, others are used in different tunnels. Key features are described as follows – all areas are magically lit as if by everburning torches, unless otherwise noted:

Water Slide: *You enter the utter darkness accompanied by the sound of rushing water, this steep 5 ft. diameter tunnel is completely filled with water, making it impossible to breathe.*

Sliding down is effortless, but breathing is the challenge, as it takes well over 3 minutes to descend. Climbing back up requires either a DC 25 Climb check or magical aid, but oddly takes only a few rounds to accomplish.

Darkroom: *The darkness completely fills this area.*

It is impossible to see this 50 ft. room without darkvision or magical aid; if neither are available, the niche containing the pedestal holding the *potion of levitate* must be found by touch and stumbling around in the dark.

Lava Pool: *This pond of boiling magma is over 200 ft. across; through the rising waves of heat, you can barely make out what appears to be an exit tunnel on the far side.*

Crossing the lava without magical aid deals 2d6 points of fire damage per round, or 20d6 if a PC should become fully immersed. The lava can be walked upon with *water walk*, though it still deals 2d6 points of damage per round.

Fissure: *This deep chasm appears to go on for miles.*

The fissure is several hundred feet deep and over a mile long. Climbing or descending and walking the bottom would be dangerous ventures and take many hours.

Trapped Tunnel: *The narrow tunnel necks down even further here, becoming only 3 ft. high and wide. It appears as if only a halfling or small child could enter and crawl through.*

Unless a creature is small or using magical aid, traversing this tunnel requires both crawling and squeezing. Any creature whose body is more than 1 ft. above the floor activates the trap, dealing damage over its 40 ft. length.

Spear Trap: CR = APL; mechanical; location trigger; automatic reset; 1d4 spears per APL; Atk: APL+8, 1d8+APL damage; Search DC 20; Disable Device DC 20; Market value 2,100 gp.

Oubliette: *Having avoided death by spear point, you see the tiny passage now opens up above into a tall, narrow chimney.*

This vertical tunnel rises roughly 100 ft. above, ending in a small room containing a simple pedestal holding oil of greater magic weapon. The chimney can be climbed, but requires a DC 25 Climb check.

Open Pit: *This 20 ft. pit opens to reveal a bottom littered with bones and refuse 20 ft. below.*

This pit is easy to avoid or cross, but descending is the only way to proceed. The eastern wall is a permanent illusion that is revealed by magic or simple touch.

Lighted Room: *A blinding glow illuminates the room ahead, from an unknown source. A leering gargoyle statue rests across the chamber.*

An everburning torch rests in a sconce immediately above the entrance, and cannot be seen from outside the room. Entering the room without taking measures to prevent one's shadow from covering the floor sets off a lightning bolt.

Lightning Bolt Trap: CR = APL; magic device; shadow trigger; automatic reset; spell effect; (lightning bolt: (APL+2) x 1d6 damage, Reflex save half, DC APL+11 Reflex save half damage; every other round; Search DC 28; Disable Device DC 28; Market value 15,000 gp.

There are three generic sizes of potion vials:

- Large vials contain enough liquid for their magic to affect 6 people
- Normal size vials contain only enough for one person
- The small vial (fly potion) only lasts for 1 minute – just a little longer than it takes to fly over the Fissure

There is more than one possible solution; one of them is:

- Drink the *potion of water breathing* (normal size, so one PC only)
- Enter Water Slide; no fear of not being able to breathe
- Slide to Dark Room (can easily climb back up or use *potion of spider climb*)
- Use *potion of darkvision* (if needed)
- Find alcove with *potion of levitate* and return to Cave
- Either all PCs drink *potion of resist energy* (fire) and *potion of water walk* and cross Lava Pool, or
- One PC drinks *potion of fly* and flies over Fissure
- Either way leads to the Trapped Tunnel
- Drink *potion of reduce person* or *potion of gaseous form* to get to the un-trapped center of tunnel; this avoids damage from the spears that stop short just over a foot above the floor
- At the center of Trapped Tunnel, an oubliette leads up to another room and potion
- Use *potion of levitate* to ascend to retrieve oil of greater magic weapon
- Return to Cave
- PCs likely think they need to bypass the pit; they can use either *potion of jump* or *spider climb* to do so (if they use the *potion of fly* here, it obviously cannot then be used to negotiate the Fissure)
- Instead they should descend into the Pit
- Pit has an illusionary wall, leading to the Lighted Room
- Lighted Room is lit by a single continual flame torch directly above the entrance; the room is trapped with a resetting lightning bolt; it triggers anytime a shadow is detected in the room
- PC needs to either drink the *potion of invisibility* or cover the torch with something
- Across the Lighted Room is an alcove containing a gargoyle statue; its mouth contains a slot meant for a bladed weapon
- Apply oil of greater magic weapon to blade; insert into slot

- Door opens and statue slides aside
- They have reached the treasure room!

Sliding your magic weapon into the slot in the menacing gargoyle statue's mouth, the door swings open and the statue slides aside. The chamber beyond glows with an eerie bluish corona that can only mean one thing... magic!

Passing inside, you find several interesting items, all glowing with arcane power. Echoing overhead, you can hear Blossom and Thistleprong cheering wildly for your success.

Inside, the PCs find:

- Amulet of teamwork
- Farspeaking amulet
- Life ring
- Mask of the wolf
- Ring of communication
- Ring of piercing spells
- Torc of heroic sacrifice

TROUBLESHOOTING

PCs are likely to be suspicious of the intentions of the fey – do your best to convince them the fey ring is harmless. Have Blossom or Thistleprong strongly hint that the PCs are about to miss out on a wonderful boon; all they ask is that the PCs humor them for a few minutes.

Teleportation magics, etc. do not function within the fey ring, nor in the cave to which it leads.

PCs that fail at solving the puzzle in the faery ring do NOT retain the benefits gained from their animal form once they leave the fey realm.

6: TRANSFORMATION

After the PCs have completed the puzzle:

"I can't believe you big folk wanted to waste time with that silliness." Thistleprong chuckles at his own joke. 'Now comes the fun part; your disguises!'"

The thorn flicks another mushroom and a green cloud of spores envelops your group. An odd sensation overcomes you and for a moment the world fades from view, hiding your environment and your companions. Then, as quickly as it began, the sensation passes and you stand once more in the fey ring. However, as you look to your companions the world is suddenly in black and white and before you is a group of small woodland animals, milling about in confusion.

The PCs have been transformed into various animals by the fey in order to disguise them from whatever dangers lurk within the faery realm. Assign them animal forms based off of the list below, attempting to match the animals to the personality and appearance of each PC.

ANIMAL LIST

Wolf pup
Wild pig
Bear cub
Squirrel/Chipmunk
Cardinal (or various types)
Groundhog/Mole/Weasel
Fawn
Rat/Mouse
Snake/Lizard
Rabbit
Raccoon
Skunk
Fox

Give a quick description of the PCs in animal form using their base appearance as a guideline. Example: if a PC is a slender blonde female who has been transformed into a rabbit, they become a small female yellow/gold bunny. Try to assign at least one PC a bird form.

SPECIAL NOTE:

While the PCs are in animal form, they retain their normal abilities. Spellcasters can still use their spells (as if they had the Natural Spell feat). They retain the attack, damage, abilities, AC, and spells of their previous form and gain the new movement (rate and type), senses, and size of their current animal form, minus any Exceptional abilities. All PCs' attack and damage rolls that would normally be a function of a weapon are kept and treated as if coming from their own natural weaponry. Example: a PC has an attack bonus of +4 with a +1 longsword and +2 to their damage. In animal form, they attack with their teeth. This means that they receive a +4 to hit with their teeth and they are treated as a +1 weapon that deals 1d8+2 points of damage. Remember to take the size of the animals into account during combat; though they are functionally treated as having their weapons drawn, in reality they are using natural attacks.

In animal form, even though all sounds the PCs make are typical for their type, the PCs are capable of understanding one another. However, anyone not in animal form who attempts to speak to the PCs cannot understand them (other than Thistleprong and Blossom). The only exception is that a *Speak with animals* or *tongues* spell allows others to communicate with the disguised

PCs. This inability to communicate extends to any PCs that did not partake in the ritual to disguise themselves.

Once the PCs have played around a bit with their new forms, read or paraphrase the following:

“Let’s go then, and quickly. Even with your disguises, someone may notice us.” Thistleprong taps his foot impatiently.

Try to role-play their transformation during their travels as time allows. Comment on the snow crunching beneath their paws (if they have paws) but how they are not cold due to fur, etc.

Describe how it feels to be an animal and how they occasionally have animalistic urges they might otherwise not have. Maybe even their companions look a bit tasty!

The way home from the fey realm now lies through a gate that is approximately 15 feet in the air, and guarded by an oaken defender. This particular oaken defender has recently lost its dryad, perhaps not so coincidentally to the Shadowclaw blighter himself. The ‘defender’ remained in this location, due to a responsibility to guard the gate. Since then, the banshrae and shaedlings have convinced it that they are its friends, and in need of protection themselves along with the fey gate. So far, the not-so-bright defender believes their story; and has even been convinced that there is a group coming to destroy the gate. Enter the PCs.

As they approach, a DC 10 Spot check reveals that the oak appears spikier than normal, and some of the branches seem almost tentacle-like in nature. At that moment, the tree lashes out at the group.

The Unseelie fey were sent to guard the exit gate and prevent the PCs from leaving the fey realm. Despite the PCs’ animal form disguises, the Unseelie attack on sight; apparently, a pair of Seelie fey leading a variety of forest creatures has not done much to fool them. If present, dragon disciples without Highfolk regional documentation, all Highfolk non-green dragon disciples, and other non-Green draconic PCs (including Sojourners of the Mist kobolds) are the primary targets.

After perhaps 8 hours of travel, you think your destination is in sight. A small but unusual oak tree lies ahead. Thistleprong raises a hand to halt your approach, then points and whispers, “There. Up in that oak tree... see that shimmer? That’s your way home. But first, I’ll scou... Blossom!”

Too late to stop her, Blossom disappears from sight – a DC 17 Spellcraft reveals she just cast an *invisibility* spell. PCs that make a DC 35 Spot check notice something alive moving up in the branches of the willow, about 60

feet ahead. Unless they react immediately, Blossom returns (visibly) in two rounds and informs the PCs that something is waiting for them, but that she used her *shock and awe* spell to slow their foes down. Roll for initiative (remember Blossom’s +5 bonus due to her motivate dexterity minor aura, and that the Unseelie are now at a -10 penalty on their initiative checks).

As combat begins, the PCs see several short humanoids that look like ebony dragonflies. They have distended abdomens, with two spinnerets that exude wisps of pure shadowstuff. They are quickly joined by one or more very odd-looking fey – one or three willowy figures in dark green, with insectile eyes holding a flute up to its (their) chin(s), or (at APL 4 only) a cruelly beautiful insubstantial elf with gemlike eyes. They are accompanied by the strange tree, an oaken defender; this tree remains asleep through the combat except at APL 10.

CREATURES

APL 4 (EL 5)*

Joystealer (1): hp 97; MM4 78.

Shaedling (3): hp 22 each; MM5 148.

APL 6 (EL 7)*

Banshrae (1): hp 97; MM5 10.

Shaedling (4): hp 22 each; MM5 148.

APL 8 (EL 9)*

Banshrae (3): hp 97 each; MM5 10.

Shaedling (4): hp 22 each; MM5 148.

APL 10 (EL 11)*

Banshrae (1): hp 97 each; MM5 10.

Oaken Defender (1): hp 207 MM4 106.

Shaedling (4): hp 22 each; MM5 148.

Note that the EL has been reduced by 2 due to both the surprise the PCs likely gain and to the assistance of their fey allies.

Tactics

Blossom typically scouts ahead and reports back that she was able to cast her *shock and awe* on the Unseelie. Their -10 Initiative penalty combined with the +5 bonus to Initiative from her minor aura for the PCs ensures the PCs are almost certain to get the drop on the enemy. She uses her *inspirational boost* to bolster the party, follows up with her sleep song to aid Thistleprong’s sleep arrow attacks, and then *nightmare lullaby* on one of the shaedlings. She uses her countersong and/or thunderstones to help her allies as needed. Thistleprong

uses his sleep arrows to best effect; remember his favored enemy bonus of +2 damage against the fey.

The joystealer simply attempts to reduce the most vulnerable PC to 0 Charisma, and then uses its drain emotions ability on him.

The banshrae take(s) advantage of fast movement, mobility, and spring attack. It (they) first uses its (their) locust dart, then plays its (their) traveler's tune to force PCs to grant AoOs to the shaedling allies. It (they) alternate(s) this with its (their) dart cone and other tunes.

Shaedlings use their walls of shadow to block spells and ranged attacks, then conjure shadow spiked chains and enter melee.

The oaken defender Power Attacks for maximum damage. If only 1 or 2 enemies are within its 15 ft reach, it moves toward them and attacks with its gore and 2 slams. When outnumbered, the defender Whirlwind attacks instead (while also Power Attacking).

Joystealer

Knowledge (planes) check results:

DC 15 This is a joystealer, a fey tied to the Ethereal Plane. This result reveals all incorporeal traits.

DC 20 A joystealer's incorporeal touch saps hope. These creatures feed on the emotions of intelligent beings.

DC 25 Joystealers are the escaped slaves of the ethergaunts, who now hunt them down.

Knowledge (nature) check results:

DC 15 This is a joystealer, an urban fey creature. This result reveals all fey traits.

DC 20 Joystealers became bonded to the Ethereal Plane and cannot take solid form. This result reveals all incorporeal traits.

DC 25 A joystealer's incorporeal touch saps hope. These creatures feed on the emotions of intelligent beings.

