

PAL 6–03

# A Matter of Grey Importance

A One-Round D&D LIVING GREYHAWK®  
Theocracy of the Pale Regional Adventure

Version 1.0

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In a place like the Pale, villainy often resides in grey areas, or areas only dimly illuminated, like the Phostwood. An act of charity is remembered but will a determined force unleash its wrath for overlooked slights, or will adventurers seek another solution? An adventure for Average Party Levels 2-12, recommended for characters unafraid of voicing political opinion and bearing the consequences; especially intriguing for bards, druids, Faithful Flan and members of the Church.

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

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# Introduction

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

## Preparation

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

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

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

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

## Playing the Game

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

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

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

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

## Tracking

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After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

## Living Greyhawk

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

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

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars

paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

## Special Rules for the Pale

See Appendix One – Special Rules for the Pale.

## Adventure Background

Like many of her fellow Tenhas, Zeh Tayeh, a woman of modest means and tremendous potential, has suffered in life. There are some whose fortunes are bright and hopeful, and others who fall victim to the whims of Fate. Zeh drew bad luck to herself like a magnet. Born of noble stock, she was never able to capitalize on her family's position. The Duke (Ehyeh III) of Tenh was in exile long before she came of age. Instead she found herself separated from her Duke and driven to provide for her family. Time and again, she used her many talents to rebuild her life, but tragedy after tragedy befell her. Sickness, injury, harsh weather, monsters, poverty, bandits, the Ether threat, violent disagreements with family; the list grew.

Zeh constantly found herself depending on others for help from her misery. Many of those she trusted became "liars" (in her view) when their word was proven untrue, even though some could not keep their word due to uncontrollable circumstances. It did not matter to Zeh, as her cynicism began to overcome her patience.

In her travels she met Deacon Lehso, a man whose word could be trusted. Putting aside her cynicism for a moment, she accepted aid from this "Faithful Flan", a benevolent priest of Pholtus who provided for the Flan and asked nothing in return. She was deeply touched. Beyond the practical usefulness of Pholtus' powers she caught a glimpse of divinity. Soon, though, this priest passed on, his life ended early by illness.

After witnessing the good that religion could bring, Zeh returned to her people's religious roots – the Flan deities of the Old Faith. At long last, she was rewarded. Her power as a druid grew, and she was able to provide for her small clan and earn their respect. Digging deeper into Flan history, she also became a scholar of the Old Lore and the bardic colleges. Her faith came from the practical application of power, though her heart desired something greater. She recently heard rumors of the location of one of the legendary instruments of the Old Lore, but her quest was about to be sidetracked by a more pressing concern.

When her precious garden began to wither, and the children turned yellow-skinned, Zeh cursed the spirits. The cause was, in fact, a mundane one.

Near the town of Lighton in Pale-held Tenh, an extensive ore-smelting operation and forge are nearing completion. This new steel will be forged into weapons and other metal goods for the Pale's crusade in Tenh—glorious indeed, except fanaticism can have its drawbacks. The Pale's expanded mining industry is polluting tributaries of the Yol River. The well water and irrigation of Zeh's precious garden are now tainted, and the Pale, in its blinded zeal, is to blame.

Zeh's fury has been simmering for far too long. She recalled a colloquialism of her family, who wandered the Tenh after the Ether creatures' destruction—"On the long, barren road, there is eventually one mirage too many." As her clan falls ill to disease, Zeh becomes vengeful.

Harnessing her power over growing things, she adds a small force of animals and fey to her clan. Zeh begins to feel impelled to prevent further calamity, so she decides to bring the challenge to the desecrators. Let them fix what they've wronged or pay dearly for their actions...That is, unless her final salvation lies in the religion of the Pale.

(See the *Living Greyhawk Gazetteer*, pages 161-162, for more information on the Old Faith and the Old Lore.)

## Cast of Characters

☛ **Zeh Tayeh**, Flan woman, scarred from the rigors of tough life, but beautiful in a rugged fashion. Her voice is commanding, and she has a powerful presence. Dressed in simple, heather-grey robes, she bears a scimitar and wears leather underneath (at APL 10-12, she wears a mithral breastplate under her robes). She is willful and persuasive and conceals her motivations well. Zeh is loosely affiliated with both the Old Faith druids and the Old Lore and seeks access into that Bardic order. In this adventure, she also seeks one of the seven magical stringed instruments of the classic Bardic Colleges: a *Doss lute*. Not only would the lute help her strengthen her clan and heal the land, it could increase her status among the colleges.

☛ **Nespha**, a Killoren druid (see Appendix Two for the new race of killoren); born of the Phostwood itself, loyal servant of Zeh. She was befriended by Zeh and invited into her Flan family to learn more about human ways.

☛ **Tharvol**, Shaper of Sun and Stone (Pholtan druid); pleasant in the extreme. He is grey-bearded and in his early 50s; a humble, respected, soft-spoken Oeridian male. Elder member of the Church and mentor to Killid and Naviah. He is the PCs' contact for the sect of Pholtan druids. His latest *animal messenger* did not reach the Church, so his contact in Atherstone is concerned.

☛ **Killid**, Pholtan druid; red-haired, hot-headed, impetuous, but wary of Pholtan law. Young male Oeridian, with Suel features. Obeys Tharvol out of admiration, and few others. Embraces a hardline Pholtan view, unusual for a Shaper. Overcompensating to prove his devotion, since most Palites consider the Pholtan druids to be borderline heretics.

☛ **Naviah** ("nah-VYE-ah", like "pariah"), Pholtan druid; less loyal to Church and more to Oerth; dark

hair, wears spectacles, feisty, with a scientific command of plant lore. Her educational aim—to become an expert on the Phostwood.

☛ **Deacon Uluthor**, Oeridian human priest who oversees the Lighton smelting operation. Dutiful, faithful to his underlings, hard-working, helpful. Loyal but accepting of all types, he only tolerates interference from Pale officials. Fair skin that has seen much sun, blue eyes, wrinkled and scarred features.

☛ “**Gnebucednezar Gnullwyt**”, gnome scholar, actually born human—a minor Tenha nobleman. Scholar of the Old Lore, killed during the Greyhawk Wars and reincarnated as a gnome. He has taken a new gnomish name and even acts like one most of the time. Although he feels awkward along his former colleagues in the bardic colleges, he has gladly taken up the role of warden of Old Lore secrets. He has the *Doss lute* that Zeh seeks, hidden in a large magical mushroom in the Phostwood.

## Adventure Summary

The story begins near the Tenh/Phostwood border, since the PCs have been asked to check in on three Pholtan druids who are studying the forest. Here the party learns more about Pholtan druid beliefs. (Pholtan druids are also called Shapers of Sun and Stone, which is the title of the scenario PAL6-01.) Zeh is secretly observing the party.

The party is asked to convey a message to the ore-processing station near Lighton. Should the party open the letter, they learn that the Pale’s new mines and smelting operations are causing the Yol and its tributaries to become polluted. This is having a malign effect on the land. The party is followed by Zeh and her forces, who monitor curiously what will be done about the pollution.

The party gets to the ore-processing station, only to come under attack by Zeh’s minions. She is enraged at the damage to the land. The party should try to keep as many miners alive as possible and control property damage, while fighting off a variety of fierce creatures. At the end of the battle, the PCs learn that Zeh has captured the druids in the Phostwood and wants to bargain.

The PCs return to the Phostwood to talk with Zeh, who is holding them captive until she makes up her mind about the Pale and Pholtus. She wants to determine how the PCs plan to address the pollution. Remembering the past kindness of the Faithful Flan priest, she stays her hand... for now.

Once Zeh gets whatever information she wants, she decides to test the PCs, coercing, bargaining with or imploring them to retrieve the magical *Doss lute* that she heard about.

The PCs travel deeper into the Phostwood, coming to an underground cavern containing an immense faerie mushroom. The party climbs inside and is presented with some riddles by the mushroom’s mischievous inhabitant. They either solve them or fight swarms of vermin, and eventually retrieve the magical lute.

Returning to Zeh near a ring of monoliths, they bring the instrument back. But now Zeh reveals her true motivations and may release her druid prisoners if the lute is returned.

It is up to the PCs to decide her fate. A successful diplomatic approach may cause her to lay aside her anger, feel remorse for her actions, and seek forgiveness; perhaps even convert to Pholtus. If she is convinced to relent, the PCs must stop the villainous plan she already helped set into motion. There is a tendriculos the PCs must defeat.

Minimal success at diplomacy will cause her to leave non-violently, taking her minions into the deeper Phostwood, though the tendriculos remains to be defeated.

Hostility will bring a combat with her, though the party’s previous affronts determine whether she fights to kill.

After the threats are dealt with, Zeh’s power will have been channeled into one outcome or the other by the PCs’ actions. If captured or converted, Zeh will most likely spend time in a New Dawn camp, though she could still be a force in the Phostwood with which to be reckoned.

## Preparation for Play

This scenario requires some prep time.

- This adventure is atypical in that the “villain” is a woman who could be redeemed, so the story is open-ended. There will still be the same number and difficulty of combats, regardless of the role-playing course pursued. A new mechanic, “Villain Points”, determines how violent Zeh is in the final encounter.
- The combat in **Encounter Two** is very complex. It deserves the most study and preparation.
- Review the *reduce person* spell, and how it affects PCs for **Encounter Six**. **Player Handout #3** details the changes for players.

Once the players have assembled, note the following about the PCs:

- Classify the party as one of the following types, since this will guide the reactions of some NPCs: **I)** Mostly believers in Pholtus, and obvious about their faith; **II)** Mixed, having 1-3 characters who

worship or acknowledge Pholtus; III) Entirely non-humans and/or non-Pholtan (“pagan”) humans. This can be done quietly by asking for “Deity”, “Race”, “Class” and “Meta-Org memberships” on initiative cards. Party type (I, II, or III) will be referred to later in the adventure.

- Take special note of non-Pholtan druids, Pholtan druids, and Pholtan divine casters, as well as Flan and Oeridian humans, and any non-humans. They have an impact on Diplomacy in the scenario.
- You may also find out how much the players (and characters) know about Pholtan politics. This scenario assumes the players and their characters have knowledge of the Pale, the philosophical positions of the conservative and progressive ideals, and of the suspicious and faithful nature of its citizens. As Judge, you may have to educate the players a little. This will allow you to present a challenging scenario, and draw PCs into the themes of this adventure.

## Suggested Timetable

You might need to keep a tight rein on the action at the table, so the players can finish this scenario in a typical four-hour convention slot.

Encounter	Time For It	Total Time
Introduction	15 min	15 min
Encounter One	15 min	30 min
Encounter Two	1 hr	1 hr 30 min
Encounter Three	15 min	1 hr 45 min
Encounter Four	15 min	2 hrs
Encounter Five	15 min	2 hrs 15 min
Encounter Six	30 min	2 hrs 45 min
Encounter Seven	30 min	3 hrs 15 min
Conclusion A/B/C	15 min	3 hrs 30 min

## Introduction

*It is midwinter, during Fireseek, when morale in the Pale is low. Faced with the bitter cold of an extreme winter, the leaders of the Pale have decided to occupy the people of the Pale with tasks to pass the frigid months.*

*Several weeks ago, before the end of CY 595, His Worshipful Mercy, Theocrat Theoman Baslett, called the greatest mass in Wintershiven since the one to honor the passing of Ogon Tillit three years ago. He reassured the common folk that Pholtus would provide if their faith were strong and their labors fruitful, and he called for an ambitious new program to make farming implements, building tools, arms of war, and other goods to resettle the barren land of Tenh.*

*You remember the snowy day you were invited to a modest house in Atherstone. Flakes flecked your face as you gazed to gray skies. A manservant greeted you at the door and led you to a comfortable couch. The house emanates calming familiarity; the flames of the fireplace send forth warm light. A priest of the Church emerges from a side chamber.*

*After offering soup and a hot drink, Prior Amiot, a cheery, wrinkled elder man, asks you to discover what has happened to a trio of Pholtan druids, or “Shapers of Sun and Stone” as they are sometimes called. They were sent to the northern Phostwood’s edge on a research mission, and the druids’ weekly communication has abruptly ended. They were well-supplied and—as druids—able to endure the winter, but Amiot suspects something is not right.*

*You were given directions to their last known location and asked to hurry. Also, you were cautioned to supply yourselves for a winter trek.*

*“Seek out my good friend Tharvol and his understudies Killid and Naviah,” Prior Amiot said. “May Pholtus bring light to your search, (Brother/Sister/Title insert PC(s)’ names here).”*

*You found some able and willing souls at the nearest Pious Pilgrim to join you.*

If a PC would not accept the mission without the promise of payment, Prior Amiot offers a few gold glories up front, with more when the PCs return with news.

Now is a good time for brief PC introductions.

Before they leave, the PCs may buy anything in Atherstone (small city) that they have access to.

## Encounter One: Phostwood Faces

The PCs arrive at the druids’ camp, where they meet Tharvol, Killid and Naviah. PCs may question each of the druids to learn more about Pholtan druid beliefs and differing Pholtan philosophies. The point of this encounter is to give a feel for the variety of Palish beliefs and to build a relationship that hooks the PCs into saving them later. The PCs are asked to deliver a message to Deacon Uluthor at the ore smelting facility near Lighton.

*A bitter chill bites into the bones of the citizens as you prepare to leave the city. The rhythmic crunch of boots accompanies travellers through the snowy streets. Numb limbs, toes, and noses are a reminder of an ever-present threat of frostbite. To stave off the cold, one frolicsome boy pretends to*

*be a dragon breathing clouds of steam, drawing chuckles from his sister. Their father frowns, but it is a pleasant reminder to keep a light heart through this heavy winter.*

*Prior Amiot's excellent directions speed you the threescore miles toward your goal. By night, the Handmaiden Celene sparkles like a small turquoise gem in the sky, its big sister Luna a tiny crescent. The closest village, Lighton, is fifteen miles north by northeast of the druids' camp. Amiot mentioned the Shining Beacon there as a fine, if humble, place to rest after finding his friends.*

*Soon you arrive at a small camp. Small canvas tents surround a fire pit, and a thick blanket of snow covers a campsite. Three figures stand near one of the legendary Phostwood trees. They are garbed in white animal skins and simple weapons, but what is most noticeable is their loud voices—they appear to be arguing.*

*"It could be any number of things, Tharvol! You and your conspiracy theories," says the young red-haired man, better groomed than the others.*

*"Well, it's true the evidence could be interpreted any number of ways..." the elder Tharvol begins in a slow, rumbling voice before interruption.*

*"You've witnessed Killid jump at the chance to absolve the Church's responsibility in any matter," sharply retorts the woman, with spectacles and pony-tailed black hair. She adds rolling eyes and a shake of her head.*

*Killid, the first speaker, quips, "You're bitterer than this cold, Naviah. When will you get over—"*

*"Enough, you two! If you don't stop bickering like squirrels over nuts, I'll give you more words from the holy book to straighten your.... Oh my, we have visitors."*

*All three turn warily. The elder asks, "Heavens, I bet you were sent to find us, yes?" Eyes peer at you skeptically.*

☞ **Tharvol, Killid, and Naviah:** LN human Drd1; hp 6 each.

The party type determines the initial attitude of the druids. (See pages 71-72 of the *Player's Handbook* for how to use Diplomacy check to improve attitudes.)

**Party Type I (mostly Pholtan):** The group is *Indifferent*. PCs must make a Diplomacy check (DC 15) to obtain *Friendly* status before they receive **Information**. During the conversation, make some remarks that are skeptical of the party's faith – these come mainly from Killid.

**Party Type II (partly Pholtan):** The group is *Friendly*. Move to **Information**.

**Party Type III (non-Pholtan):** Killid and Tharvol are *Unfriendly* (suspicious, avoiding) while Naviah is *Indifferent*. PCs must make a DC 25 Diplomacy check to obtain *Friendly* status from the men, or DC 15 from Naviah, before they receive **Information**. During the conversation, make some skeptical remarks from Naviah and Tharvol, and perhaps harsh remarks about heathens from Killid.

The following circumstance modifiers apply to the Diplomacy check:

- +2 if PCs mention Prior Amiot
- +2 for a Pholtan or druid who takes the lead and for each who Aids Another in persuasion.
- +2 if a PC shows a strong interest in what the group is studying, and why they are out here.
- +2 if the party offers to share food and supplies.

You may apply other circumstance modifiers if you feel they are warranted.

**Troubleshooting:** If the PCs fail to make the three druids *Friendly*, then the PCs do not get to talk much with them. Tharvol chooses to take his message to Uluthor on his own. You can get the adventure back on track when the PCs go back to Lighton—an alarm could be raised there, indicating trouble at the ore-processing facility, which should lead the PCs to Encounter Three.

## Information

The party can interview the druids. Both Naviah and Killid prefer talking to visitors one or two at a time. This conversation can be improvised, or use the text provided.

### **Interviewing Killid**

Killid identifies best with Party Type I. He immediately and at every opportunity references that the natural order mirrors Pholtus' laws. He can cite several metaphors. One basic belief is that "The land is a gift to be utilized for the benefit of all the faithful. To know it is to harness its usefulness."

- "Being out here is a fool's errand, and harsh punishment for someone so loyal to Pholtus' cause. Certainly time in a New Dawn Camp would be more bearable." [glancing at Naviah, who smirks back]
- "Pholtus has always guided us to use our knowledge wisely – surely this development with the land is the work of the Troll King, the new Duke of Tenh, or some other malevolent force."

- “Vigilance is the due course here – only in perseverance through faith will the perpetrator be revealed. And once it has been proven the laws were broken, punishment will be exacted. This will discourage further abuse.”
- “A wildfire burns the forest clean when the land cannot support any more trees. Those that survive continue on in the natural order. Such is the way of Pholtus.”
- “Hierarchy is seen in nature and thus is proof of Pholtus’ intention – witness the wolf that eats the deer who consumes the leaves. As vessels of Pholtus’ will, we [priests of Pholtus] naturally assume a position at the top of this hierarchy.”

A DC 10 Sense Motive check reveals that Killid is trying very hard to reconcile his druidic beliefs to Pholtan faith. Therefore he is overcompensating against being labeled a heretic by acting a bit overzealous with his faith in Pholtus.

### Interviewing Naviah

Naviah can best relate to Party Type III. She has a deep yearning for the wild places and seeks to protect them – though she is a former member of the Natural Order (the meta-org for non-Pholtan druids and rangers), she also recognizes the moral authority of Pholtus and the value of knowledge. She balances her love of the wild with a piercing intellect and unflinching rationality.

- “It is possible that unimagined consequences have arisen from good intentions. I would not be surprised if the zealotry of the Church has made the land itself a victim.”
- “In its zeal to enforce the law, the Pale has made more than a few mistakes regarding its loyal and faithful citizens.”
- “Yeah, I’m no stranger to the ways of rehabilitation. It is a necessary step for some citizens. However, nature has a healing power of its own and I would rather be out here doing Pholtus’ will.”
- “If the Church has polluted the land, it is its responsibility to set it right. Though I doubt that this matter will be of high priority to anyone powerful enough to do something about it.”