DC 30 Joystealers were transformed into ethereal creatures by an ancient race.

Shaedlings

Knowledge (nature) check results:

DC 12 This creature is a shaedling, a hateful fey with command over shadow. This result reveals all fey traits.

DC 17 The spinnerets on a shaedling's belly allow it to form weapons and other implements from shadowy strands. A shaedling can also weave a wall of shadow to block sight.

DC 22 Shaedlings can use a special javelin to put a creature and, potentially, all who touch that creature to sleep. Their tough skin is best cut by cold iron.

Banshrae

Knowledge (nature) check results:

DC 18 This creature is a banshrae, a wicked fey that can play music to bewilder and harm mortals.

DC 23 Banshraes are powerful combatants that can play their flutes while fighting. They can use those flutes to fire clouds of darts, and they are vulnerable to cold iron.

DC 28 A banshrae can sometimes cause a target struck by a special dart to spontaneously spew forth a swarm of locusts. It can also afflict an unlucky soul with a curse that draws the ire of others.

Oaken Defender

Knowledge (nature) check results:

DC 15 This is an oaken defender, a savage and intelligent plant creature. This result reveals all plant traits.

DC 22 Oaken defenders are rare beings that protect dryad's groves, spending most of their time asleep. They can live for more than a thousand years.

DC 27 Oaken defenders are resistant to damage from nonmagic weapons.

DC 32 Oaken defenders can sense each other at any distance, allowing them to come to each other's aid when needed.

DEVELOPMENT

After the combat, the two fey show the PCs how to pass through the portal, and then bid them farewell. The oaken defender sleeps while the PCs climb it; at APL 10 they must defeat the tree. Alternately, if all the Unseelie have been incapacitated and the oaken defender hasn't been harmed by the PCs, they may convince it to allow them to pass. A DC 15 Diplomacy check is needed to improve its attitude to Friendly in order to enlist its help.

7: RETALIATION

Upon escaping the fey realm, the PCs are returned to their normal forms, though they experience some lingering effects from their temporary transformation. The PCs find themselves near the site of the Moot, and discover that Ioethalenar has departed; though a single archdruid candidate remains, picking over the corpses. They finally realize this is the Shadowclaw agent, who is none too happy to be revealed; he and his skeletal animal companions attack with abandon, and the PCs may either engage the blighter or flee.

Having finally returned to the Vesve, you discover that though you traveled extensively in the faery realm, you have emerged only a very short distance from where you entered. The stench of burnt wood

and rotting flesh assault your nostrils; the woods around you preternaturally quiet. Any sign of the snow and cold you experienced on the other side of the portal is completely gone.

Have the PCs make a DC 20 Spot check. For those that succeed, they see some movement in the druids' clearing. Should they go to investigate, read the following:

As you re-enter the clearing, death awaits you. Scorched and blackened vegetation smolders limply while a range of animal and humanoid carcasses lay decomposing in the noonday sun. A lone figure moves among the dead, furtively glancing over his shoulder as he searches for something. As you approach, you recognize the druid Nowol, now wearing a patch over his left eye, emblazoned with a blood-red pentagram.

CREATURES

APL 4 (EL 7)

Nowol, Shadowclaw Blighter (1): hp 68; Appendix 1.
Skeletal Owlbear (3): hp 32 each; MM 226.

APL 6 (EL 9)

Nowol, Shadowclaw Blighter (1): hp 108; Appendix 1.
Skeletal Chimera (2): hp 58 each; MM 227.

APL 8 (EL 11)

Nowol, Shadowclaw Blighter (1): hp 128; Appendix 1.
Skeletal Owlbear (2): hp 32 each; MM 226.
Skeletal Chimera (3): hp 58; MM 227.

APL 10 (EL 13)

Nowol, Shadowclaw Blighter (1): hp 156; Appendix 1.
Skeletal Owlbear (2): hp 32 each; MM 226.
Skeletal Megaraptor (4): hp 78; MM 227.

Tactics

APL 4: Nowol is intent upon picking amongst the dead and might be easily surprised, though he has already used up his *metamagic rod of lesser extend* on his *bear's endurance*, *call lightning*, and *flaming sphere*. He fast wild shapes into a vulture (use eagle stats from MM 272) and perches on a tree branch 25' high. He starts by casting a silent and still *spike growth* (5x 20' squares) between himself and the PCs, rolls the pre-cast *flaming sphere* toward them, casts *entangle* on them, and starts blasting with *call lightning*. One of the owlbears is carrying a quarterstaff that it points at the party at the beginning of

the fight to draw possible attention as the spellcaster (in the event the PCs didn't see Nowol wildshape).

APL 6: Nowol is intent upon picking amongst the dead and might be easily surprised, though he has already used up his *metamagic rod of lesser extend* on his *flaming sphere*, *hide from animals*, and *resist energy* (fire). He fast wild shapes into a skeletal vulture (use eagle stats from MM 272, modified per the *undead wild shape* stat block) and perches on a tree branch 25' high. He starts by casting a silent and still *spike growth* (5 20' squares) between himself and the PCs, rolls the pre-cast *flaming sphere* toward them, and starts blasting with *flame strike*, *stinking cloud*, and *ray of enfeeblement*. He uses his *vampiric touch* and *blightfire* if the PCs close or are beating Nowol with ranged attacks.

APL 8: Nowol is intent upon picking amongst the dead and might be easily surprised, though he has already used up his *metamagic rod of lesser extend* on his *flaming sphere*, *hide from animals*, and *protection from energy* (fire). He relies on his *anti-life shell* to avoid melee, but fast wild shapes into a skeletal vulture (use eagle stats from MM 272, modified per the *undead wild shape* stat block) and perches on a tree branch 25' high if the 'shell is somehow defeated. He rolls the pre-cast *flaming sphere* toward them and starts blasting with a sudden maximized and widened *flame strike*, a sudden empowered *flame strike*, *waves of fatigue*, *stinking cloud*, and *ray of enfeeblement*. He uses his *poison*, *vampiric touch* and *blightfire* if the PCs close or are beating Nowol with ranged attacks, and tries to *death knell* any PC that is unconscious. Remember his *heart of air* and *heart of earth* spells. One of the chimerae has Nowol's pre-cast *fire seeds* attached to it.

APL 10: Nowol is intent upon picking amongst the dead and might be easily surprised, though he has already used up his *metamagic rod of lesser extend* on his *flaming sphere*, *hide from animals*, and *protection from energy* (fire). He relies on his *anti-life shell* to avoid melee, but fast wild shapes into a skeletal vulture (use eagle stats from MM 272, modified per the *undead wild shape* stat block) and perches on a tree branch 25' high if the 'shell is somehow defeated. He rolls the pre-cast *flaming sphere* toward them, and is mean enough to attempt to *unbond* an animal companion if present, before he starts blasting with *horrid wilting*, *finger of death*, *searing/piercing/empowered flame strikes*, *waves of fatigue*, *stinking cloud*, and *ray of enfeeblement*. He uses his *poison*, *vampiric touch* and *blightfire* if the PCs close or are beating Nowol with ranged attacks, and tries to *death knell* any PC that is unconscious. Remember his *heart of air* and *heart of earth* spells. One of the chimerae has Nowol's pre-cast *fire seeds* attached to it.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 3 gp; Coin 0 gp; Magic 358 gp; blight stone (25 gp), pearl of power I (83 gp), rod of extend, lesser (250 gp); Total 361 gp.

APL 6: Loot 3 gp; Coin 0 gp; Magic 1315 gp; +1 battleaxe (192 gp), blight stone (25 gp), blighter's hex eye (116 gp), +1 full plate armor (220 gp), +1 heavy wood shield (96 gp), pearl of power I (83 gp), periapt of wisdom +2 (333 gp), rod of extend, lesser (250 gp); Total 1318 gp.

APL 8: Loot 3 gp; Coin 0 gp; Magic 3622 gp; +1 battleaxe (192 gp), blight stone (25 gp), blighter's hex eye (116 gp), +2 full plate armor (470 gp), +2 heavy wood shield (346 gp), pearl of power I (83 gp), periapt of wisdom +4 (1333 gp), ring of protection +2 (666 gp), rod of extend, lesser (250 gp), wilding clasp (333 gp); Total 3625 gp.

APL 10: Loot 3 gp; Coin 0 gp; Magic 6948 gp; +1 battleaxe (192 gp), blight stone (25 gp), blighter's hex eye (116 gp), +3 full plate armor (879 gp), +3 heavy wood shield (763 gp), pearl of power I (83 gp), periapt of wisdom +6 (3000 gp), ring of protection +3 (1499 gp), rod of extend, lesser (250 gp), wilding clasp (333 gp); Total 6951 gp.

Detect Magic Results: All weapons and armor (faint or moderate transmutation), pearl of power I (strong transmutation), periapt of wisdom (moderate transmutation), ring of protection (faint abjuration), rod of extend, lesser (strong, no school), wilding clasp (faint transmutation).

In addition to the items above, Nowol the Shadowclaw blighter has picked a few items from the numerous corpses, but has not yet had a chance to identify their use. These AR items are:

- Collar of healing
- +1 dislocator rapier
- Figurine of wondrous power – onyx dog
- Scentblinder
- Summoner's totem

DEVELOPMENT

Nowol has already disposed of or animated most of the remains, rendering most of the druids unrecoverable. This is the true Nowol; the druid that was destroyed at the Moot was a servant in disguise.

8: INFORMATION

Upon the Shadowclaw agent's presumed defeat, the PCs return home with some lingering animal traits. During the return trip, they are approached by an individual who asks them a small favor to deliver a message to the Lord Marshall. The missive is scented such that the PCs are reminded of Leaijrn's quarters.

Your journey nearly at its end, you spy the feathered gates of Quaalsten, feeling lighter on your feet and noticing sights and sounds that you would normally miss. Your senses seem to be thrilling still from your experience in the fey realm.

A young messenger boy of perhaps a dozen winters runs up behind you, quickly gaining ground. "Excuse me, masters/ladies. I need to deliver this missive to the Lord Marshall, unless..." His tiny voice trails off, his eyes hopeful.

If the PCs do not reply or attempt to interact with the boy, he enters the city, delivers the message himself, and is gone before the PCs arrive at Leaijrn's quarters. But, if they speak with the boy, who says his name is Noxon. He is more than happy to allow the PCs to deliver the message for him, going so far as to inform them they can 'keep his tip'. He is running late, and wants to be home in time for dinner to avoid a 'whupping from his ma'.

If the PCs open the message, they find nothing but a blank page. Those that can cast *detect magic* discern that the parchment radiates faint transmutation magic. If dispelled, the magic fades but the page remains blank. Those PCs that deliver the missive to the Lord Marshall see that whatever he reads affects him deeply and his hands shake slightly with emotion. He then quietly thanks the PCs for their help in escorting the druids to the Moot, but asks them to depart without further explanation, obviously distracted.

DEVELOPMENT

If the PCs successfully escorted the druids to the Moot, they receive both the **Favor of Leaijrn Greenoak** and the **Favor of Yanesh**. If they completed the Fey Ring Puzzle, they gain access to the **Mask of the Wolf**; if they participated in the faery ritual and were disguised as animals, they receive **Animal Magnetism**.

CONCLUSION

If the players do not intend to play HIG7-08 *Familiar Territory* or have already played it, you may skip this Conclusion; this encounter is a direct tie-in to that adventure.

Traveling back from Quaalsten you come upon an odd site. A long-haired calico cat sits in the middle of the road, casually licking its paws to wash its face and brown, green and black fur. Without pausing, the cat says (in Elven - if nobody understands, repeat in Common), "I wondered how long we'd have to wait for you."

EXPERIENCE POINT SUMMARY

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

1: REPARATION

Defeat the Perrenders

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

5: QUESTION

Defeat the Unseelie fey

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

7: RETALIATION

Defeat the Shadowclaw Blighter

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

STORY AWARD

Solve the Fey Ring Puzzle:

APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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.

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

1: REPARATION

APL 4: Loot 243 gp; Coin 12 gp; Magic 361 gp; *greatreach bracers* (166 gp), +1 *greatsword* (195 gp); Total 616 gp.

APL 6: Loot 198 gp; Coin 13 gp; Magic 1,057 gp; +1 *chainmail* (108 gp), +1 *composite longbow* (Str +3) (225 gp), *greatreach bracers* (2 @166 gp each), +1 *greatsword* (2 @ 195 gp each); Total 1,268 gp.

APL 8: Loot 153 gp; Coin 13 gp; Magic 1,896 gp; +1 *chainmail* (2 @ 108 gp each), +1 *composite longbow* (Str +3) (225 gp), +1 *composite longbow* (Str +4) (233 gp), *greatreach bracers* (2 @166 gp each), +1 *greatsword* (195 gp), +2 *greatsword* (695 gp); Total 2,062 gp.

APL 10: Loot 207 gp; Coin 15 gp; Magic 2,652 gp; +2 chainmail (358 gp each), +1 chainmail (2 @ 108 gp each), +1 composite longbow (Str +4) (2 @ 233 gp each), greatreach bracers (2 @ 166 gp each), +1 greatsword (2 @ 195 gp each), +2 greatsword (695 gp); Total 2,874 gp.

6: RETALIATION

APL 4: Loot 3 gp; Coin 0 gp; Magic 358 gp; blight stone (25 gp), pearl of power I (83 gp), rod of extend, lesser (250 gp); Total 361 gp.

APL 6: Loot 3 gp; Coin 0 gp; Magic 1,315 gp; +1 battleaxe (192 gp), blight stone (25 gp), blighter's hex eye (116 gp), (+1 full plate armor (220 gp), +1 heavy wood shield (96 gp), pearl of power I (83 gp), periapt of wisdom +2 (333 gp), rod of extend, lesser (250 gp); Total 1,318 gp.

APL 8: Loot 3 gp; Coin 0 gp; Magic 3,622 gp; +1 battleaxe (192 gp), blight stone (25 gp), blighter's hex eye (116 gp), +2 full plate armor (470 gp), +2 heavy wood shield (346 gp), pearl of power I (83 gp), periapt of wisdom +4 (1,333 gp), ring of protection +2 (666 gp), rod of extend, lesser (250 gp), wilding clasp (333 gp); Total 3,625 gp.

APL 10: Loot 3 gp; Coin 0 gp; Magic 6,948 gp; +1 battleaxe (192 gp), blight stone (25 gp), blighter's hex eye (116 gp), +3 full plate armor (879 gp), +3 heavy wood shield (763 gp), pearl of power I (83 gp), periapt of wisdom +6 (3,000 gp), ring of protection +3 (1,499 gp), rod of extend, lesser (250 gp), wilding clasp (333 gp); Total 6,951 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 246 gp; Coin 12 gp; Magic 744 gp; Total 1,002 gp (352 gp over-the-cap).

APL 6: Loot 201 gp; Coin 13 gp; Magic 2,231 gp; Total 2,445 gp (1,545 gp over-the-cap).

APL 8: Loot 156 gp; Coin 13 gp; Magic 5,377 gp; Total 5,546 gp (4,246 gp over-the-cap).

APL 10: Loot 210 gp; Coin 15 gp; Magic 9,459 gp; Total 9,684 gp (7,384 gp over-the-cap).

ADVENTURE RECORD

Favor of Leaijrn Greenoak: If you are already a member of the Rangers of the Vesse, you receive a promotion, from Protector to Woods Lieutenant, or from Woods Lieutenant to Forest Captain.

Favor of Yanesh: You receive a nomination for membership in the Knights of the High Forest at the next induction.

Mask of the Wolf: A part of the four piece magical item set known as the *raiment of the wood*, this steel mask is covered with wolf fur and fitted with actual wolf's teeth. While worn, it provides you with the benefit of the Track feat (or, if you already have that feat, a +5 circumstance bonus on Survival checks). In addition, you gain the Scent ability.

The collection benefits for wearing any combination of two parts of the *raiment of the wood* grant the ability to *feather fall* at will. This item cannot be crafted and functions only for PCs who are Devoted of the Green and White.

Price (Item Level): 4,000 gp

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: –

Weight: 1 lb.

Animal Magnetism: You are experiencing the lingering effects of your transformation into animal form. You gain the following benefit corresponding to the animal into which you were transformed (circle animal). The benefit may be used 3 times; if you played the adventure as part of a Highfolk Adventuring Company table, the benefit may be used 10 times. The benefit lasts for 3 rounds and has a CL 5, unless otherwise specified. Proper role-play of these lingering animal traits is strongly encouraged.

Wolf pup: Trip (as wolf, on any successful melee attack)

Wild pig: Rage (as Barbarian)

Bear cub: +5 to grapple checks

Squirrel/Chipmunk: Fleet of Foot

Cardinal: fly

Groundhog/Mole/Weasel: Combat Expertise

Fawn: +5 ft. movement

Rat/Mouse: *forestfold* (SpC)

Snake/Lizard: Combat Reflexes

Rabbit: Scent

Raccoon: Darkvision 60 ft. (3 minutes)

Skunk: *stinking cloud* (adjacent 5 ft. square, DC 14)

Fox: *pass without trace* (3 minutes)

ITEMS FOUND DURING THE ADVENTURE

APL 4:

- Blight stone (Adventure; MIC)
- Greatreach bracers (Adventure; MIC; limit 1)
- Life ring (Adventure; MIC)
- Mask of the wolf (Regional; see above)
- *metamagic rod of extend, lesser* (Adventure; DMG)
- Pearl of power, 1st level (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

- Amulet of teamwork (Adventure; MIC)
- Blighter's hex eye (Adventure; MIC)
- Ring of communication (Adventure; MIC)
- Ring of piercing spells (Adventure; MIC)

APL 8 (all of APLs 4-6 plus the following):

- Collar of healing (Adventure; MIC)
- Farspeaking amulet (Adventure; MIC)
- Summoner's totem (Adventure; MIC)

- *Wilding clasp* (Adventure; MIC)

APL 10 (all of APLs 4-8 plus the following):

- *+1 dislocator rapier* (Adventure; MIC; 8,320 gp)
- *Figurine of wondrous power – onyx dog* (Adventure; DMG)
- *Scentblinder* (Adventure; MIC)
- *Torc of heroic sacrifice* (Adventure; MIC)

APPENDIX I: ALL APLs

BLOSSOM **CR 6**
 Female petal bard 4/marshal 1
 NG Tiny fey
Init +9 (+5 motivate dexterity aura); **Senses** low-light vision, Listen +9, Spot +9
Languages Common, Sylvan

AC 21, touch 17, flat-footed 16
 (+2 size, +5 Dex, +4 mithral chain shirt armor)
hp 40 (6 HD); **DR** 5/cold iron
Fort +6, **Ref** +11, **Will** +8

Speed 15 ft. in mithral chain shirt armor (3 squares), fly 60 ft.
Melee dagger +10 (1d2-4/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -9
Atk Options sleep songs
Special Actions
Combat Gear thunderstones (2)
Bard Spells Known (CL 4th):
 2nd (1/day)— *invisibility*, *nightmare lullaby* (SpC, DC 17)
 1st (4/day)— *inspirational boost* (SpC), *shock and awe* (SpC), *sleep* (DC16)
 0 (3/day)— *daze* (DC15), *detect magic*, *mage hand*, *message*, *prestidigitation*, *summon instrument*

Abilities Str 3, Dex 20, Con 16, Int 15, Wis 10, Cha 20
SQ bardic music, countersong, *fascinate*, inspire courage, minor aura – motivate dexterity
Feats Danger Sense, Improved Initiative, Skill Focus (Diplomacy)^B, Weapon Finesse
Skills Craft (flower arranging) +5, Diplomacy +7, Escape Artist +19, Hide +27, Knowledge (nature) +5, Listen +9, Move Silently +19, Perform (recorder) +13, Spot +9, Tumble 19
Possessions combat gear plus *cloak of charisma* +2, daggers (2), everburning torch, recorders (2), *scrolls of cure moderate wounds* (5)

Sleep Songs (Su): Lullaby – any creature within a 20-ft. radius that fails a DC 14 Will save is affected as though by the *lullaby* spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours.
Minor Aura – Motivate Dexterity (Ex): +5 bonus on dexterity checks, dexterity-based skill checks, and initiative checks to all allies within 60 ft. who can hear Blossom.

THISTLEPRONG **CR 6**
 Male thorn rogue 3/ranger 1
 NG Small fey
Init +7; **Senses** low-light vision; Listen +11, Spot +11
Languages Common, Sylvan

AC 21, touch 14, flat-footed 18
 (+1 size, +3 Dex, +2 armor, +1 shield, +3 natural, +1 deflection)
hp 54 (10 HD); **DR** 5/cold iron
Fort +7, **Ref** +13, **Will** +6

Speed 30 ft. (6 squares)
Melee +1 *thorn longsword* +11/+6 (1d6+4/19-20)
Ranged mwk composite longbow +11/+6 (1d6+3/x3)
Base Atk +6; **Grp** +5
Atk Options favored enemy fey +2, Point Blank Shot, sleep arrows (DC 16), sneak attack +4d6
Combat Gear *oil of keen edge*

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 13
SQ wild empathy +2
Feats Improved Initiative, Point Blank Shot, Precise Shot, Stealthy, Track^B
Skills Diplomacy +3, Hide +20, Listen +11, Move Silently +16, Search +11, Spot +11, Survival +11 (+13 following tracks), Tumble +14
Possessions combat gear plus +1 *thorn longsword*, thorn longsword, masterwork composite longbow, *ring of protection* +1

Sleep Arrows (Ex): Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a *sleep* spell.

1: REPARATION**RUCHZI****CR 4**

Male human fighter 4

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)**hp**: 40**Fort** +6, **Ref** +3, **Will** +0**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.**Melee** +1 *greatsword* +9 (2d6+6), 19-20**Ranged** mwk composite longbow (+3 Str) +7 (1d8+3)**Base Atk** +4; **Grp** +7**Combat Gear** *greatreach bracers***Abilities** Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 8**Feats** Cleave, Combat Reflexes, Improved Toughness, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Balance +5, Jump +5, Intimidate +6**Possessions** combat gear plus +1 *greatsword*, chainmail, mwk composite longbow (+3 Str), mwk greatsword, mwk heavy mace, quiver with 20 arrows*Physical Description:* Tall and lean, Ruchzi is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.**NERB****CR 2**

Male human fighter 2

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)**hp**: 20**Fort** +5, **Ref** +2, **Will** -1**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.**Melee** mwk greatsword +7 (2d6+3), 19-20**Ranged** composite longbow (+3 Str) +4 (1d8+3)**Base Atk** +2; **Grp** +5**Abilities** Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 8**Feats** Combat Reflexes, Improved Toughness, Power Attack, Weapon Focus (greatsword)**Skills** Jump +8, Intimidate +4**Possessions** chainmail, composite longbow (+3 Str), mwk greatsword, mwk heavy mace, mwk longsword, quiver with 20 arrow*Physical Description:* Of medium height, Nerb is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.**SHAME CRIER EVGEAN**

Female human aristocrat 1

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common, Dwarven, Elven, Flan, Orc**AC** 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)**hp**: 8**Fort** +2, **Ref** +2, **Will** +1**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** rapier +0 (1d6), 18-20**Ranged** shortbow +2 (1d6)/x3**Base Atk** +0; **Grp** +0**Abilities** Str 10, Dex 14, Con 14, Int 8, Wis 8, Cha 16**Feats** Skill Focus: Perform (insult), Weapon Finesse**Skills** Bluff +5, Diplomacy +5, Perform (insult) +7, Perform (singing) +7**Possessions** chain shirt, rapier (2), shortbow, quiver with 20 arrows*Physical Description:* Short of stature, and quite dainty and pretty, Evgean is the wife of Ruchzi. She is clad in a battered chain shirt. Her dark brown hair and golden complexion betray her Flannish ancestry.**5: QUESTION****JOYSTEALER CR 5**

NE Medium fey (incorporeal)

Init +7; **Senses** low-light vision, sense emotion 60 ft.; Listen +12, Spot +12**Languages** Common, Sylvan, Khen-Zai (FF 65)**AC** 19, touch 19, flat-footed 16
(+3 Dex, +6 deflection)**Miss Chance** 50% (incorporeal)**hp** 27 (6 HD); **DR** 5/cold iron**Fort** +3, **Ref** +8, **Will** +6**Speed** fly 30 ft. (perfect) (6 squares)**Melee** incorporeal touch +6 (1d4 Cha)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** --**Special Actions** drain emotions**Abilities** Str --, Dex 17, Con 12, Int 13, Wis 12, Cha 23 (19)**SQ** incorporeal traits**Feats** Alertness, Improved Initiative, Track**Skills** Bluff +15, Diplomacy +10, Disguise +6 (+8 acting), Hide +16, Intimidate +8, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in aboveground natural environments)**Sense Emotions (Su)** This ability functions like blindsense, except that a joystealer can detect only the presence and positions of living creatures.**Drain Emotions (Su)** Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't

rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealet who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers have a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful, insubstantial being, this fey looks like an elf, but the feral smile and glittering, gemlike eyes betray it as something else.

Note Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

SHAEDLING CR 2

CE Medium fey

Init +4; **Senses** darkvision 60ft., low-light vision; Listen +4, Spot +4

Languages Common, Sylvan

AC 15, touch 14, flat-footed 11
(+4 Dex, +1 buckler)

hp 22 (4 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee spiked chain +6 (2d4)

Ranged bolas +6 (1d4 nonlethal) or

Ranged javelin +6 (1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

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

Atk Options Combat Reflexes, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness

Abilities Str 10, Dex 18, Con 15, Int 13, Wis 13, Cha 16

SA shadow gossamer, sleeping curse, wall of darkness

Feats Combat Reflexes, Point Blank Shot, Weapon Finesse

Skills Appraise +1 (+3 weapons), Bluff +10, Craft (weaponsmithing) +8, Diplomacy +5, Escape Artist +11 (+13 ropes), Hide +11, Intimidate +6, Jump +25, Listen +4, Move Silently +11, Spot +4, Use Rope +11

Shadow Gossamer (Ex) As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment of 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate into nothingness if they leave the hands of a shaedling for longer than 1 round.

Sleeping Curse (Su) Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 15 Fortitude save or fall asleep for 1d6 rounds. A

remove curse spell ends this effect. The save DC is Charisma-based.