A DC 10 Sense Motive check lets a PC infer that Naviah has spent time in a New Dawn camp, but wishes not to speak of it, nor the indiscretion that put her there. She is fond of the wilderness, and clings lightly to Pholtus’ laws, believing more in the good aspect and progressive faction of the Church. She is cynical of conservatives—meaning the majority of Palites—and claims they are “stone-hearted.”

### Interviewing Tharvol

Tharvol appreciates Party Type II. He keeps an even mind about nearly everything – he is a centrist and slow to make decisions, giving everything due consideration.

- “We were sent by the Church to perform research, on the source of the Phostwood luminescence. I believe we have learned more than we sought. Such is the way of Pholtus and the natural world.”
- “I sent a scrub jay to deliver a message to Prior Amiot, but perhaps it was attacked by an owl or other raptor. We should hurry back to Atherstone, then. I do not wish to worry my old friend.”
- “Most of our fellow Shapers have been busy helping with the restoration of the land, so our next assignment will probably be a more active one than research in the forest.”
- “A report must be delivered to Deacon Uluthor in Lighton summarizing the accumulated research. I ask a favor for an old, cold man and his pupils. Would you take it for us, so we may pack our belongings and return to Atherstone?”

PCs who make a DC 15 Sense Motive check notice that Tharvol is concerned, and has mixed feelings about delivering the report. He appears somber at whatever is contained in it.

If asked about the report, he says the following, “I don’t feel free to comment on it. Suffice it to say it is not very good news. Perhaps the Deacon will share it with you, but I’m not authorized to.”

If asked whether the Pale will give the PCs a reward for finding his group, he chuckles, “Well, we were never truly lost. However, I have nothing to give for your service, but Amiot is a man of his word. When you next return to Atherstone seek him out. He’ll make good on his promise.”

Tharvol is steadfast in his refusal to go with the PCs if they suggest it. If the PCs intend to stay here, Tharvol strongly urges them to reconsider his simple mission. He claims he will make a report to the Church that will bring their names favor.

If a PC opens the report, give **Player Handout #1**.



## Zeh Is Watching

Shortly after the party leaves for Lighton, roll Spot and Listen checks (DC 18 each). Those successful think they are being watched or hear some noises as they travel, but there are no tracks or sign of someone following them. (Zeh is following, using her druidic abilities of *trackless step* and *woodland stride*, as well as spells, to avoid detection.)

## Encounter Two: Ore We Could Eat It

The party arrives at the ore facility near Lighton, facing combat with summoned creatures, plant creatures, and perhaps others, plus a rust monster whose initial focus is to eat the metal ore within.

EL note: Since the combat is staggered in two to three stages, and the PCs might be healed by NPCs between stages, the overall EL has been lowered. It is still an APL+3 EL fight – described as “Very Difficult” (DMG, p.49).

**Combat Overview:** Nespha, a killoren druid under Zeh’s influence, is overseeing the destruction of this facility, an “abomination” in their eyes. She communicates with Zeh by using *animal messenger* scrolls. Just seconds ago, she released a rust monster into the facility and ordered several plant creatures (and perhaps winter wolves) to keep the miners busy.

### All APLs

☞ **Deacon Uluthor:** hp 25; see *Combat Appendix - All APLs*.

☞ **Pale Patrol Soldiers (4):** hp 6 each (currently at -1); see *Combat Appendix - All APLs*.

☞ **Ore Workers (7 humans, 1 dwarf):** LN or LG Com15; hp 3 each (dwarf, 4 hp). Non-combatant.

### APL 2 (EL 5)

☞ **Nespha:** Drd1/Rgr1, hp 16; see *Combat Appendix - APL 2*.

☞ **Summoned Wolf (1 per spell used):** hp 13; *Monster Manual* 283.

☞ **Rust Monster:** hp 27; *Monster Manual* 216.

☞ **Twig Blights (8):** hp 5 each; see *Combat Appendix - APL 2*.

### APL 4 (EL 7)

☞ **Nespha:** Drd3/Rgr1, hp 28; see *Combat Appendix - APL 4*.

☞ **Summoned Wolverine (1 per spell used):** hp 28; *Monster Manual* 283.

☞ **Rust Monster:** hp 27; *Monster Manual* 216.

☞ **Twig Blights (12):** hp 5 each; see *Combat Appendix - APL 4*.

### APL 6 (EL 9)

☞ **Nespha:** Drd5/Rgr1, hp 45; see *Combat Appendix - APL 6*.

☞ **Summoned Dire Wolf (1 per spell used):** hp 38; *Monster Manual* 65.

☞ **Advanced Rust Monster (8 HD):** hp 44; see *Combat Appendix - APL 6*.

☞ **Twig Blights (4):** hp 5 each; see *Combat Appendix - APL 6*.

☞ **Winter Wolves (2):** hp 51 each; *Monster Manual* 256.

### APL 8 (EL 11)

☞ **Nespha:** Drd7/Rgr1, hp 60; see *Combat Appendix - APL 8*.

☞ **Summoned Dire Wolverine (1 per spell used):** hp 45; *Monster Manual* 66.

☞ **Advanced Rust Monster (10 HD, Large):** hp 85; see *Combat Appendix - APL 8*.

☞ **Winter Wolves (2):** hp 51 each; *Monster Manual* 256.

☞ **Shambling Mound:** hp 60; *Monster Manual* 222.

### APL 10 (EL 13)

☞ **Nespha:** Drd9/Rgr1, hp 75; see *Combat Appendix - APL 10*.

☞ **Summoned Polar Bear (1 per spell used):** hp 68; *Monster Manual* 269.

☞ **Advanced Rust Monster (14 HD, Large):** hp 119; see *Combat Appendix - APL 10*.

☞ **Shambling Mound:** hp 60; *Monster Manual* 222.

☞ **Winter Wolves (2):** hp 51 each; *Monster Manual* 256.

### APL 12 (EL 15)

☞ **Nespha:** Drd11/Rgr1, hp 86; see *Combat Appendix - APL 12*.

☞ **Summoned Dire Bear (1 per spell used):** hp 105; *Monster Manual* 63.

☞ **Advanced Rust Monster (15 HD, Large, Elite):** hp 142; see *Combat Appendix - APL 12*.

☞ **Shambling Mounds (2):** hp 60 each; *Monster Manual* 222.

❧ **Winter Wolves** (2): hp 51 each; *Monster Manual* 256.

## **Outside the Building**

*Fifteen miles have gone by and up ahead is a tributary of the Yol, and next to it, the building that is your destination. A few hundred yards beyond is the town of Lighton.*

*A sheet of ice covers the ground in front of the structure. Loud noise comes from inside the building.*

Allow PCs a Listen check: DC 15 or less – Indeterminate; DC 16 – Shouting, perhaps an attack?; DC 20 – Sound of wood breaking, destruction, frantic shouts, and combat. Allow more reactive Listen checks in successive rounds if the PCs tarry outside the building.

PCs start this encounter 60 feet away from the building entrance. Roll for initiative. Keep track of how many rounds this combat lasts; it is important for DAMAGE DONE (below).

**Terrain:** The ground patches marked on Map #1 (Lighton Ore Facility) are overflow from the tributary and have frozen into an icy sheet. The ground is covered in slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge (DMG p.91).

The 40-foot-diameter area marked on the map is what is affected by Nespha's *entangle* (cast in the surprise round), although the thin, frosty weeds are not as effective in holding characters as normal: DC 12 (not DC 20) Strength or Escape Artist check to break free or escape.

**Tactics:** At every APL, Nespha has cast her buff spells and has drunk a *potion of invisibility*. Nespha has total concealment and total cover from a grove of trees adjacent to the building. She has taken 10 on her Hide check (see *Combat Appendix* to determine the DC, assuming PCs can *see invisible* or it gets *purged* or *dispelled*). She watches the entry, spots the PCs' approach, casts her *entangle* in the surprise round, and summons a creature to guard the door. The creature comes in on Nespha's initiative on Round 2. The sound of summoning (command word for a wand, or reading a scroll) is drowned out by the noise coming from the building and Nespha's cover (DC 15 Listen check, plus normal distance modifiers.) Remember that *summoning* is not a hostile act and does not make the killoren visible.

Nespha's goal is to harry the PCs with summoned creatures. She seeks to put the fear of nature's wrath into the PCs. She does not seek to kill PCs, so be judicious with the summoning wand. It can easily tip the balance. Three summoned creatures (+/-1) are a

good target before she lets up. She even uses a *cure minor* or *cure light wounds* to stabilize a PC dying outside the building, as she does not seek to kill. Nespha can also dismiss any of her summoned creatures as a standard action if PCs are taking a beating (including readying a dismissal to interrupt a summoned creature's full attack action if it will obviously kill a PC).

If the entire party enters the building by magical travel spells, Nespha takes a move action to open the door and then directs 1-2 summoned creatures into the building.

Once the PCs enter the building, Nespha may break off and report to Zeh. If the fight is going easy for the PCs, she might stick around to summon one more creature, but will try to escape if pressed. Before she goes, she intends to warn the PCs (see RANSOM below).

## **Inside the Building**

❧ **Double Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Unlocked.

When the PCs finally enter the building, read this:

*Inside the building, wooden creature(s) with sharp claws [and (if applicable) large white wolves] are attacking workers, while a large insect with feelers and a spade-like tail scuttles about. A few human workers lie on the floor, unmoving. An armored, middle-aged man in white robes yells, "Bless Pholtus! Help has arrived." Sounds of battle fill the room. Steam comes from some of the containers above the forges on the second floor, and there is an acrid smell of hot metal. Tools lie scattered about.*

It is a DC 15 Knowledge (dungeoneering) check to determine that the scuttling creature is a rust monster—a very big one at APLs 8 to 12.

**Setup:** Randomly distribute the ore workers, fallen Pale Patrol soldiers, and the enemy combatants in the building. They are fighting one another, but the workers are almost all fallen. Assume that friendly NPCs do not hurt the foes; they go on total defense, except for Deacon Uluthor who heals.

There are also 15 tools scattered about the building that could be used as improvised weapons (-4 on attack rolls, 1d4 points of bludgeoning, slashing, or piercing damage). There is a 50% chance it is metal. This is one way for the PCs to defeat the rust monster without risking their own equipment.

If the PCs move to the areas marked with "Hot" or "Ore" on the map:

- They may (with a DC 10 Strength check) lift and dump either a vat of melted ore (1d6 fire damage

per round for 3 rounds or until scraped off as a full-round action), or a chunky ore container (1d6 bludgeoning damage) on a target. Hitting the target requires a standard action and a melee touch attack.

- Targets must be below or adjacent to the square of the vat or bucket, or adjacent to the square directly below (within 5 feet). Affected squares are up to judge discretion.
- Each vat or bucket may only be used once. If the twig blights see this happening, they may use it against their foes too.

**Tactics:** The rust monster eats ore for four rounds, attacks a metal-armored PC who moves into an adjacent square, or retaliates if attacked. At APL10-12, Nespha has cast *air walk* on it (and previously trained it for such magic) so it can pursue PCs off the ground.

The twig blights, winter wolves, and/or shambling mounds attack the PCs. Try to concentrate the winter wolves' breath weapons on the PCs rather than the NPCs.

Nespha (if she hasn't left yet) summons more allies to attack, and then stabilizes dying PCs with *cure* spells.

Deacon Uluthor heals the wounded workers or the PCs, concentrating on fallen PCs first, or fights in melee if the PCs ask for his help. The wounded Pale Patrol members stay down through the fight unless a PC cures one to consciousness.

If Nespha is detected at APL 6-12, she wild shapes into an eagle (fly 80 ft.) and flies back to Zeh. At lower APLs, Nespha flees on foot, using her druidic abilities to evade pursuers. Zeh will later send an *animal messenger* to deliver a note to the PCs, saying she holds the Pholtan druids and wishes to parley.

## Ransom

At or near the end of battle, Nespha calls out in her hissing, distinctively nonhuman voice:

***"You may have stopped the destruction of this place, but Mistress will have revenge on your friends in the Phostwood."***

By the time the PCs investigate, Nespha should be gone.

If the players somehow manage to capture Nespha, she refuses non-magical interrogation, saying only that the Pholtan druids are in trouble and she can help the group rescue them.

If an *animal messenger* is needed to convey the information, its note reads:

***"I hold the Pholtan priests and wish to parley for their release. Come to their camp."***

Whatever the PCs do in this encounter, they must be given the chance to learn that the Pholtan druids are being held captive, or at least are in trouble. You might have to improvise if the PCs prevent Nespha from talking. Nespha will seek every opportunity to flee to the Phostwood.

## Damage Done

At this time, Deacon Uluthor performs Heal checks on the ore workers. He then offers to heal PCs with his remaining spells and talks with the PCs. The oreworkers and Deacon Uluthor are grateful. The Deacon is on Church assignment here to see how operations are proceeding, and he is expected to give a report to Knight-Captain Louis Phillip Gaston II of Atherstone soon.

He knows nothing of this recent threat but he allows PCs to read Tharvol's report, if they haven't already. Give **Player Handout #1**.

Calculate the damage to the facility at 100 gp per round of battle. (Round 1 starts with the PCs 60 ft. away from the facility.) Deacon Uluthor states the damage as primarily the loss of ore, including some silver, cold iron, and steel for the Pale's new arms program. If it's more than 1000 gp, he is rather inconsolable and openly laments the loss. It will set back the recovery of eastern Tenh by weeks or months, he says, when every day is important.

If the Deacon is made aware of the Pholtan druids' plight, he implores the PCs to return to rescue the Pholtan druids.

## **Encounter Three: Speak Softly, and Ally With A Big Stick (Creature)**

The party returns to find Zeh has detained the head Pholtan and his druids. She vents off her steam, finally having a "captive audience". Fighting now is probably a bad option, since Zeh holds all the cards here. Make sure to portray Zeh's high Bluff and Diplomacy scores accurately when negotiating with PCs, and speak calmly and confidently. This should, at the very least, give them pause.

***As you return to the druids' camp, an unwelcome sight awaits. The druids have their hands and ankles tied with thorny ropes, and each is in the clutches of a huge treelike creature. A ruggedly beautiful woman of Flan heritage stands boldly near the edge of the Phostwood trees. She has a raw personal magnetism and addresses the group***

*with a voice that is starkly beautiful and mesmerizing.*

(DC 20 Listen check to hear her lament to herself: “Desperate times call for desperate measures.”)

*There is a rustling in the woods around you, and the glitter of a dozen arrowheads shines in the glow of the Phostwood trees. “Patience, good folk of the land,” she intones calmly, waving down the arrowheads.*

*“Ah, we have a captive audience, I see.” She smiles toward the druids, and then back at you, giving a light chuckle. “And so we begin, as the truth needs telling,” she says with grim resignation.*

All APLs (EL varies)

☞ **Zeh:** varies by APL; see *Combat Appendix*.

☞ **Killoren Travelers (12):** hp 13 each; see *Combat Appendix - APL 4 to 12*.

☞ **Treants (6):** hp 66 each; *Monster Manual* 244.

Zeh continues based on the makeup of the party.

### Party Type I:

[Forcefully] *“Here they are, bearing the symbols of ignorance and arrogance. Do they also carry the same taint of guilt as their precious Church?” she scowls rhetorically, staring at each of you with striking, deep green eyes. “We’ll soon see,” she says sharply, with an eyebrow raised.*

*“So, as loyal servants of the perpetrators, what have you to say of this travesty?”*

**Tactics:** Zeh tries to press the buttons of Pholtan PCs, to see if the true principles of Pholtus are still intact and are consistent with her experience of the Faithful Flan priest who aided her clan. (The principles include generosity, obligation to help the needy, and obedience to the law.) She waits for PCs to try and explain, and then interrupts them with her diatribe.

Move to ARGUMENTS (below).

### Party Type II:

[Sarcasm] *“What would bring such a motley band together? On a mission from that land’s almighty Church, I wager.”*

[Then to any Pholtan PCs:] *“Don’t believe you’ve escaped my gaze, ‘heretic,’” she declares with dripping sarcasm.*

*“Well, what think you of this travesty?”*

**Tactics:** Zeh attempts to divide the party, chiseling out their differences, and attempting to ally herself with those sympathetic to her cause. She supports her

arguments with details from her past (in **Adventure Background**).

Move to ARGUMENTS (below).

### Party Type III:

[Haughtily] *“You’ve chosen poorly, folk of the Pale. You labor for the devil in white robes. This poor judgment will only lead you farther astray. Come now to your senses, and hear the truths I have to say.”*

*“This Church is to be reviled for its negligence. What think you of this travesty?”*

**Tactics:** Zeh lays it on thick, and tries to promote her cause. She echoes any similar-minded concerns the PCs express and emphasizes them. She shares her story and asks for help (moving to **Encounter Four**).

Move to ARGUMENTS (below).

## ARGUMENTS:

Zeh attempts to sway the PCs to her way of thinking.

First, she shares with them this story:

*“During Needfest this last week, what could I provide? No protection from the sickness brought on by your land’s corrupted water. Little food, as the crops withered from a disease of the land, and what remaining contaminated and poisonous. The dancing and singing was joyless, a futile masking of our ever-present pain and sobbing.*

*“On Handmaiden’s Glory night, there were no blessings for our young marrying couple, only dashed hopes soaked in despair. When my people should be celebrating rebirth and the passing into longer days, we have death, disease and this bitter cold! Can’t you see what the people of your land have done?”*

- If the PCs claim ignorance of the travesty (pollution sickening her displaced clan and killing the vegetative life) she is irritated at their ignorance and remarks about “the left hand not knowing what the right hand is doing.” She then haughtily informs them and offers to show them the damage herself. Feel free to play the guilt card upon the PCs, deriving bits of story from her background. If the PCs need to see the damage, she shows what she can without endangering her cause or her people (takes them to withered crops, dying Phostwood trees, etc.). Villain Points -1, +0, or +1 at Judge’s discretion.
- If the PCs go on the offensive and start demanding she free the druids, she becomes petulant and has the treants break a few bones, drawing cries of pain from the druids. “Insolent fools! Get that churchy chatter out of your brain

so you can truly hear! You and your Church bite the hand that feeds you! Release your hubris and consider your redemption.” Villain Points +1. She then begins the laundry list of the Pale’s infractions (see below).

- If the PCs show remorse, Zeh jumps on the offensive. She goes on to list the Pale’s offenses, mistaken though some are. This conversation path earns Villain Points -1 to -3 as long as the PCs hear her out and don’t vehemently disagree with her. She has a healthy respect for dialogue, being a bard of the Old Lore.