Wall of Darkness (Su) Once per day a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

6: RETALIATION

NowOL

CR 5

Male human warrior 1/druid 5

NE Medium humanoid (human)

Init +3; **Senses** Listen +12, Spot +12

Languages Common

AC 20, touch 13, flat-footed 17

(+3 Dex, +3 armor, +2 shield, +2 natural)

hp 61 (6 HD)

Fort +11, **Ref** +4, **Will** +8

Speed 30 ft

Melee *shillelagh* +7 (2d6+3/20), scimitar (1d8+2/18-20)

Base Atk +4; **Grp** +6

Combat Gear *blight stone*, *blighter's hex eye*

Abilities Str 14, Dex 16, Con 16 (20), Int 9, Wis 18, Cha 9

SQ nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (1/day)

Spells (CL 5th):

3rd – *spike growth* (DC 17), ~~*call lightning*~~ (DC 17)

2nd – ~~*flaming sphere*~~ (DC 16), ~~*barkskin*~~, ~~*bear's endurance*~~

1st – *cure light wounds*, *entangle* (DC 15),

~~*longstrider*~~, ~~*shillelagh*~~

0 – *cure minor wounds* (2), *detect magic* (3)

Feats Natural Spell, Sudden Silent, Sudden Still, ~~Sudden Widen~~

Skills Concentration +14, Listen +12, Spellcraft +8, Spot +12

Possessions: heavy wooden shield, hide armor, *metamagic rod of lesser extend*, *pearl of power 1st level*, quarterstaff, scimitar

1: REPARATION

RUCHZI

CR 6

Male human fighter 6

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 18, touch 12, flat-footed 15; Dodge, Mobility (+2 Dex, +6 armor)**hp**: 52**Fort** +7, **Ref** +4, **Will** +1**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.; Spring Attack**Melee** +1 *greatsword* +11/+6 (2d6+7), 19-20**Ranged** +1 *composite longbow* (+3 Str) +9/+4 (1d8+4)**Base Atk** +6; **Grp** +9**Combat Gear** *greatareach bracers***Abilities** Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 8**Feats** Cleave, Combat Reflexes, Dodge, Mobility Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Balance +5, Jump +6, Intimidate +8**Possessions** +1 *chainmail*, +1 *composite longbow* (+3 Str), +1 *greatsword*, mwk *greatsword*, mwk heavy mace, quiver with 20 arrows*Physical Description*: Tall and lean, Ruchzi is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.

NERB

CR 4

Male human fighter 4

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 armor)**hp**: 40**Fort** +6, **Ref** +3, **Will** +0**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.**Melee** +1 *greatsword* +9 (2d6+6), 19-20**Ranged** mwk *composite longbow* (+3 Str) +7 (1d8+3)**Base Atk** +4; **Grp** +7**Combat Gear** *greatareach bracers***Abilities** Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 8**Feats** Cleave, Combat Reflexes, Improved Toughness, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Balance +5, Jump +5, Intimidate +6**Possessions** +1 *greatsword*, chainmail, mwk *composite longbow* (+3 Str), mwk *longsword*, quiver with 20 arrows*Physical Description*: Of medium height, Nerb is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.

SHAME CRIER EVGEAN

Female human bard 1

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common, Dwarven, Elven, Flan, Orc**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)**hp**: 8**Fort** +2, **Ref** +4, **Will** +1**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** rapier +0 (1d6), 18-20**Ranged** shortbow +2 (1d6) /x3**Base Atk** +0; **Grp** +0**Bard Spells Known** (CL 1st):0 (2/day)— *daze* (DC 13), *flare* (DC 13), *know direction*, *resistance***Abilities** Str 10, Dex 14, Con 14, Int 8, Wis 8, Cha 16**Feats** Skill Focus: Perform (insult), Weapon Finesse**Skills** Bluff +7, Concentration +6, Diplomacy +7, Perform (insult) +10, Perform (singing) +7**Possessions** chain shirt, rapier (2), shortbow, quiver with 20 arrows*Physical Description*: Short of stature, and quite dainty and pretty, Evgean is the wife of Ruchzi. She is clad in a battered chain shirt. Her dark brown hair and golden complexion betray her Flannish ancestry.

PERRENDER WARRIOR

CR 1/2

Male human warrior 1

LN or N Medium humanoid (human)

Init +4; **Senses** Listen +2, Spot +2**Languages** Common**AC** 14, touch 10, flat-footed 14 (+4 armor)**hp** 6 (1 HD)**Fort** +3, **Ref** +0, **Will** +0**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** halberd +2 (1d10+1/x3) or**Melee** *longsword* +2 (1d8+1/19-20)**Ranged** light crossbow +1 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +2**Abilities** Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8**Feats** Alertness, Improved Initiative**Skills** Climb +2, Intimidate +2, Jump +2, Listen +2, Ride +3, Spot +2**Possessions** chain shirt, guard tabard, halberd, light crossbow with 10 bolts, *longsword*

5: QUESTION

BANSHRAE

CR 8

CE Medium fey

Init +7; **Senses** low-light vision; Listen +16, Spot +16

Languages understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.

AC 22, touch 22, flat-footed 22; Deflect Arrows, Dodge, Mobility, sylvan warrior (+7 Dex, +5 deflection)

hp 97 (15 HD); **DR** 10/cold iron

Fort +8, **Ref** +16, **Will** +11

Speed 60 ft. (12 squares); Spring Attack

Melee unarmed strike +15/+10 (2d6+3)

Ranged mwk greater blowgun +15/+10 (1d3)

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

Base Atk +7; Grp +10

Atk Options Stunning Fist 3/day (DC19)

Special Actions blowgun flute; dart cone, locust dart

Spell-like Abilities (CL 10th):

1/day – *bestow curse* (DC 19)

Abilities Str 16, Dex 24, Con 17, Int 14, Wis 15, Cha 20

SA blowgun flute; dart cone, locust dart, spell-like abilities

Feats Combat Expertise, Deflect Arrows^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Balance +17, Bluff +15, Climb +8, Diplomacy +7, Disguise +13 (+15 acting), Escape Artist +24, Hide +19, Intimidate +7, Jump +25, Knowledge (nature) +8, Listen +16, Move Silently +19, Perform (wind instruments) +23 (+25 with blowgun flute), Spot +16, Survival +2 (+4 in aboveground natural environments), Tumble +21, Use Rope +7 (+9 bindings)

Sylvan Warrior (Su) A banshrae applies its Charisma bonus to its Armor Class. It doesn't lose its Dexterity bonus to AC when flat-footed.

Blowgun Flute (Su) At will, as an immediate action, a banshrae can call into being a masterwork flute that also functions as a masterwork greater blowgun (10-foot range increment). A banshrae can only have one such flute at a time, and the instrument disappears if the fey loses possession of it.

Each round, a banshrae can play its flute as a swift action to create one of the effects detailed below. Opponents within a 60-foot-radius who can hear the flute can be affected (Will DC 22 negates) – the effect ends if an enemy can no longer hear the music creating it. The save DC is Charisma-based. The tunes are sonic mind-affecting abilities.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are shaken. This is a fear effect.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Move Silently checks, give away their

positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Dart Cone (Ex) Once per day per point of Charisma bonus a banshrae possesses, as a full-round action, the creature can create a 15-foot cone of blowgun darts. Those caught in the cone take 4d6 points of damage (Reflex DC 24 half). The save DC is Dexterity-based.

Locust Dart (Su) Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates). The locusts form a swarm (MM 239) that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution-based.

Bestow Curse (Sp) Once per day, a banshrae can produce a bestow curse effect. Victims of this curse inspire anger in those around them, taking a -6 penalty on Bluff and Diplomacy checks as well as a -2 penalty to Armor Class.

SHAEDLING

CR 2

CE Medium fey

Init +4; **Senses** darkvision 60ft., low-light vision; Listen +4, Spot +4

Languages Common, Sylvan

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 buckler)

hp 22 (4 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee spiked chain +6 (2d4)

Ranged bolas +6 (1d4 nonlethal) or

Ranged javelin +6 (1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +2; Grp +2

Atk Options Combat Reflexes, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness

Abilities Str 10, Dex 18, Con 15, Int 13, Wis 13, Cha 16

SA shadow gossamer, sleeping curse, wall of darkness

Feats Combat Reflexes, Point Blank Shot, Weapon Finesse

Skills Appraise +1 (+3 weapons), Bluff +10, Craft (weaponsmithing) +8, Diplomacy +5, Escape Artist +11 (+13 ropes), Hide +11, Intimidate +6, Jump +25, Listen +4, Move Silently +11, Spot +4, Use Rope +11

Shadow Gossamer (Ex) As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment of 10 feet longer than usual. Shields

constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate into nothingness if they leave the hands of a shaedling for longer than 1 round.

Sleeping Curse (Su) Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 15 Fortitude save or fall asleep for 1d6 rounds. A *remove curse* spell ends this effect. The save DC is Charisma-based.

Wall of Darkness (Su) Once per day a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

6: RETALIATION

NowOL

CR 9

Male human warrior 1/ex-druid 5/blighter 4

NE Medium humanoid (human)

Init +3; **Senses** Listen +15, Spot +15

Languages Common

AC 23, touch 11, flat-footed 22

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

hp 99 (10 HD)

Fort +15, **Ref** +5, **Will** +13

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

Melee +1 *battleaxe* +11 (1d8+4/x3)

Base Atk +7; **Grp** +10

Special Actions: blightfire

Combat Gear *blight stone*, *blighter's hex eye*

Abilities Str 16, Dex 16, Con 16 (20), Int 9, Wis 21, Cha 9

SQ *deforestation*, *blightfire* (DC 19), *sustenance*, *undead wild shape* (2/day, Medium or smaller), *speak with dead animals*

Spells (CL 9th):

4th – *flame strike* (DC 19)

3rd – *stinking cloud* (DC 18), *vampiric touch*

2nd – ~~*flaming sphere*~~ (DC 17), ~~*resist energy (acid)*~~, ~~*resist energy (fire)*~~

1st – *inflict light wounds* (2), ~~*endure elements*~~, ~~*hide from animals*~~, *ray of enfeeblement*

0 – *detect magic* (4), *ghost sound*, *touch of fatigue*

Feats Fast Wild Shape, Natural Spell, Sudden Silent, Sudden Still, Sudden Widen

Skills Concentration +17, Listen +15, Spellcraft +11, Spot +15

Possessions: +1 *battleaxe*, +1 *full plate*, +1 *heavy wooden shield*, *metamagic rod of lesser extend*, *pearl of power 1st level*, *periapt of wisdom +2*

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Except for plants selected by a controller,

nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded.

Deforestation enables a blighter to cast her daily allotment of spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 fire points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 + blighter's class level + blighter's Wis modifier) and ignites flammable objects it touches.

Sustenance (Ex): At 2nd level and higher, a blighter no longer needs food or water to survive.

Undead Wild Shape (Sp): At 3rd level, the blighter gains a version of the wild shape ability. Undead wild shape functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

- Type changes to undead.

- Natural armor – bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).

- +2 Dexterity, no Constitution score.

- Immunity to cold.

- Damage reduction 5/bludgeoning.

Speak with Dead Animal (Sp): Starting at 4th level, a blighter can converse with dead animals. This ability functions like a *speak with dead* cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

I: REPARATION**RUCHZI****CR 8**

Male human fighter 8

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 18, touch 12, flat-footed 16; Dodge, Mobility (+2 Dex, +6 armor)**hp**: 68**Fort** +8, **Ref** +4, **Will** +1**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.; Spring Attack**Melee** +2 *greatsword* +15/+10 (2d6+10) 17-20**Ranged** +1 *composite longbow* (+4 Str) +11/+6 (1d8+5)**Base Atk** +4; **Grp** +7**Combat Gear** *greatreach bracers***Abilities** Str 18, Dex 14, Con 14, Int 8, Wis 8, Cha 8**Feats** Cleave, Combat Reflexes, Dodge, Improved Critical (*greatsword*), Mobility, Power Attack, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)**Skills** Balance +5, Jump +10, Intimidate +10**Possessions** +2 *greatsword*, +1 *composite longbow* (+4 Str), +1 *chainmail*, quiver, 20 arrows mwk *greatsword*, mwk heavy mace, *greatreach bracers*.*Physical Description*: Tall and lean, Ruchzi is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.**Power-Up Suite** (*greatreach bracers*, *inspirational boost*, inspire courage): **Melee** +2 *greatsword* +17/+12 (2d6+12); **Ranged** +1 *composite longbow* (+4 Str) +13 (1d8+7); **Reach** 10 ft.**NERB****CR 6**

Male human fighter 6

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 18, touch 12, flat-footed 15; Dodge, Mobility (+2 Dex, +6 armor)**hp**: 52**Fort** +7, **Ref** +4, **Will** +1**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.; Spring Attack**Melee** +1 *greatsword* +11/+6 (2d6+7), 19-20**Ranged** +1 *composite longbow* (+3 Str) +9/+4 (1d8+4)**Base Atk** +6; **Grp** +9**Combat Gear** *greatreach bracers***Abilities** Str 17, Dex 14, Con 14, Int 8, Wis 8, Cha 8**Feats** Cleave, Combat Reflexes, Dodge, Mobility Power Attack, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)**Skills** Balance +5, Jump +6, Intimidate +8**Possessions** +1 *greatsword*, +1 *composite longbow* (+3 Str), +1 *chainmail*, mwk *longsword*, quiver, 20 arrows, *greatreach bracers*.*Physical Description*: Of medium height, Nerb is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.**Power-Up Suite** (*greatreach bracers*, *inspirational boost*, inspire courage): **Melee** +1 *greatsword* +13/+8 (2d6+9), **Ranged** +1 *composite longbow* (+3 Str) +11 (1d8+6); **Reach** 10 ft.**SHAME CRIER EVGEAN**

Female human bard 3

LN Medium humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common, Dwarven, Elven, Flan, Orc**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)**hp**: 20**Fort** +3, **Ref** +5, **Will** +2**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** rapier +0 (1d6), 18-20**Ranged** shortbow +4 (1d6) x3**Base Atk** +2; **Grp** +2**Bard Spells Known** (CL 3rd):1st (2/day)— *cure light wounds*, *grease* (DC 14), *inspirational boost* (SpC)0 (3/day)— *daze* (DC 13), *flare* (DC 13), *know direction*, *message*, *mage hand*, *resistance***Abilities** Str 10, Dex 14, Con 14, Int 8, Wis 8, Cha 16**Feats** Lingering Song, Skill Focus: Perform (insult), Weapon Finesse**Skills** Bluff +9, Concentration +8, Diplomacy +9, Perform (insult) +12, Perform (singing) +9**Special Abilities** Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1 (+2 with *inspirational boost*), inspire competence**Possessions** chain shirt, rapier (2), shortbow, quiver with 20 arrows*Physical Description*: Short of stature, and quite dainty and pretty, Evgean is the wife of Ruchzi. She is clad in a battered chain shirt. Her dark brown hair and golden complexion betray her Flannish ancestry.**PERRENDER WARRIOR****CR 1/2**

Male human warrior 1

LN or N Medium humanoid (human)

Init +4; **Senses** Listen +2, Spot +2**Languages** Common**AC** 14, touch 10, flat-footed 14 (+4 armor)**hp** 6 (1 HD)**Fort** +3, **Ref** +0, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.
Melee halberd +2 (1d10+1/x3) or
Melee longsword +2 (1d8+1/19-20)
Ranged light crossbow +1 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Alertness, Improved Initiative
Skills Climb +2, Intimidate +2, Jump +2, Listen +2, Ride +3, Spot +2
Possessions chain shirt, guard tabard, halberd, light crossbow with 10 bolts, longsword

5: QUESTION

BANSHRAE

CR 8

CE Medium fey
Init +7; **Senses** low-light vision; Listen +16, Spot +16
Languages understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.