Zeh’s list of Palish Infractions:

1. Persecution of Tenha loyalists and ambition to annex Tenh.
2. Oppressive laws, such as the arcane registration and holy symbol strictures, which take away privacy and freedom.
3. Inferior treatment of non-Pholtans and non-humans (appealing to those PCs of like race and creed).
4. (False) Pale clergy attracted the Ether threat with its expansionist doctrine and this led to the destruction of her people’s lands.
5. And lastly, and most importantly, this most recent violation of the land of her people, the pollution from Pale industry (this straw broke the camel’s back).

### **COMBAT (if PCs choose that option)**

Use statistics for NPCs in **Encounter Seven A**, but add 6 treants (as per the *Monster Manual*, p.244) and 8 killoren travelers (stats included in APL 4-12). Zeh attempts to escape, the archers fire at spellcasting PCs (readying to disrupt spells, if necessary), and the treants wade into melee, first dealing nonlethal damage to the Pholtan druids (stats in Encounter One) and then attacking the PCs to kill, switching to nonlethal when PCs are close to death – they trust that Zeh will heal PCs.

Zeh flees to a safe location, either by *wild shape* or *longstrider*-enhanced movement, using *woodland stride* and *trackless step* to evade pursuers, and then assists her allies (perhaps with an *entangle* and bard song (inspire courage)). One treant carries Tharvol away, so she can ensure that bargaining still happens. Nespha, her ‘lieutenant’, is off meeting with her clansmen.

If the party surrenders, is beaten unconscious, or stops attacking and calls for parley, Zeh returns to give negotiations a final chance. Because of the hostility, the party earns +3 Villain Points, and ensures that she will try to kill the PCs in **Encounter Seven A**, should

it come to that. Anyone having used fire becomes her primary target.

## **Encounter Four: Quick! Grab the Lute!**

Zeh asks the PCs to retrieve the *Doss Lute* for her.

Depending on the outcome of the previous role-playing interaction, modify the following boxed text. There may be more condescension, anger or blame, or perhaps a softening. Just remember, Zeh is a skilled diplomat and should be seen as such by the PCs.

*Well, regardless, I need a task seen through. I just so happen to be in a position to make a deal for these people. I will return them to you safely if you are successful in this task.*

*You must go into the Phostwood, follow my directions, and find the huge fungal growth that contains what I seek. You must retrieve the item and return it to me. It will emanate magic, if you use such divinations, and will be an item of human creation that bears strings.*

Zeh is too proud to ask for help (DC 15 Sense Motive), and too angry at this point to try and reason with the PCs about saving the land. If the PCs earned 0 or fewer Villain Points, and listened to her concerns with sympathy, she may confide in them that she needs help to restore the land and help her people, and sees using the lute as one way.

Zeh responds accordingly:

- **Why don’t you do this task yourself?** “To see if you can prove yourselves worthy.” (“and your Church,” if applicable) If pressed beyond this answer, award Villain Point +1; “Silence!” she demands.
- **What can we expect?** “Remnants of the Old Lore are always well-protected – unless you are scholars, it will be dangerous and challenging.”
- **Don’t you know anything else you could tell us?** “Perhaps, but I’m not certain you deserve to know.” Snide, flippant or insulting reactions earn a Villain Point +1. [With confidence and calm] “Better to keep your mouth closed and be thought a fool than to open it and leave no doubt,” she responds.
- **We refuse.** [Angrily] “You wish to have these people returned to you, correct? Then this is the only way that no one comes to harm. Judgment is imminent; even the bravest bear knows to hibernate before the coming winter. I hold the forces of nature at bay, which will easily overwhelm any resistance. They have been angered and seek vengeance. Take heed of my

warnings, then, for the forces of Mother Oerth will not be merciful!" Villain Point +1.

She then gives directions and instructions on how to find the mushroom. "Touch the boulder, say 'Zomolahvehtah,' then step through." It is about half a day's journey (10 miles) into the Phostwood.

## Encounter Five: 'Shroom-in'

*Following the directions, you work your way through the Phostwood. The hills are spongy to booted feet while the pull of inches-deep mud awaits travelers in the marshier areas. Aside from the eerie green glow, the trees are dark and deep, with few clearings.*

*It seems a miracle that you have avoided detection by the sundry hostile groups present here. At long last, you crest a hillock and spot the boulder of which you were informed.*

The boulder and the space beyond are protected by a permanent *misdirection* (CL 18th) redirected to normal non-magical mushrooms growing nearby (a little trick of some fey). This foils most detection spells (magic, poison, evil, etc.).

*Touching the rock and giving the password, you make the boulder transparent. Beyond, the descent is tenscore rocky steps back under the grassy knoll, leading into an underground cavern.*

*A colossal, milky-white mushroom springs forth from the loamy floor of the cavern. The whitecap bears multi-colored splotches and is surrounded in a field of shimmering violet energy. It towers nearly 50 feet tall, with a base of almost 15 feet in diameter and a cap of almost 30 feet in diameter.*

*Dirt clumps are piled around its base and earthworms writhe through it. A strong earthen odor, that of fresh compost, invades your nostrils.*

PCs making a DC 15 Spot check notice a skeleton in the cavern. A DC 15 Heal or Knowledge (nature) check can identify the skeleton as one of a satyr. The skeleton is wearing a necklace of copper and emeralds (the treasure listed below). A DC 22 Search check in the skeleton's area finds a journal (**Player Handout #2**).

The whole cavern and outside of the mushroom are permanently protected by *nondetection* spells (CL 18th). Spell protections on the mushroom act as a reactive *dispel magic* counterspell at CL 18th for any spell cast meant to enter (*dimension door*, etc) or divine (*clairvoyance*, etc.) into the mushroom. There is one exception. *Detect magic* (or *arcane sight*, etc.) combined with a Spellcraft check (DC 24) can determine the energy as from the Transmutation and Abjuration schools.

Weapons, even adamantine, do not penetrate very far before a rubbery texture bounces them back and any damage heals. Basically, the mushroom is magically and physically impenetrable in any other way besides entry through the small four foot arch near the bottom (Level 1, Area A.)

Aside from the pungent odor, this is a fine place for the PCs to rest, either now or after exploring the mushroom's interior.

## Encounter Six: 'Riddled, with Vermin'

The mushroom is inhabited by "Gnebuednezar Gnullwyt", the Old-Lore-bard-turned-gnome. He teases the party with riddles and illusions before relinquishing his Doss lute.

When the PCs enter the mushroom, read or paraphrase the following:

*Passing through the violet veil of energy, you are overcome with a tingling sensation. Your surroundings are growing larger... or are you shrinking?*

The PCs must make a DC 20 Fortitude save. Those who fail are affected by a special *reduce person* effect (CL 18th, but permanent as long as the PC remains in the mushroom, and even centaur PCs are affected). Give **Player Handout #3**. PCs may reenter the mushroom to retrigger the effect if they saved but wish to be subjected to the effect again (and may choose to fail the save). PCs who remain Medium-sized will be squeezing (PH, p.148) or even prevented from moving in some areas.

Use Map #2 for the mushroom.

### Level 1

*The floor is rubbery, and viscous, sticky goo grabs your boots, hindering movement. In the middle of the ceiling is a shaft about four feet in diameter, as well as four smaller two-foot tunnels. Each of the passageways bears a number of small knobby projections, though the walls of each are covered in the sticky film like the floor.*

*"Hee, hee—now you silly folk are blessed to know the wonder of our size," a playful voice intones from nowhere.*

One can avoid getting stuck by making DC 5 Climb and Balance checks and can move half speed. Failing that, climbing movement (in both directions) is one-quarter normal rate per round (minimum 5 ft.). Falling damage maxes out at 1d6.

## Level 2

*The tunnels lead upward into the mushroom's cap. Movement is slow, as feet and hands sometimes stick when they miss the knobs. The earthen odor is very pungent.*

## Level 3

Combat, EL varies, most often = APL+1.

*The domed ceiling is 15 feet at its highest and tapers to the edges. The ceiling and walls are pocked with holes, like the cheese made in the monasteries in the Rakers. Within the cap, giving off a torchlight glow, are six energy globes, evenly spaced around the chamber. "Welcome, sacred fellow of the Old Lore. May you enjoy my musical riddling." A gnome, capped with a feathered hat and dapperly dressed, pops into view before you, relating the words with great flair. He is backed by the harmonic melodies of a symphony. He then touches an energy globe, winks at you, and disappears.*

PCs with Spellcraft can make a check (DC 28) to determine that was an illusion (DC 18 if already concentrating on a *detect magic*).

Upon closer inspection, each globe can be seen to contain a blurry shape. A DC 25 Search check reveals vague features of a stringed instrument, but the features are indeterminate. If touched, each globe has a *magic mouth* that appears and speaks a riddle. It waits 10 rounds for a guess (approximately 60 seconds.)

Six riddles must be answered correctly for the seventh globe to descend from the ceiling. The players have 60 seconds to answer each riddle.

When a riddle is answered successfully, the globe disappears and a *major image* of a short performance with the instrument appears, followed by the gnome's congratulations and the leading question, "Another?" The remaining globes space themselves out around the room.

If the guess is wrong, or the time expires (sixty seconds), a swarm(s) is summoned according to APL. The swarm issues forth from holes in the walls and ceiling. Go to **COMBAT**. When the swarm is defeated, the globe pops, and the gnome sarcastically gives the answer.

A successful targeted *dispel magic* on a globe (against CL 15th; area dispels don't work) dispels it, and the riddle and answer are given as above.