AC 22, touch 22, flat-footed 22; Deflect Arrows, Dodge, Mobility, sylvan warrior (+7 Dex, +5 deflection)
hp 97 (15 HD); **DR** 10/cold iron
Fort +8, **Ref** +16, **Will** +11

Speed 60 ft. (12 squares); Spring Attack
Melee unarmed strike +15/+10 (2d6+3)
Ranged mwk greater blowgun +15/+10 (1d3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Stunning Fist 3/day (DC19)
Special Actions blowgun flute; dart cone, locust dart
Spell-like Abilities (CL 10th):
1/day – *bestow curse* (DC 19)

Abilities Str 16, Dex 24, Con 17, Int 14, Wis 15, Cha 20
SA blowgun flute; dart cone, locust dart, spell-like abilities
Feats Combat Expertise, Deflect Arrows^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)
Skills Balance +17, Bluff +15, Climb +8, Diplomacy +7, Disguise +13 (+15 acting), Escape Artist +24, Hide +19, Intimidate +7, Jump +25, Knowledge (nature) +8, Listen +16, Move Silently +19, Perform (wind instruments) +23 (+25 with blowgun flute), Spot +16, Survival +2 (+4 in aboveground natural environments), Tumble +21, Use Rope +7 (+9 bindings)

Sylvan Warrior (Su) A banshrae applies its Charisma bonus to its Armor Class. It doesn't lose its Dexterity bonus to AC when flat-footed.
Blowgun Flute (Su) At will, as an immediate action, a banshrae can call into being a masterwork flute that also functions as a masterwork greater blowgun (10-foot range increment). A banshrae can only have one such flute at a time, and the

instrument disappears if the fey loses possession of it.

Each round, a banshrae can play its flute as a swift action to create one of the effects detailed below. Opponents within a 60-foot-radius who can hear the flute can be affected (Will DC 22 negates) – the effect ends if an enemy can no longer hear the music creating it. The save DC is Charisma-based. The tunes are sonic mind-affecting abilities.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are shaken. This is a fear effect.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Move Silently checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Dart Cone (Ex) Once per day per point of Charisma bonus a banshrae possesses, as a full-round action, the creature can create a 15-foot cone of blowgun darts. Those caught in the cone take 4d6 points of damage (Reflex DC 24 half). The save DC is Dexterity-based.

Locust Dart (Su) Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates). The locusts form a swarm (MM 239) that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution-based.

Bestow Curse (Sp) Once per day, a banshrae can produce a bestow curse effect. Victims of this curse inspire anger in those around them, taking a -6 penalty on Bluff and Diplomacy checks as well as a -2 penalty to Armor Class.

SHAEDLING

CR 2

CE Medium fey
Init +4; **Senses** darkvision 60ft., low-light vision; Listen +4, Spot +4
Languages Common, Sylvan

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 buckler)
hp 22 (4 HD); **DR** 5/cold iron
Fort +3, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), fly 60 ft. (good)
Melee spiked chain +6 (2d4)
Ranged bolas +6 (1d4 nonlethal) or
Ranged javelin +6 (1d6)
Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)
Base Atk +2; **Grp** +2
Atk Options Combat Reflexes, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness

Abilities Str 10, Dex 18, Con 15, Int 13, Wis 13, Cha 16

SA shadow gossamer, sleeping curse, wall of darkness

Feats Combat Reflexes, Point Blank Shot, Weapon Finesse

Skills Appraise +1 (+3 weapons), Bluff +10, Craft (weaponsmithing) +8, Diplomacy +5, Escape Artist +11 (+13 ropes), Hide +11, Intimidate +6, Jump +25, Listen +4, Move Silently +11, Spot +4, Use Rope +11

Shadow Gossamer (Ex) As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment of 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate into nothingness if they leave the hands of a shaedling for longer than 1 round.

Sleeping Curse (Su) Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 15 Fortitude save or fall asleep for 1d6 rounds. A *remove curse* spell ends this effect. The save DC is Charisma-based.

Wall of Darkness (Su) Once per day a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

6: RETALIATION

NowOL

CR 11

Male human warrior 1/ex-druid 5/blighter 6

NE Medium humanoid (human)

Init +3; **Senses** Listen +19, Spot +19

Languages Common

AC 27, touch 11, flat-footed 22

(+1 Dex, +10 armor, +4 shield, +2 deflection)

hp 114 (12 HD)

Fort +16, **Ref** +6, **Will** +16

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

Melee +1 *battleaxe* +12 (1d8+4/x3)

Base Atk +8; **Grp** +11

Special Actions: blightfire

Combat Gear *blight stone*, *blighter's hex eye*

Abilities Str 16, Dex 16, Con 20, Int 9, Wis 24, Cha 9

SQ *deforestation*, *blightfire* (DC 23), *sustenance*, *undead wildshape* (3/day, Large or smaller), *speak with dead animals*, *animate dead animal*, contagious touch

Spells (CL11th):

6th – *fire seeds* (DC 23)

5th – ~~*anti-life shell*~~, *waves of fatigue*

4th – *flame strike* (2) (DC 21), ~~*heart of earth*~~

3rd – *poison* (DC 20), *stinking cloud* (2) (DC 20),

~~*protection from energy (fire)*~~, *vampiric touch*

2nd – *death knell* (DC 19), *flaming sphere*

(DC 19), ~~*heart of air*~~, ~~*resist energy (acid)*~~, ~~*resist energy (electricity)*~~

1st – *inflict light wounds* (2), ~~*endure elements*~~, ~~*hide from animals*~~, *ray of enfeeblement*

0 – *detect magic* (4), *ghost sound*, *touch of fatigue*

Feats Fast Wild Shape, Natural Spell, Sudden Empower, Sudden Maximize, Sudden Widen

Skills Concentration +19, Listen +19, Spellcraft +13, Spot +19

Possessions: +1 *battleaxe*, +2 *full plate*, +2 *heavy wooden shield*, *metamagic rod of lesser extend*, *pearl of power 1st level*, *periapt of wisdom* +4, *ring of protection* +2

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded.

Deforestation enables a blighter to cast her daily allotment of spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 fire points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 + blighter's class level + blighter's Wis modifier) and ignites flammable objects it touches.

Sustenance (Ex): At 2nd level and higher, a blighter no longer needs food or water to survive.

Undead Wild Shape (Su): At 3rd level, the blighter gains a version of the wild shape ability. Undead wild shape functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

– Type changes to undead.

– Natural armor – bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).

– +2 Dexterity, no Constitution score.

– Immunity to cold.

– Damage reduction 5/bludgeoning.

Speak with Dead Animal (Sp): Starting at 4th level, a blighter can converse with dead animals. This ability functions like a *speak with dead* cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

Animate Dead Animal (Sp): This ability, gained at 6th level, functions like an *animate dead* spell, except that it affects only corpses of animal creatures and requires no material component.

Contagious Touch (Su): At 5th level and higher, a blighter can produce an effect like that of a *contagious touch* spell once per day.

1: REPARATION

RUCHZI

CR 10

Male human fighter 10

LN Medium humanoid (human)

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

Languages Common

AC 19, touch 12, flat-footed 17; Dodge, Mobility (+2 Dex, +7 armor)

hp: 84

Fort +9, **Ref** +5, **Will** +2

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.; Spring Attack

Melee +2 *greatsword* +18/+13 (2d6+12) 17-20

Ranged +1 *composite longbow* (+4 Str) +13/+8 (1d8+5)

Base Atk +4; **Grp** +7

Combat Gear *greatreach bracers*

Abilities Str 18, Dex 14, Con 14, Int 8, Wis 8, Cha 8

Feats Cleave, Combat Reflexes, Dodge, Improved Critical (*greatsword*), Mobility, Power Attack, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*), Greater Weapon Focus (*Greatsword*), Greater Weapon Specialization (*Greatsword*)

Skills Balance +6, Jump +15, Intimidate +10

Possessions +1 *composite longbow* (+4 Str), +2 *chainmail*, +2 *greatsword*, mwk *greatsword*, mwk heavy mace, quiver with 20 arrows

Physical Description: Tall and lean, Ruchzi is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.

Power-Up Suite (*greatreach bracers*, *inspirational boost*, inspire courage): **Melee** +2 *greatsword* +20/+15 (2d6+14), **Ranged** +1 *composite longbow* (+4 Str) +15 (1d8+7); **Reach** 10 ft.

NERB

CR 8

Male human fighter 8

LN Medium humanoid (human)

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

Languages Common

AC 18, touch 12, flat-footed 16; Dodge, Mobility (+2 Dex, +6 armor)

hp: 68

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

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.; Spring Attack

Melee +2 *greatsword* +15/+10 (2d6+8), 19-20

Ranged +1 *composite longbow* (+4 Str) +11 (1d8+6)

Base Atk +8; **Grp** +12

Combat Gear *greatreach bracers*

Abilities Str 18, Dex 14, Con 14, Int 8, Wis 8, Cha 8

Feats Cleave, Combat Reflexes, Dodge, Improved Critical (*greatsword*), Mobility Power Attack, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Skills Balance +5, Jump +10, Intimidate +10

Possessions +1 *chainmail*, +1 *composite longbow* (+4 Str), +2 *greatsword*, mwk *longsword*, quiver, with 20 arrows

Physical Description: Of medium height, Nerb is clad in battered chainmail. He has dark brown hair and his golden complexion betrays his Flannish ancestry.

Power-Up Suite (*greatreach bracers*, *inspirational boost*, inspire courage): **Melee** +2 *greatsword* +17/+12 (2d6+10), **Ranged** +1 *composite longbow* (+4 Str) +11 (1d8+7); **Reach** 10 ft.

SHAME CRIER EVGEAN

Female human bard 5

LN Medium humanoid (human)

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

Languages Common, Dwarven, Elven, Flan, Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp: 32

Fort +3, **Ref** +6, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee rapier +1 (1d6), 18-20

Ranged shortbow +5 (1d6) x3

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

Bard Spells Known (CL 5th):

2nd (2/day)— *glitterdust* (DC 15), *invisibility*

1st (4/day)— *cure light wounds*, *distort speech* (DC 14; SpC), *grease* (DC 14), *inspirational boost* (SpC)

0 (3/day)— *daze* (DC 13), *flare* (DC 13), *know direction*, *mage hand*, *message*, *resistance*

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

Feats Lingering Song, Skill Focus: Perform (insult), Weapon Finesse

Skills Bluff +11, Concentration +10, Diplomacy +11, Perform (insult) +14, Perform (singing) +11

Special Abilities Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1 (+2 with *inspirational boost*), inspire competence

Possessions rapier, rapier, shortbow, chain shirt, quiver, 20 arrows

Physical Description: Short of stature, and quite dainty and pretty, Evgean is the wife of Ruchzi. She is clad in a battered chain shirt. Her dark brown hair and golden complexion betray her Flannish ancestry.

PERRENDER WARRIOR

CR 1/2

Male human warrior 1

LN or N Medium humanoid (human)

Init +4; **Senses** Listen +2, Spot +2

Languages Common

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 6 (1 HD)
Fort +3, **Ref** +0, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.
Melee halberd +2 (1d10+1/x3) or
Melee longsword +2 (1d8+1/19-20)
Ranged light crossbow +1 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Alertness, Improved Initiative
Skills Climb +2, Intimidate +2, Jump +2, Listen +2, Ride +3, Spot +2

Possessions chain shirt, guard tabard, halberd, light crossbow with 10 bolts, longsword

5: QUESTION

BANSHRAE **CR 8**
 CE Medium fey

Init +7; **Senses** low-light vision; Listen +16, Spot +16
Languages understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.