### RIDDLES:

No matter which globe the PCs touch, the riddles are always presented in this order – the globes rearrange themselves to keep order intact.

(The seven riddles are not intended as a strict catalog of bardic colleges and their seven stringed instruments. The instruments and the corresponding Old Lore colleges, are actually bandore (Fochlucan), cithern (Mac-Fuirmidh), lute (Doss), mandolin (Canaith), lyre (Cli), and two harps (Anstruth and Ollamh). A DC 20 Bardic Knowledge or Knowledge (history) check reminds a PC of this list.)

**Harp** – "The long and short of it is, it's strung out, picked on, and full of complaints."

**Lyre** – "Wagged often, the untrue tongue, makes the speaker become this one." (liar)

**Viol** – "Hear my eye much differently, for I am neither horrific, nor potion repository. Least of all, not beef the size of wee." (vile, vial, veal)

**Cittern** – "Upon a shelf, its destiny; Dear pot of ashes, a command to thee." (Sit, urn.)

**Dulcimer** – "Boringly brought below a boil" (Dull simmer)

**Zither** – "The buzzing rhyme of a serpent's slide, without a realm where devils reside." (slither minus the 'hell')

The seventh riddle, with the only non-illusory globe:

**Lute** – "This for the Luck for which it is found; this for the Unearned, profit unbound; this for the Tokens, taken by stealth; this for the Envy of those without wealth." (loot, and the initials L-U-T-E, though nothing is capitalized via the words of a magic mouth)

When this riddle is answered, the globe turns into a bowl containing the Doss *lute*, which is free to take.

*The gnome reappears, saying, "Impressive. Don't forget to return it when you're done," he says sternly. "The other scholars will miss it. We might not see eye to eye as we used to, but we're still of the same mind." There is the same wink and chuckle as he disappears in a puff of color and melody.*

### **COMBAT:**

**Terrain:** The entire inside surface (minus the knobs of the up-down tunnels) is coated in a stickiness, which makes movement difficult. Non-flying movement speed is halved, no charge or run actions permitted. A Small creature jumping down the central tunnel or a Tiny creature down any tunnel from Level 3 lands on Level 1 after taking 1d6 bludgeoning damage from the irregular walls.

**Tactics:** The swarms have unimpeded movement, though they do not leave the mushroom.

**Creatures (per wrong answer):**

**APL 2 (EL 1)**

🕷️ **Spider Swarm:** hp 9; see *Monster Manual*, p.239.

APL 4 (EL 4)

🐛 **Centipede Swarm:** hp 31; see *Monster Manual*, p.238.

APL 6 (EL 6)

🐛 **Centipede Swarms (2):** hp 31 each; *Monster Manual*, p.238.

APL 8 (EL 8)

🐛 **Hellwasp Swarm (1):** hp 93; AL N; see *Monster Manual*, p.238.

APL 10 (EL 10)

🐛 **Hellwasp Swarms (2):** hp 93 each.

APL 12 (EL 11)

🐛 **Advanced Hellwasp Swarm (1):** hp 118; as base swarm *Monster Manual* 238 but HD 15d10+36; Distraction DC 19; swarm (5d6 plus poison); poison Fortitude DC 21, initial and secondary 2d6 Dex; +1 to all saves; added feat Toughness.

## Leaving the Mushroom

The PCs magically return to normal size as they pass back through the shimmering violet energy. they also receive a small mushroom as a gift, as noted on the AR.

## Encounter Seven

The PCs return to the druids' camp, probably intending to give the *Doss lute* to Zeh.

Take stock of the party's words and deeds so far. If the Villain Point total equals 3 or more; use **A: Zeh Angry**. If it is 1 or 2, use **B: Zeh Ambivalent**. If it is 0 or less, use **C: Zeh Redeemed?**

Use Map #3 for the parts of this encounter that deal with Zeh and her allies.

### A: Zeh Angry

*"Leave the lute in the middle of the standing stones. Back away, and the druids will go free." Zeh's voice has the confidence of steel.*

Zeh will make good on this, but once she has the lute, she will take her vengeance on the PCs. If the PCs refuse to give the lute to Zeh, she hurts the Pholtan druids some, inspires her allies with song, and attacks the PCs.

*"Hah! So, how did it feel to be stunted before the greatness of nature? To be shrunken, humbled and in awe of the power of the Old Faith and*

*Beory? Diminished to the true stature of a fanatic Pholtan. Well?"*

Zeh waits to interrupt a PC.

*"Your arrogance has time and time again destroyed the gifts of nature. You tramp like buffalo through the woods, killing tree, flower, and shrub. One more symptom of the unnatural disease called blind faith. I spit on Pholtus.*

*"Truly blind, you zealot priests and your friends see not that your own survival depends on that which you destroy. You are not the people I hoped you would be.*

*"My folk will no longer tolerate the transgressions of such an arrogant and ignorant people."*

If the Villain Points total 5 or more, she attacks to kill. Otherwise, she attacks to make a show of force and then will stabilize all members of a defeated party with Heal checks or cure minor wounds spells before leaving.

**Terrain:** This area is considered Medium forest (DMG, p.87). Concealment (20% miss chance) is plentiful, granting a +3 Hide bonus in the medium undergrowth, and there are plenty of trees to take cover behind, as well as the standing stones. This is left to Judge discretion to make those calls.

**Tactics:** At all APLs, Zeh has already cast all her buff spells that have a duration of 1 min./level or longer. She first uses bard song (*inspire courage*) in round 1, and moves into the forest or behind a standing stone. *Entangle, plant growth, blur, mirror image, silence, summoning*, etc. all buy her allies time to be effective. She can cast *blindness* on Pholtan priests, and make a comment about the irony of "the blinding light" if it's successful. Her first targets are followers of Pholtus, followed by cold-iron wielders and then other skilled physical warriors. In successive rounds, she can *summon nature's ally*, or use her other spells.

At APLs 6-12, she can use her *horn of fog* so she can summon and use bard song with concealment. At APLs 8-12, her *dust of disappearance* provides *greater invisibility*, even against *see invisibility* or *invisibility purge*. At APLs 10-12, Zeh can inspire courage in the treants, and she reluctantly uses her *necklace of fireballs* if she wishes to kill outright and can affect many PCs.

At APL 12, Zeh uses her *staff of swarming insects* to best effect, and she can make a Concentration check (DC 25+spell level) to cast a spell while her *joyful noise* is in effect (allowing her to cast spells in *silenced* areas, which she then tries to create). Overall, she attempts to slow the PCs offensively so she can utilize her many approaches to defeat them.



Nespha (from **Encounter Two**), her 'lieutenant', is off meeting with her clansmen, and won't be a part of this combat.

*Writhe:* Zeh's snake companion moves in to engage the nearest foe(s).

*Killoren Travelers:* Zeh has directed her killoren comrades to climb trees, stay hidden and manifest the *aspect of the destroyer*, granting smite bonuses against the humanoids in the group. They also have humans as their favored enemy, and fire arrows at them first, making full use of the used *elixirs of sneaking* and *hiding* to try and get sneak attacks (staying within 30 ft.).

*Treants:* They wade into melee, attacking the PCs to kill, but switching to nonlethal when PCs are close to death – they trust that Zeh will heal PCs.

If Zeh's forces are taking a beating, Zeh flees to a safe location, either by *wild shape*, *tree stride*, or *longstrider*-enhanced movement, using *woodland stride* and *trackless step* to evade pursuers, and then assists her allies with an *entangle* and her other spells to slow attackers and help them escape further harm.

#### APL 2 (EL 4)

➤ **Zeh:** Drd2/Brd1; hp 22; see *Combat Appendix - APL 2*.

➤ **Killoren Archer (4):** War1, hp 8; see *Combat Appendix - APL 2*.

#### APL 4 (EL 6)

➤ **Zeh:** Drd3/Brd2; hp 40; see *Combat Appendix - APL 4*.

➤ **Killoren Travelers (2):** hp 13 each; see *Combat Appendix - APL 4*.

#### APL 6 (EL 8)

➤ **Zeh:** Drd5/Brd2; hp 53; see *Combat Appendix - APL 6*.

➤ **Killoren Travelers (4):** hp 13 each; see *Combat Appendix - APL 6*.

#### APL 8 (EL 10)

➤ **Zeh:** Drd5/Brd4; hp 65; see *Combat Appendix - APL 8*.

➤ **Killoren Travelers (6):** hp 13 each; see *Combat Appendix - APL 8*.

#### APL 10 (EL 12)

➤ **Zeh:** Rog2/Brd4/Drd4/Fochlucan Lyryst1; hp 76; see *Combat Appendix - APL 10*.

➤ **Killoren Travelers (6):** hp 13 each; see *Combat Appendix - APL 10*.

➤ **Treant:** hp 66; *Monster Manual 244*.

#### APL 12 (EL 14)

➤ **Zeh:** Rog2/Brd4/Drd4/Fochlucan Lyryst3; hp 90; see *Combat Appendix - APL 12*.

➤ **Killoren Travelers (4):** hp 13 each; see *Combat Appendix - APL 12*.

➤ **Treant (2):** hp 66 each; *Monster Manual 244*.

**Development:** If the PCs are defeated, and not killed, they can return to Atherstone empty-handed – however, a reward awaits them there. If they are killed, Zeh does not loot them, but she does not return the bodies to the Pale either. It takes 1d4+1 days for a Pale Patrol or other Pale-friendly group to stumble upon them.

Once the fight is over, move to **Conclusion A**.

## B: Zeh Ambivalent

If the party simply returns the lute as promised, Zeh thanks them, releases the Pholtan druids, and gives any Church members a stern warning about further pollution.