AC 22, touch 22, flat-footed 22; Deflect Arrows, Dodge, Mobility, sylvan warrior (+7 Dex, +5 deflection)
hp 97 (15 HD); **DR** 10/cold iron
Fort +8, **Ref** +16, **Will** +11

Speed 60 ft. (12 squares); Spring Attack
Melee unarmed strike +15/+10 (2d6+3)
Ranged mwk greater blowgun +15/+10 (1d3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Stunning Fist 3/day (DC19)
Special Actions blowgun flute; dart cone, locust dart
Spell-like Abilities (CL 10th):
 1/day – *bestow curse* (DC 19)

Abilities Str 16, Dex 24, Con 17, Int 14, Wis 15, Cha 20
SA blowgun flute; dart cone, locust dart, spell-like abilities
Feats Combat Expertise, Deflect Arrows^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)
Skills Balance +17, Bluff +15, Climb +8, Diplomacy +7, Disguise +13 (+15 acting), Escape Artist +24, Hide +19, Intimidate +7, Jump +25, Knowledge (nature) +8, Listen +16, Move Silently +19, Perform (wind instruments) +23 (+25 with blowgun flute), Spot +16, Survival +2 (+4 in aboveground natural environments), Tumble +21, Use Rope +7 (+9 bindings)

Sylvan Warrior (Su) A banshrae applies its Charisma bonus to its Armor Class. It doesn't lose its Dexterity bonus to AC when flat-footed.
Blowgun Flute (Su) At will, as an immediate action, a banshrae can call into being a masterwork flute that also functions as a masterwork greater

blowgun (10-foot range increment). A banshrae can only have one such flute at a time, and the instrument disappears if the fey loses possession of it.

Each round, a banshrae can play its flute as a swift action to create one of the effects detailed below. Opponents within a 60-foot-radius who can hear the flute can be affected (Will DC 22 negates) – the effect ends if an enemy can no longer hear the music creating it. The save DC is Charisma-based. The tunes are sonic mind-affecting abilities.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are shaken. This is a fear effect.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Move Silently checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Dart Cone (Ex) Once per day per point of Charisma bonus a banshrae possesses, as a full-round action, the creature can create a 15-foot cone of blowgun darts. Those caught in the cone take 4d6 points of damage (Reflex DC 24 half). The save DC is Dexterity-based.

Locust Dart (Su) Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates). The locusts form a swarm (MM 239) that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution-based.

Bestow Curse (Sp) Once per day, a banshrae can produce a bestow curse effect. Victims of this curse inspire anger in those around them, taking a -6 penalty on Bluff and Diplomacy checks as well as a -2 penalty to Armor Class.

OAKEN DEFENDER **CR 12**
 N Huge plant

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +1, Spot +1
Languages understands Sylvan, empathic link 900 ft.

AC 23, touch 8, flat-footed 23
 (-2 size, +5 natural)
hp 207 (18 HD); **DR** 10/magic
Immune plant immunities
SR 24
Fort +18, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares) burrow 10 ft. (loose soil)
Melee gore +23 (2d6+12) and 2 slams +21 each (1d8+6)
Space 15 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +33
Atk Options Cleave, Great Cleave, Power Attack, Whirlwind Attack,

Abilities Str 35, Dex 10, Con 24, Int 8, Wis 13, Cha 13

SQ find oaken defender, plant traits

Feats Cleave, Diehard, Endurance, Great Cleave, Multiattack, Power Attack, Track, Whirlwind Attack^B

Skills Hide -8*, Intimidate +22, Listen +1, Spot +1

*an oaken defender gains a +15 bonus on Hide checks when settled in its grove.

Empathic Link An oaken defender has an empathic link with the dryads of its grove, through which it can sense their needs and feelings. This link extends up to 900 feet.

Find Oaken Defender (Su) As the *discern location* spell; always active; caster level 18th. An oaken defender can use this ability only to find another oaken defender on the same plane as itself. All oaken defenders are considered to have seen one another for the purpose of this ability.

SHAEDLING

CR 2

CE Medium Fey

Init +4; **Senses** darkvision 60ft., low-light vision; Listen +4, Spot +4

Languages Common, Sylvan

AC 15, touch 14, flat-footed 11

(+4 Dex, +1 buckler)

hp 22 (4 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee spiked chain +6 (2d4)

Ranged bolas +6 (1d4 nonlethal) or

Ranged javelin +6 (1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

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

Atk Options Combat Reflexes, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness

Abilities Str 10, Dex 18, Con 15, Int 13, Wis 13, Cha 16

SA shadow gossamer, sleeping curse, wall of darkness

Feats Combat Reflexes, Point Blank Shot, Weapon Finesse

Skills Appraise +1 (+3 weapons), Bluff +10, Craft (weaponsmithing) +8, Diplomacy +5, Escape Artist +11 (+13 ropes), Hide +11, Intimidate +6, Jump +25, Listen +4, Move Silently +11, Spot +4, Use Rope +11

Shadow Gossamer (Ex) As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment of 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate into nothingness if they leave the hands of a shaedling for longer than 1 round.

Sleeping Curse (Su) Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 15 Fortitude save or fall asleep for 1d6 rounds. A *remove curse* spell ends this effect. The save DC is Charisma-based.

Wall of Darkness (Su) Once per day a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

6: RETALIATION

NowOL

CR 13

Human male commoner 1/warrior 1/ex-druid 5/blighter 8

NE Medium humanoid (human)

Init +3; **Senses** Listen +22, Spot +22

Languages Common

AC 30, touch 11, flat-footed 24

(+1 Dex, +11 armor, +5 shield, +3 deflection)

hp 142 (15 HD)

Fort +17, **Ref** +6, **Will** +18

Speed 30 ft

Melee +1 *battleaxe* +14 (1d8+4/x3)

Base Atk +10; **Grp** +13

Combat Gear *blight stone*, *blighter's hex eye*

Abilities Str 16, Dex 16, Con 20, Int 9, Wis 26, Cha 9

SQ *deforestation*, *blightfire* (DC 26), *sustenance*, *undead wild shape* (4/day, Large or smaller), *speak with dead animals*, *animate dead animal*, *contagious touch*, *unbond*

Spells (CL13th):

8th – *horrid wilting* (DC 26)

7th – *searing fire seeds* (DC 26), *piercing empowered flame strike* (DC 26)

6th – *finger of death* (DC 24), *fire seeds* (DC 25), *empowered flame strike* (DC 25)

5th – ~~*anti-life shell*~~, ~~*create undead*~~, *piercing flame strike* (2) (DC 24)

4th – ~~*animate dead*~~, *flame strike* (2) (DC 23), ~~*heart of earth*~~, *languor* (DC 22)

3rd – *poison* (DC 21), *stinking cloud* (2) (DC 21), ~~*protection from energy (fire)*~~, *vampiric touch*

2nd – *death knell* (DC 20), ~~*flaming sphere*~~ (DC 21), ~~*heart of air*~~, ~~*resist energy (acid)*~~, ~~*resist energy (electricity)*~~, ~~*warp wood*~~

1st – *inflict light wounds* (2), ~~*endure elements*~~, ~~*hide from animals*~~, *ray of enfeeblement* (2)

0 – *detect magic* (4), *ghost sound*, *touch of fatigue*

Feats Fast Wild Shape, Natural Spell, Empower Spell, Piercing Evocation, Searing Spell, Spell Focus (Evocation), Sudden Widen

Skills Concentration +21, Listen +22, Spellcraft +15, Spot +22

Possessions: +1 *battleaxe*, +3 *full plate*, +3 *heavy wooden shield*, *metamagic rod of lesser extend*, *pearl of power 1st level*, *periapt of wisdom* +6, *ring of protection* +3

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded.

Deforestation enables a blighter to cast her daily allotment of spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 fire points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 + blighter's class level + blighter's Wis modifier) and ignites flammable objects it touches.

Sustenance (Ex): At 2nd level and higher, a blighter no longer needs food or water to survive.

Undead Wild Shape (Su): At 3rd level, the blighter gains a version of the wild shape ability. Undead wild shape functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

- Type changes to undead.
- Natural armor – bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).
- +2 Dexterity, no Constitution score.
- Immunity to cold.
- Damage reduction 5/bludgeoning.

Speak with Dead Animal (Sp): Starting at 4th level, a blighter can converse with dead animals. This ability functions like a *Speak with Dead* cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

Contagious Touch (Su): At 5th level and higher, a blighter can produce an effect like that of a *contagious touch* spell once per day.

Animate Dead Animal (Sp): This ability, gained at 6th level, functions like an *animate dead* spell, except that it affects only corpses of animal creatures and requires no material component.

Unbond (Sp): Beginning at 8th level, a blighter can temporarily separate a bonded animal or magical beast from its master once per day. The target creature must be within 40 ft. of both its master and the blighter. If the master fails a Will save (DC 10 + blighter level + blighter's Wis modifier), the bond terminates as if the servitor had died, though this does not cause experience loss in the case of a familiar. Normally hostile creatures attack their masters but are otherwise unaffected. The bond returns after 1 minute per blighter level, restoring all benefits.

FEATS

IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Source: Complete Warrior 101.

LINGERING SONG [GENERAL]

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisite: Bardic music.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

Source: Complete Adventurer 111.

PIERCING EVOCATION [GENERAL]

Your evocation spells ignore an amount of energy resistance.

Prerequisite: Spell Focus (evocation) or evoker level 1st.

Benefit: When you cast an evocation spell that deals energy damage (acid, cold, fire, electricity, or sonic), you can choose for 10 points of energy damage dealt by the spell to become untyped damage to which energy resistance and immunity do not apply. If the spell deals multiple types of energy damage, you choose how much of each type is converted by this feat after rolling damage.

Special: An evoker can select this feat as a wizard bonus feat.

Source: Complete Mage 46.

SEARING SPELL [METAMAGIC]

Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire...

Benefit: A searing spell is so hot that it ignores resistance to fire of creatures affected by the spell, and affected creatures with immunity to fire still take half

damage. This feat can be applied only to spells with the fire descriptor.

Creatures with the cold subtype take double damage from a searing spell. Creatures affected by a searing spell are still entitled to whatever saving throw the spell normally allows. A searing spell uses up a slot one level higher than the spell's actual level.

Source: Sandstorm 53.

SUDDEN EMPOWER [METAMAGIC]

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

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower 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 Empower Spell normally if you have it.

Source: Complete Arcane 83.

SUDDEN MAXIMIZE [METAMAGIC]

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

Prerequisite: Any metamagic feat.

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

Source: Complete Arcane 83.

SUDDEN SILENT [METAMAGIC]

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent 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 Silent Spell normally if you have it.

Source: Complete Arcane 83.

SUDDEN STILL [METAMAGIC]

You can cast a spell without gestures or special preparation.

Benefit: Once per day, you can apply the effect of the Still 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 Still Spell normally if you have it.

Source: Complete Arcane 83.

SUDDEN WIDEN [METAMAGIC]

You can cast a spell 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 83.

ITEMS

BLIGHT STONE

Price (Item Level): 300 gp (2nd)

Body Slot: – (held); see text

Caster Level: 3rd

Aura: Faint; (DC 16) necromancy

Activation: Standard (thrown) or – (ammunition)

Weight: –

This stone is tacky with a putrid green residue.

A *blight stone* creates an instantaneous burst of vapor that damages and sickens plants and plant-based creatures. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged attack.

When the stone strikes its target or a hard surface, it deals no damage but explodes into a 10-foot-radius of noxious vapors. This cloud of gas deals 5d6 points of damage to all plants and plant creatures in the area (Fort DC 14 half).

Prerequisites: Craft Wondrous Item, *blight*

Cost to Create: 150 gp, 12 XP, 1 day.

Source: *Magic Item Compendium* 153.

BLIGHTER'S HEX-EYE

Price (Item Level): 1,400 gp (5th)

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Swift

Weight: –

This black leather eyepatch bears a blood-red pentagram.

When you activate a *blighter's hex-eye*, your melee attacks against elves and creatures of the plant type deal an extra 2d6 points of damage. This effect lasts for 1 round.

A hex-eye functions three times per day, but it can't be activated in consecutive rounds.

Prerequisites: Craft Wondrous Item, *keen edge*

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 75.

GREATREACH BRACERS

Price (Item Level): 2,000 gp (6th)

Body Slot: Arms

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Swift (command)

Weight: 5 lb.

This pair of arm-length, leathery bracers is sewn from blackened sinews and tendons.

Sometimes called “choker sleeves” due to their appearance and effect, these pliable bracers allow you to attack from a surprising distance. When you activate *greatreach bracers*, your arms stretch and elongate, extending your reach by 10 feet for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *enlarge person*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 109.

WILDING CLASP

Price (Item Level): 4,000 gp (8th)

Body Slot: –

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: –

Weight: –

This 3-inch-long gold chain has a clasp on each end.

A *wilding clasp* can be attached to any item worn on the body. When so worn, a clasp prevents the worn item from melding into your new form when you use wild shape (as long as the item could be reasonably worn by the new form). Thus, the item remains fully functional and can be used normally in your new form.

Prerequisites: Craft Wondrous Item, *wild shape*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Source: *Magic Item Compendium* 190.

SPELLS

CONTAGIOUS TOUCH

Necromancy

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Holding out your hand like it's dead, you croak out magic words and imbue your limb with a terrible disease.

Upon casting this spell, you must choose one disease from this list: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (DMG 292). Any living creature you hit with a melee touch attack during the spell's duration is affected as though by the *contagion* spell, immediately contracting the disease you have selected unless it makes a successful Fortitude save. You cannot infect more than one creature per round.

Source: *Spell Compendium* 52.

DISTORT SPEECH

Transmutation [Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

By pointing and making a number of loud, nonsensical sounds you release the power of the spell. The target attempts to speak, but spews forth only gibberish instead.

For the duration of this spell, the subject has a 50% chance to miscast spells that have verbal components, and any time the subject speaks (including the use of magic items activated by command words), there is a 50% chance that the utterance is completely incomprehensible and therefore ineffective.

Source: *Spell Compendium* 69.

HEART OF AIR

Transmutation [Air]

Level: Druid 2, sorcerer/wizard 2, wu jen 2 (air)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel light as a feather, as if the slightest breeze might knock you about.

This spell converts part of your body into elemental air, freeing you somewhat from the bonds of gravity. You

gain a +10 enhancement bonus on Jump checks, and if you have a fly speed, that speed gains a +10-foot enhancement bonus.