She declares that, despite her efforts, the forces of nature—in the form of a tendriculos—now seek to destroy the PCs and the Pholtan druids for their interference and the pollution of the land.

*“There was a deadline for decision, and I was unable to make contact and avert or delay this action. Should Beory favor you, you will prevail. You deserve my gratitude for securing the relic, and thus are not without reward.”*

*She motions, and the druids are released from their bonds. She throws a deerskin sack to the ground.*

The sack contains some magic items (listed on the AR).

*“Beyond these tokens, my reward is that I now believe you to be capable and trustworthy as people of your word. That may prove fruitful in the future. With the lute in my possession, I will do what I can to heal and restore the land.*

*“Go now, and determine whether you become the predator or the prey. The creature goes to destroy settlements, hoping to drive the uncaring people away from the forest's edge. I believe the mindlessness and bloodlust with which it ravages may harm those who live there. I will not interfere with this confrontation.*

*“Stay away from the Phostwood. Tell the Church of the taint that the land's misuse has caused. They must know.*

*“Do not tarry – if you follow me, you bring harm upon Lighton.*

### *“Farewell.”*

**Terrain:** The PCs easily locate the marauding monster, as it is crossing a snow-covered plain. There is little cover, perhaps behind boulders and a few trees. The PCs start as close as 40 ft. away, but no farther than 200 ft.

**Tactics:** The tendriculos marches on to Lighton, 20 feet per round, and attacks those it can reach and perhaps swallow whole. It follows a trail of dead game—left by those who summoned it— (rabbits, rodents, etc.) to Lighton. If not slain (enough bludgeoning or acid damage) it rises again and continues to advance. The tendriculos has no treasure. The three Pholtan druids can each cast one *cure light wounds* spell, but other than that, they stay non-combatants. It takes the tendriculos 1 hour to reach Lighton, as it pauses to devour dead game along the way.

#### **APL 2 (EL 4)**

➤ **Juvenile Tendriculos (5 HD, Large):** hp 48; see *Appendix Two* - APL 2.

#### **APL 4 (EL 6)**

➤ **Tendriculos:** hp 94; *Monster Manual* 241.

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

➤ **Advanced Tendriculos (11 HD):** hp 115; see *Appendix Two* - APL 6.

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

➤ **Advanced Tendriculos (16 HD):** hp 184; see *Appendix Two* - APL 8.

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

➤ **Advanced Tendriculos (18 HD, Gargantuan):** hp 243; see *Appendix Two* - APL 10.

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

➤ **Advanced Tendriculos (22 HD, Gargantuan):** hp 297; see *Appendix Two* - APL 12.

**Development:** Move to Conclusion B.

## C: Zeh Redeemed?

Zeh releases the Pholtans if the lute is returned to her.

*“Thank you. I guess Pholtans, or those working for them, can be trusted. I gave you my word these would be released, and they will.” At a wave of her hand, her followers loosen the druids’ bonds.*

*“With the lute in my possession, I will do what I can to heal and restore the land.”*

If a party member begins discourse with Zeh, especially a Pholtan PC, she will listen. In fact, she has many questions for such an individual.

Her concerns are the following:

- She hears tales of the Faithful Flan being treated as lesser beings. If true, why do these attitudes persist?
- Why can't the Church live in harmony with their environment?
- Why do the Pholtans believe so strongly in their ways as right? What evidence do they have to support this?
- Aren't Pholtans merciful?
- What actions of Pale officials have benefited the Flan, and how do they treat Flan refugees? Non-humans?

Zeh has little patience for multiple speakers (especially poorly spoken ones), unless they present relevant information. Pick a primary spokesperson. The players may choose the order to roll “Aid Another” checks, but after one check fails, Zeh tunes out any additional voices.

In their diplomatic efforts with Zeh, apply the following circumstance bonuses: (all stack)

- +4 if spokesperson is a Pholtan religious PC (druid, favored soul, paladin, cleric)
- +2 if spokesperson shares the philosophy of the progressives of the Church
- +2 if spokesperson shares he/she is a Faithful Flan
- +2 if a non-human
- +2 if a Flan human
- up to +2 for especially good role-playing and/or presenting a convincing argument
- Other bonuses by membership in certain Pale meta-orgs—Natural Order +4, members of the Church +2
- +2 if PCs encourage the captive Pholtan druids to aid the party's speaker.

If the check result is below DC 30, then Zeh is not convinced by their arguments. Go to **Encounter Seven-B: Zeh Ambivalent**.

If the check result is DC 30 or higher, then the PCs convince Zeh to swear not to commit violent acts against the Pale or its residents. She maintains her worship of Beory and devotion to the Old Lore, but considers the PCs friends.

On a truly amazing check result of DC 40 or higher, the PCs may choose to convince Zeh to come to the light of Pholtus, if that is their goal. If so, she'll bring her people into the fold of Flan refugees the Church is protecting and will eventually become a neutral good worshipper of Pholtus.

In either case (DC 30+), Zeh expresses immediate remorse for her previous actions. Hours ago, she has helped lead a plant creature here via a binding magic. It has been commanded to attack the human settlement of Lighton. The PCs can easily intercept the monster long before it arrives there.

*"Friends, I wish to express my deep regret and sorrow for having acted too rashly just hours ago. As we speak, the forces of nature have been called upon to make your town Lighton an example. I fear that unless you act quickly, there may be more violence and destruction. I could have acted to try and prevent it, though I hesitated and was silent. I feel a horrible pang of guilt."*

*The face that once displayed stern pride and righteousness now sheds tears and looks for forgiveness.*

*"I am weakened by these revelations and have no heart to destroy what I love. I cannot assist you. I pray now that you can save your people. To convey my beneficial intentions, take these offerings, so they may help you and prove my word."*

*She hands you a deerskin sack.*

The sack contains some magic items (listed on the AR).

*"The creature goes to destroy settlements, hoping to drive people away from the forest's edge. I fear that its mindless savagery may harm those who live there. Go now and protect what you must."*

If the PCs talked her into worship of Pholtus:

*"Please, leave me to consider my change of heart." She looks you eye-to-eye and with a solemn countenance pledges, "I swear on the fate of my people I will go to Wintershiven and take my clan with me. There I will seek redemption, as my old friend Deacon Lehso—a Faithful Flan as you might call him—prophesied for me. It seems he, and I guess Pholtus, knew my fate all along."*

**Terrain:** The PCs easily locate the marauding monster, as it is crossing a snow-covered plain. There is little cover, perhaps behind boulders and a few trees. The PCs start as close as 40 ft. away, but no farther than 200 ft.

**Tactics:** The tendriculos marches on to Lighton, 20 feet per round, and attacks those it can reach and perhaps swallow whole. It follows a trail of dead game

(rabbits, rodents, etc.)—left by those who summoned it—to Lighton. If not slain (enough bludgeoning or acid damage) it rises again and continues to advance. The tendriculos has no treasure. The three Pholtan druids can each cast one *cure light wounds* spell, but other than that, they stay non-combatants. It takes the tendriculos 1 hour to reach Lighton, as it pauses to devour dead game along the way.

**APL 2 (EL 4)**

➤ **Juvenile Tendriculos (5 HD, Large):** hp 48; see *Appendix Two* - APL 2.

**APL 4 (EL 6)**

➤ **Tendriculos:** hp 80; *Monster Manual*, p.241. This one has slightly fewer hit points than average.

**APL 6 (EL 8)**

➤ **Advanced Tendriculos (11 HD):** hp 115; see *Appendix Two* - APL 6.

**APL 8 (EL 10)**

➤ **Advanced Tendriculos (16 HD):** hp 184; see *Appendix Two* - APL 8.

**APL 10 (EL 12)**

➤ **Advanced Tendriculos (18 HD, Gargantuan):** hp 243; see *Appendix Two* - APL 10.

**APL 12 (EL 14)**

➤ **Advanced Tendriculos (22 HD, Gargantuan):** hp 297; see *Appendix Two* - APL 12.

**Development:** Move to Conclusion C.

## Conclusion A: Justified!

*At last back in Atherstone, Prior Amiot rejoices at seeing the return of his friends and now all of you as well. The potatoes and bread of the Pious Pilgrim are especially tasty, eaten hot, fresh and out of the cold. The Prior rewards you as promised, a cheerful gleam in his eye. "You are truly the chosen of Pholtus, shining examples of the Faith."*

*The druid Tharvol turns to you, breathes deeply, and speaks. "We owe you a debt of gratitude. The words of the Flan woman have created a newfound responsibility within me. I take her defeat as a harbinger of a coming crisis; one that I hope to avert. Once again, friends, thank you."*

*Thinking back to the final encounter with Zeh Tayeh, it is easy to see a different example of fanaticism run amok. However, you can't help but remember the occasional look of doubt on her face, though, which apparently tempered her zeal.*

*Was it the example of Pholtan piety that your group demonstrated which gave her pause? Perhaps there was a way to convince her to give up her heathen religion and find Pholtus. That moment is far gone now, though, and the current moment may be better spent in considering what Tharvol may mean by “a coming crisis.”*

If the PCs took Zeh back to the Pholtan authorities alive:

*Zeh was judged, and she was punished to a 10-year sentence in a New Dawn Camp. Hopefully, she'll eventually see the light.*

In either case:

*The Church is greatly pleased that a threat to the Pale has been defeated. You earn the thanks of several high-ranking priests as well as some coin and access to a small selection of magic items.*

## Conclusion B: Mediated

*At last back in Atherstone, Prior Amiot rejoices at seeing the return of his friends and now all of you as well. The potatoes and bread of the Pious Pilgrim are especially tasty, eaten hot, fresh and out of the cold. The Prior rewards you as promised, a cheerful gleam in his eye.*

*The druid Tharvol turns to you, breathes deeply, and speaks. “We owe you a debt of gratitude. The words of the Flan woman have created a newfound responsibility within me. I take her warnings as a harbinger of a coming crisis; one that I hope to avert. Once again, friends, thank you.”*

*Thinking back to the final encounter with Zeh Tayeh, it is easy to see a different example of fanaticism run amok. However, you can't help but remember the occasional look of doubt on her face, though, which apparently tempered her zeal. Was it the example of tolerance that your group demonstrated which gave her pause? Perhaps there was a way to convince her to give up her ways and come to the Church's care like the other Flan refugees. Perhaps even find Pholtus. That moment is far gone now, though, and the current moment may be better spent in considering what Tharvol meant by “a coming crisis.”*

*The Church is greatly pleased that an immediate threat to the Pale has been alleviated. You earn the thanks of a few high-ranking priests.*

*Zeh now roams the Phostwood freely. Only time will tell if your paths cross again.*

## Conclusion C: Redeemed!

*At last back in Atherstone, Prior Amiot rejoices at seeing the return of his friends and now all of you as well. The potatoes and bread of the Pious Pilgrim are especially tasty, eaten hot, fresh and out of the cold. The Prior rewards you as promised, a cheerful gleam in his eye.*

*The druid Tharvol turns to you, breathes deeply, and speaks. “We owe you a debt of gratitude. The words of the Flan woman have created a newfound responsibility within me. I take her warnings as a harbinger of a coming crisis; one that I hope to avert. Once again, friends, thank you.”*

*Thinking back to the final encounter with Zeh Tayeh, it is easy to see a different example of fanaticism run amok. However, you can't help but remember the occasional look of doubt on her face, though, which apparently tempered her zeal. Was it the example of empathy that your group demonstrated which gave her pause?*

If the PCs reaffirmed her faith in Beory:

*Zeh now roams the Phostwood freely, considering you a trustworthy friend. She seeks no further antagonism with the Church, and is remorseful about her violent actions. She hopes to restore the land to health.*

If the PCs talked her into worship of Pholtus:

*Though she has now been sentenced to many months in a New Dawn camp, perhaps it was a boon to the Pale that she gave up her heathen religion and is finding Pholtus. Her people are now under the care and protection of the Church.*

In either case:

*Should you meet her again in your travels, she would most likely be grateful for the help you have provided.*

*The Church is greatly pleased that an immediate threat to the Pale has been alleviated. You earn the thanks of a few high-ranking priests.*

The End

## Critical Events Summary

1. What was the party type?
2. Which of the three possible conclusions did the party achieve (A/B/C)?
3. What was the fate of Zeh Tayeh?
4. Was Lighton attacked by the Tendriculos?

Please email the results of these four questions to [rpgalg@sonic.net](mailto:rpgalg@sonic.net).

## Experience Point Summary

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

### Encounter One

Defeat foes; save workers and Uluthor

APL2 150 xp  
APL4 210 xp  
APL6 270 xp  
APL8 330 xp  
APL10 390 xp  
APL12 450 xp

### Encounter Five

Solve the riddles, defeat any swarms

APL2 90 xp  
APL4 150 xp  
APL6 210 xp  
APL8 270 xp  
APL10 330 xp  
APL12 390 xp

### Encounter Seven

Defeat Zeh's group (A) or the tendriculos (B,C)

APL2 120 xp  
APL4 180 xp  
APL6 240 xp  
APL8 300 xp  
APL10 360 xp  
APL12 420 xp

### Story Award

Save the Pholtan druids

APL2 50 xp  
APL4 75 xp  
APL6 100 xp  
APL8 125 xp  
APL10 150 xp  
APL12 175 xp

## Discretionary roleplaying award

Focus on encounters Three and Seven

APL2 40 xp  
APL4 60 xp  
APL6 80 xp  
APL8 100 xp  
APL10 120 xp  
APL12 140 xp

### Total possible experience:

APL2 450 xp  
APL4 675 xp  
APL6 900 xp  
APL8 1,125 xp  
APL 10 1,350 xp  
APL 12 1,575 xp

## Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic

item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

#### Encounter Four

Jeweled necklace on the satyr's skeleton.

APL 2: L: 0 gp; C: 150 gp; M: 0 gp

APL 4: L: 0 gp; C: 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 0 gp

APL 8: L: 0 gp; C: 450 gp; M: 0 gp

APL 10: L: 0 gp; C: 700 gp; M: 0 gp

APL 12: L: 0 gp; C: 1,000 gp; M: 0 gp

#### Encounter Seven

Items in the sack that Zeh gives, or items claimed from Zeh.

APL 2: L: 0 gp; C: 83 gp each; M: – *cloak of elvenkind* (208 gp each), *scarf of warmth* (21 gp each)

APL 4: L: 0 gp; C: 83 gp; M: – *cloak of elvenkind* (208 gp each), *scarf of warmth* (21 gp each), *shawl of bewitching* (292 gp each)

APL 6: L: 0 gp; C: 83 gp; M: – *cloak of elvenkind* (208 gp each), *scarf of warmth* (21 gp each), *shawl of bewitching* (292 gp each), *ring of counterspells* (333 gp each)

APL 8: L: 0 gp; C: 83 gp; M: – *cloak of elvenkind* (208 gp each), *scarf of warmth* (21 gp each), *shawl of bewitching* (292 gp each), *ring of counterspells* (333 gp each), *belt of many pockets* (917 gp each)

APL 10: L: 0 gp; C: 83 gp; M: – *cloak of elvenkind* (208 gp each), *scarf of warmth* (21 gp each), *shawl of bewitching* (292 gp each), *ring of counterspells* (333 gp each), , *belt of many pockets* (917 gp each), *mask of lies* (1,416 gp each)

APL 12: L: 0 gp; C: 83 gp; M: – *cloak of elvenkind* (208 gp each), *scarf of warmth* (21 gp each), *shawl of bewitching* (292 gp each), *ring of counterspells* (333 gp each), , *belt of many pockets* (917 gp each), *mask of lies* (1,416 gp each), +2 *beastskin hide armor* (1,335 gp each)

#### Total Possible Treasure

APL 2: L: 0 gp; C: 233 gp; M: 229 gp—Total: 462 gp (capped at 450gp).

APL 4: L: 0 gp; C: 283 gp; M: 521 gp—Total: 804 gp (capped at 650gp).

APL 6: L: 0 gp; C: 383 gp; M: 854 gp—Total: 1,237 gp (capped at 900gp).

APL 8: L: 0 gp; C: 533 gp; M: 1,771 gp—Total: 2,304 gp (capped at 1,300gp).

APL 10: L: 0 gp; C: 783 gp; M: 3,187 gp—Total: 3,970 gp (capped at 2,300gp).

APL 12: L: 0 gp; C: 1,083 gp; M: 4,522 gp—Total: 5,605 gp (capped at 3,300gp).

# Items for the Adventure Record

## Special

**Magic Mushroom:** When you left the mushroom, a tiny magic mushroom was planted on your person and you know what it does. When you eat it (as if consuming a potion), you receive a minor spell effect. (Roll 1d6 before you leave the table, have the result circled and signed off by the Judge. All abilities are CL 1st.)

1 = resistance

2 = read magic

3 = know direction

4 = guidance

5 = virtue

6 = speak with animals

Cross out this item when it is used.

**Favor of Priests of the One True Path:** The Pholtan druid Tharvol and Prior Amiot are grateful to you for saving the druids' lives. They offer to sell you a *survival pouch* (Regional; RW; 5,000 gp). In addition, they have arranged for one of the following (choose when you use the favor):

- Access to any one weapon enhancement: *flaming*, *flaming burst* or *axiomatic*, via Prior Amiot. You must pay full price for the upgrade.
- Tharvol can teach you the *align fang* spell (*Spell Compendium*, p.9). Tharvol will only teach the good- and lawful- options.

This favor may be used once, and then must be crossed out.

**Favor of Zeh Tayeh:** If you were able to gain Zeh's friendship (Conclusion C), she offers one of the following to you (choose when you use the favor):

- Add *merciful* to any weapon. You must pay full price for the upgrade.
- To teach you the feat Natural Bond (*Complete Adventurer*) or Battlefield Inspiration (*Miniatures Handbook*). When you acquire the feat, you must spend 1 TU studying with her. Note this additional TU cost on the AR immediately following the gained level.
- To let you buy up to 2 scrolls of *vine strike* (from CV; CL 1st, 25 gp each). You pay all costs, as normal, and must make the purchase at one time.

This favor may be used once, and then must be crossed out.

**Favor of Deacon Uluthor:** If you stopped the rust monster early enough to prevent less than 1000 gp worth of damage to the ore facility, the Deacon is grateful. He offers to teach you the *divine protection* spell (*Spell Compendium*, p.70) if you can cast it.

**Favor of the Natural Order:** For helping avert another possible conflict between pagan druids and the Church, a member of the Natural Order meta-org may borrow a *cloak* or *boots of elvenkind* for any one Pale Regional scenario.

**Favor of the Church, Pholtan Knights Valorous and Prelatal Army:** For helping avert the destruction of Lighton, members of the Church, Pholtan Knights Valorous, or Prelatal Militia meta-orgs receive a permanent +2 circumstance bonus to Diplomacy when interacting with residents of Lighton, the