Furthermore, while this spell is active, you can activate a *feather fall* effect (as the spell) on yourself as an immediate action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of air* is active on you at the same time as *heart of earth*, *heart of fire*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 106.

HEART OF EARTH

Transmutation [Earth]

Level: Druid 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the *stoneskin*'s total protection is consumed), at the end of which time the spell's entire effect ends.

If *heart of earth* is active on you at the same time as *heart of air*, *heart of fire*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 106.

INSPIRATIONAL BOOST

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Spell Compendium* 124.

LANGUOR

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

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

Source: *Complete Divine* 167.

NIGHTMARE LULLABY

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Your music calms your foe, sending it to sleep while it remains upright. As you perform, it starts to twitch and moan, as if tormented by unseen fears.

This spell can put a target into a surreal, sleepwalking state. The target must make a Will saving throw or become confused, thinking it has entered a nightmare.

Source: *Spell Compendium* 69.

SHOCK AND AWE

Enchantment [Mind-Affecting]

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

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

Target: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Upon completing this spell, you feel a nagging compulsion to divert your attention from your enemies. Shaking off the feeling, you note with satisfaction that your targeted enemies seem even more distracted than you.

This spell distracts its targets, preventing them from reacting with the deftness they might otherwise possess. Only effective when cast in the surprise round of combat and against flat-footed creatures, this spell causes those it affects to take a -10 penalty on their next initiative check. Targets that cannot be caught flat-footed (such as a rogue with uncanny dodge) cannot be affected by this spell.

Source: *Spell Compendium* 189.

STORMRAGE

Transmutation [Electricity]

Level: Cleric 8, Druid 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You harness the powers of wind and storm to move, protect yourself, and attack.

You can fly at a speed of 40 feet, and you gain immunity to thrown weapons and projectile ranged attacks. You are completely unaffected by natural or magical wind, easily able to hold your position and not subject to other adverse effects of extreme wind.

Finally, you can discharge a bolt of electricity from your eyes once per round. Your enemies' spell resistance applies to these lightning attacks. Doing this provokes attacks of opportunity, has a range of 100 feet,

and requires a ranged touch attack. You gain a +3 bonus on the attack roll if the opponent is wearing metal armor, made out of metal, or carrying lots of metal. If you hit, the bolt deals 1d6 points of electricity damage per two caster levels (maximum 10d6), with no saving throw allowed.

Source: *Spell Compendium* 210.

WHIRLWIND, GREATER

Evocation [air]

Level: Druid 9, Windstorm 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100ft. + 1 ft./level)

Area: 20-ft-radius tornado, up to 5 ft./level high, centered on a point in space

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Wind whips into a frenzy and becomes a tornado that wreaks destruction as you direct, flinging your foes into the air and destroying nearby structures.

This spell is a more potent version of *whirlwind* (PH 301). A greater whirlwind affects creatures differently, depending on their size and where they are in relation to the twister.

Near the Tornado: Large or smaller creatures who start their turn within 60 feet of the center of a *greater whirlwind* must succeed on a Fortitude save or be dragged 1d4x10 feet toward the center of the twister, taking 1d4 points of nonlethal damage per 10 feet dragged.

Huge creatures within 40 feet of the twister must succeed on a Fortitude save or be knocked prone. Gargantuan and Colossal creatures within 40 feet of the twister must succeed on a Fortitude save before moving away from the twister.

Flying creatures of Huge size or smaller that fail their Fortitude saves are sucked to the center of the twister, taking 2d6 points of damage from the battering and buffeting. Gargantuan flying creatures must succeed on a Fortitude save or be pulled 1d6x0 feet toward the center of the twister. Colossal flyers must likewise make Fortitude saves or be pulled 1d6X5 feet toward the twister's center.

Any Huge or smaller creature that comes into contact with the spell effect must succeed on a Reflex save or take 3d6 point of damage. A Large or smaller creature that fails its first save must succeed on a second one or be picked up bodily in its powerful winds. Any creature picked up is ejected 3 rounds later.

Inside the Tornado: Creatures that start their turn inside the tornado take 6d6 points of damage for each round they remain inside, at the beginning of your turn. Creatures inside the tornado can't do much; attacks, spellcasting, and movement are impossible within a *greater whirlwind*. When the *greater whirlwind* ejects a creature, it reappears 4d6x5 feet away from the twister's center in a random direction, and 4d6x5 feet off the ground (immediately falling if it can't fly).

Terrain and structures: The tornado uproots trees and other vegetation automatically, and it leaves a trail of dense rubble (DMG 90) wherever it goes. Structures within a *greater whirlwind* take 2d6x10 points of damage per round. In a round or two, that amount of damage is sufficient to destroy any building made of materials less sturdy than reinforced masonry.

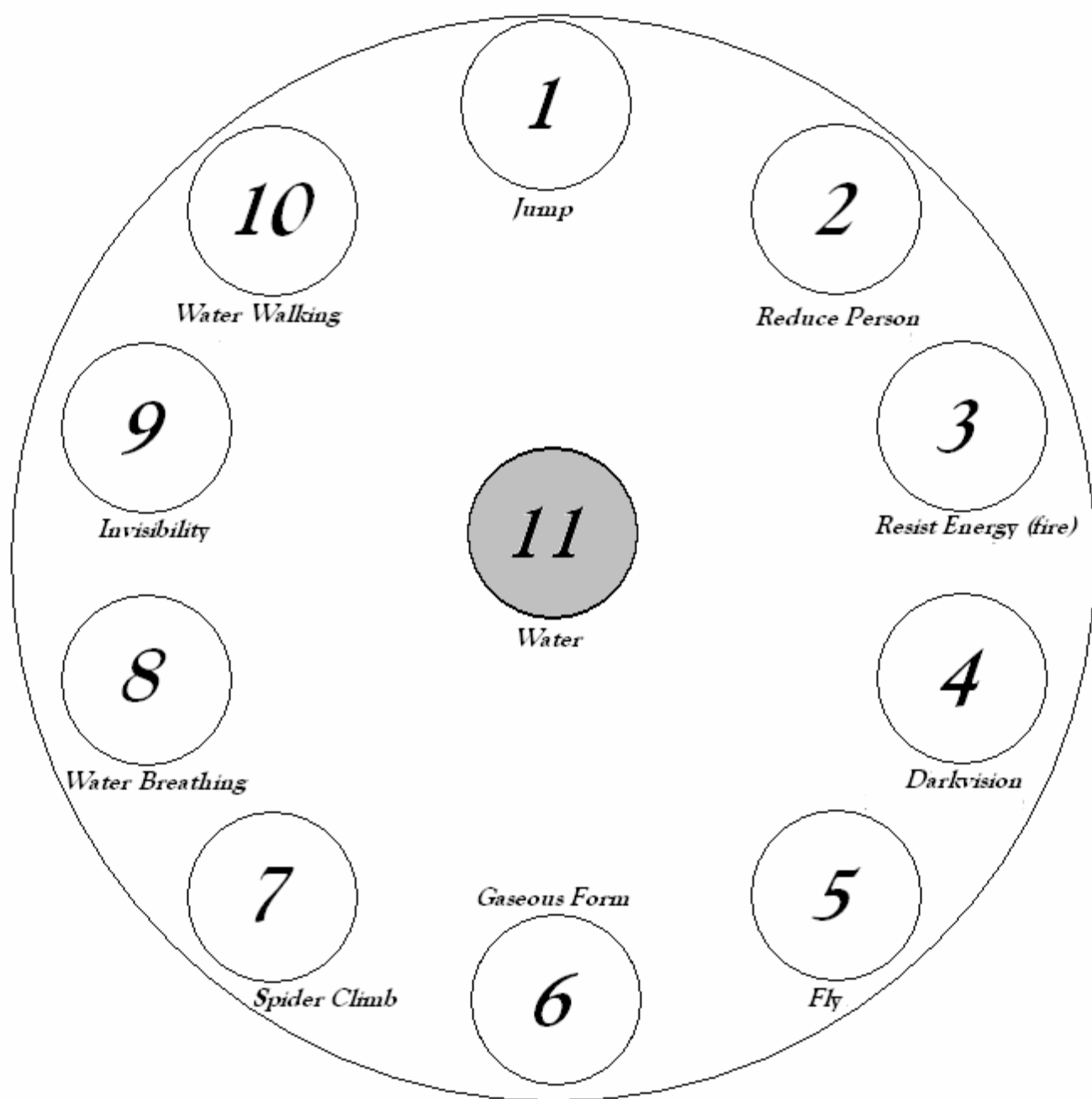
No ranged attacks can pass through the twister. A *greater whirlwind* extinguishes all flames it touches. Listen checks are impossible within a *greater whirlwind*.

A *greater whirlwind* remains stationary unless you direct it elsewhere as a move action. It moves up to 60 feet per round.

Material Component: A pinch of ashes from a destrachan.

Source: *Spell Compendium* 239.

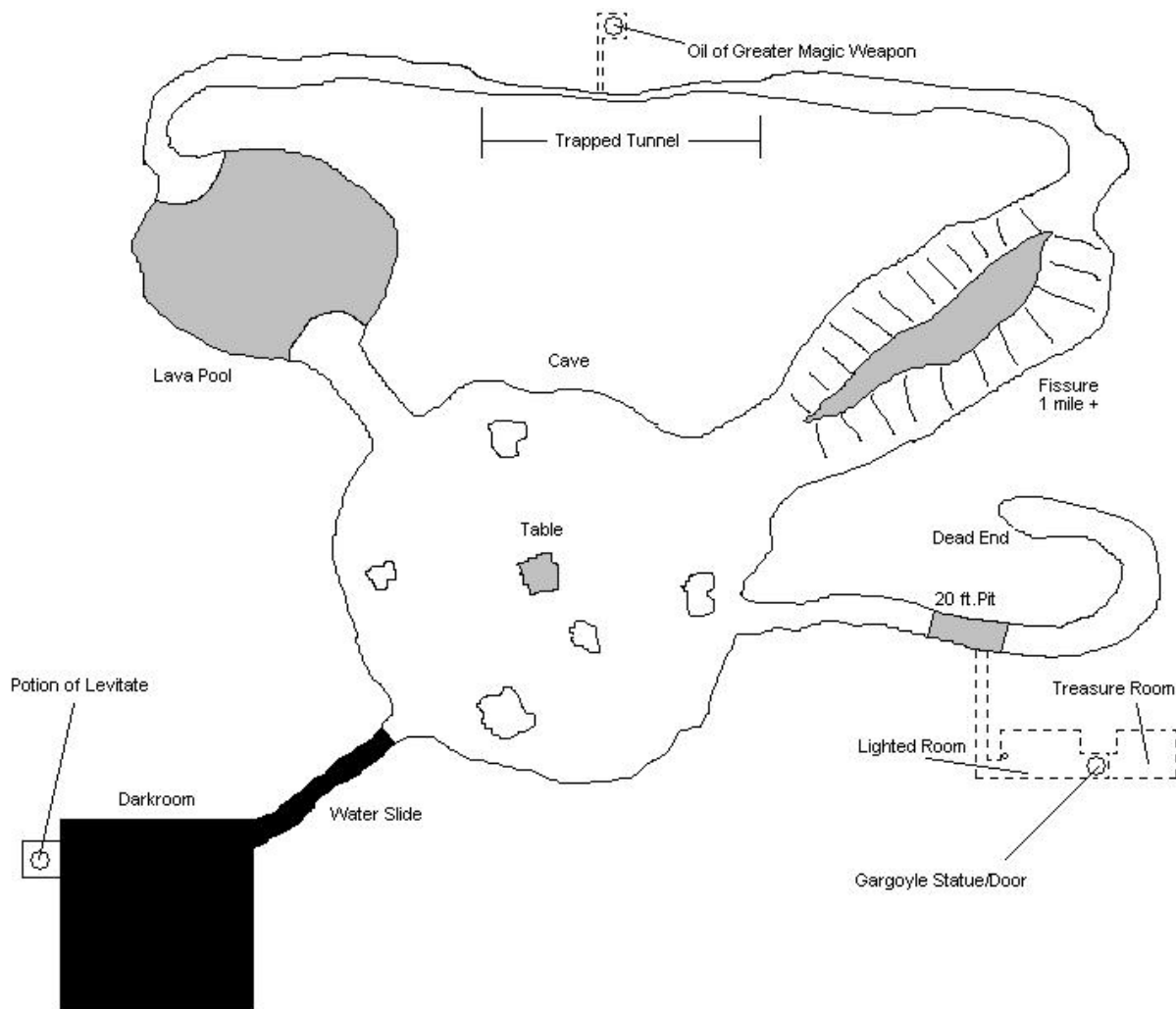
APPENDIX 3: DM AID #1 – FEY RING PUZZLE SOLUTION



APPENDIX 3: DM AID #2– FEY RING PUZZLE SOLUTION

Position	Potion	Color	Size	Type	Potential Usage
1	<i>Jump</i>	Violet	Large	Transmutation	Pit
2	<i>Reduce Person</i>	Green	Normal	Transmutation	Trapped Tunnel
3	<i>Resist Energy (fire)</i>	Red	Large	Abjuration	Lava Pool
4	<i>Darkvision</i>	Black	Large	Transmutation	Dark Tunnel
5	<i>Fly</i>	White	Small	Transmutation	Fissure, Pit, Lava Pool
6	<i>Gaseous Form</i>	Clear	Large	Transmutation	Trapped Tunnel
7	<i>Spider Climb</i>	Orange	Large	Transmutation	Fissure, Pit, Lava Pool
8	<i>Water Breathing</i>	Indigo	Normal	Transmutation	Water Tunnel
9	<i>Invisibility</i>	Yellow	Normal	Illusion	No Shadow in Lighted Room
10	<i>Water Walk</i>	Blue	Large	Transmutation	Lava Pool
11	<i>Water</i>	Clear	Large	Transmutation	Prism, Identify Color

APPENDIX 3: DM AID #3 – FEY RING PUZZLE MAP



Patchwall 1

Protector (or Seeker),

Your service is required concerning a matter of grave importance to the safety of the Vesve. Please plan to meet at my personal barracks in Quaalsten at noon on Patchwall 7. Bring any allies you trust with you.

Lord Marshall Leaijrn Greenoak



Patchwall 14

Page (or Squire),

Your service is required concerning a matter of grave importance to the safety of the Vesve. Please plan to meet at the personal barracks Lord Marshall of the Rangers of the Vesve in Quaasten at noon on Patchwall 20. Bring any allies you trust with you.

Yanesh, Knight of the High Forest



Patchwall 14

To the Devoted of Highfolk,

Your service is humbly requested concerning a matter of grave importance to the safety of the Vesve. I invite you to meet at the personal barracks of the Lord Marshall of the Rangers of the Vesve in Quaalsten at noon on Patchwall 20. Bring any allies you trust with you.

*Leaijrn Greenoak,
Lord Marshall of the Rangers of the Vesve*



PLAYER HANDOUT 3: DRUID INVITATION

Delivered via an *animal messenger* to your dwelling, and written in the Druidic language:

Fellow friend of the wood,

You are cordially invited to attend a Moot of great importance. As you know, the autumnal equinox is approaching like a zephyr, and we have much to discuss. Not only do we seek to elevate a new Archdruid, but we honor the memory of the former one as he continues the eternal cycle. Two of our brethren are to be entwined, and several younglings seek to swell our ranks.

But possibly of more import is the ongoing discovery of vast areas of our beloved forest that have gone sour. Your advice is welcome.

The wind beneath your wings,

Lucien, of the Observationist's Society

PLAYER HANDOUT 4: THE SKÂMTÈGULER

In the distant past, before the formation of the clans as they are known, the folk that inhabit the region now known as Perrenland were a fierce and warlike people. So fierce, in fact, that it was counted an honor to be considered the bravest warrior for the tribe on the field of battle. The non-combatants of the tribe were no less fierce, and would hover at the fringe of battle, urging their warriors on. Over time, this habit developed into a tradition, though one with a twist. The tribe would select from the non-combatants the most vehement and foul-mouthed woman to accompany them to battle. This woman, called the Skâmtèguler - the Shame Crier - would hurl abuse ... at the warriors of her own tribe. By calling into question their courage and bringing their deficiencies to light, she would shame them into a fiercer display of martial valor - warriors would rather die than face ridicule from the Skâmtèguler. As a result, each Skâmtèguler directed the battle in her own unique fashion.

It is not known why the role of Skâmtèguler came to be associated entirely with women. The earliest legends suggest that both male and female non-combatants would stand beside a battle and encourage their relatives. One theory runs as follows.

In the distant past, the greatest possible shame was to be disowned by your mother. As this was the greatest insult of all, and thus the strongest possible motivator for a flagging warrior, the Skâmtèguler was more often than not a woman. As time passed, it became accepted tradition that the Skâmtèguler had to be a woman, and that men were ill-suited to the responsibility of being the Shame Crier. By the time of the formation of the clans, this had become an inflexible and unyielding rule.

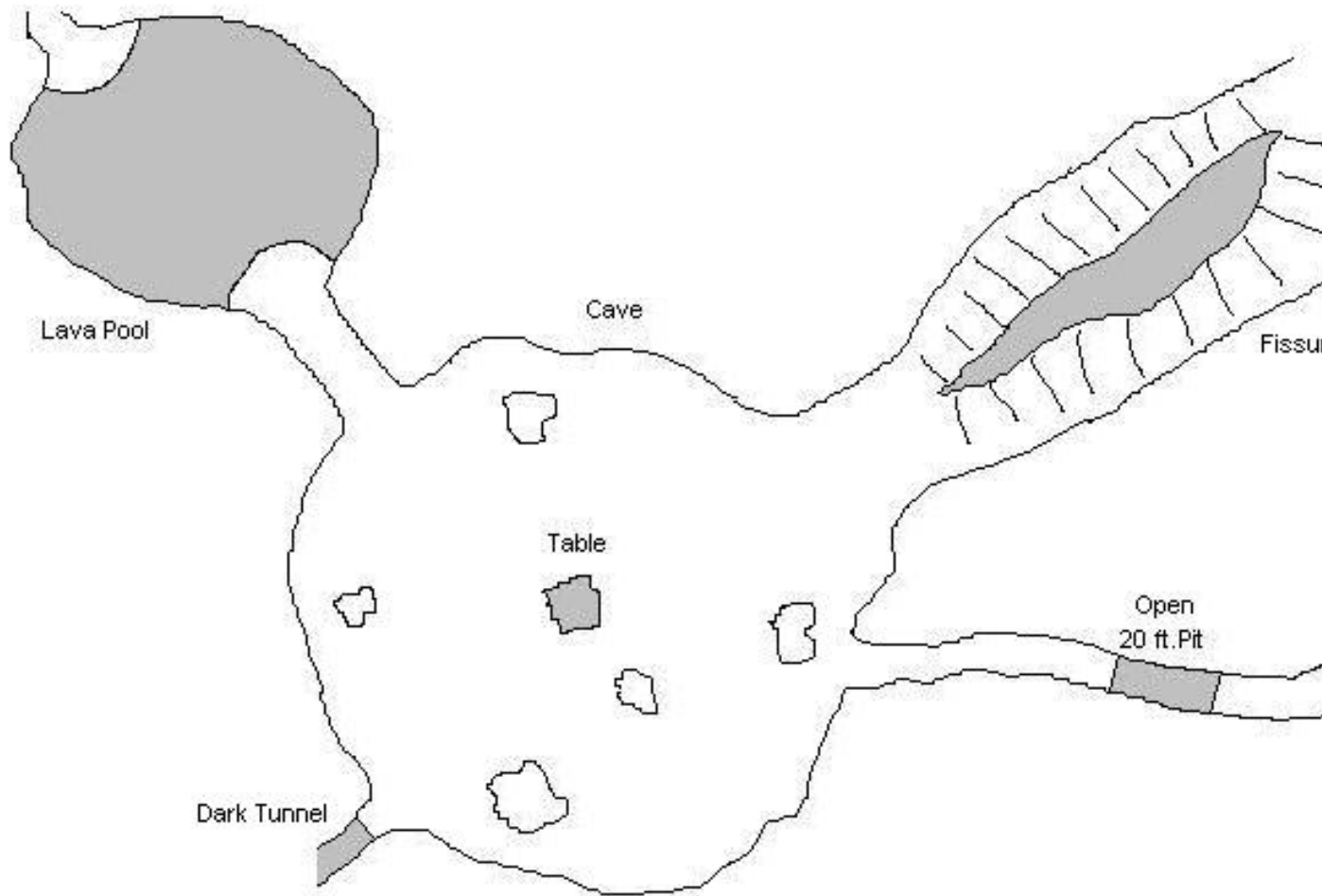
However, it must be said that this is just a theory, and nobody knows for certain how the position of Skâmtèguler became one held solely by women.

In time, the Skâmtèguler became a regular fixture at clan battles, and each side would have one or more urging them on. **The person of the Skâmtèguler became sacrosanct, and it was an act of utter dishonor to harm one of these women.** The position of Skâmtèguler earned these women great renown and respect, which reflected also on their families. As the years passed and Perrender society evolved, the role of the Skâmtèguler remained.

In these more enlightened modern times, a calm head and good discipline are also required of a warrior. Individual prowess, though still highly regarded, is less important nowadays than the ability to fight well with one's fellow warriors. Despite this, the Skâmtèguler remains a fixture on the battlefield. They still cry abuse at unfortunate warriors who raise their ire, and they are known to bestow glowing praise upon distinguished enemies. But this serves an important purpose, for Skâmtègulers are important in directing the flow of battle. The ability to scream abuse is now joined by the necessity of a keen tactical mind, for a Skâmtèguler is one of the clan's best strategists. With her vituperations, she lets warriors know when they are weakening their clan's attack, and her golden words of encouragement to the enemy identify dangerous threats to be countered.

The Skâmtèguler usually has none, or at best little, martial prowess of her own - for her own training is lengthy and intensive - but she is highly respected nevertheless. It takes a clear, quick mind; steady nerves; an instinct for tactics; and years of training to become a Skâmtèguler. To become the Skâmtèguler for a whole clan is a great honor indeed. They number among a warleader's most valuable and trusted assistants. Within the Auszug they often act as adjuncts to officers of the field, and in their clans such women live like queens. This is a fair reward for the dangers they face, for though they are safe from harm from fellow Perrenders, their unique role identifies them as attractive targets for foreign enemies.

PLAYER HANDOUT 5: FEY RING PUZZLE – PLAYERS' MAP



Choose the path of the center vial's contents before that of flame, air or earth

Your shadow betrays you; attend to that, and you may prevail

~~*May cold iron avail you!*~~

Indigo? In you go!

Tiny green men

Not all is as it seems; sometimes one must fall so that others may succeed

A golden sickle reaps a bitter harvest

Quaff first that which lies between illusion and orange

Thealas wuz heer

Cloudy White

Large Red and Large Clear — Flames you'll never fear

Use the guardian's source of vulnerability to breach its defenses and win the day

The Dawn is Coming!

Small packages may help avoid great pains

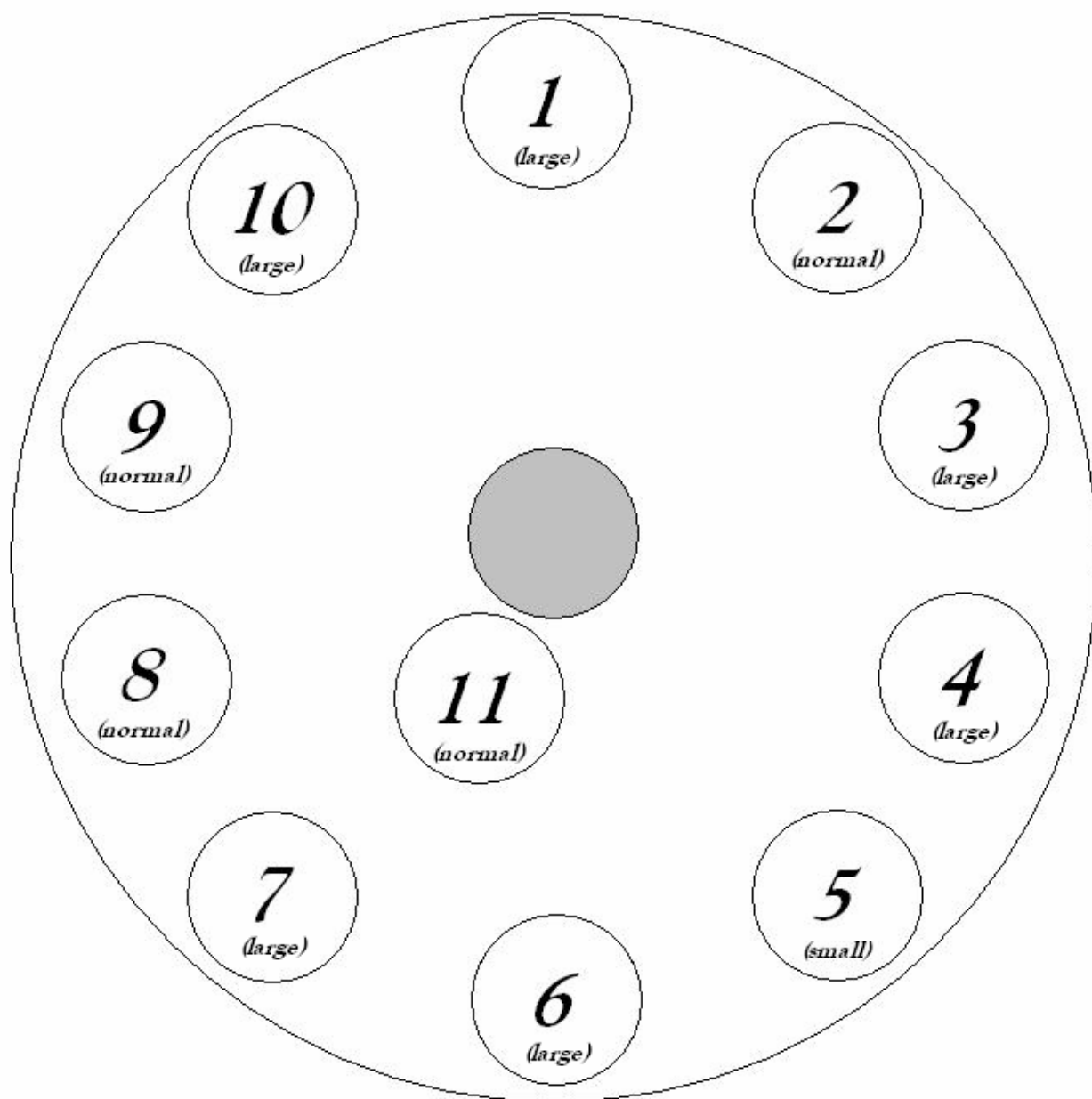
The larger the vial, the more it feeds; some tasks are meant for just one.

Careful with the tiny vial — it won't last long

Blackness equals Darkness

Blue: not just for water anymore

PLAYER HANDOUT 7: FEY RING PUZZLE – VIALS



PLAYER HANDOUT 8: FEY RING PUZZLE, VIALS WITH COLORS

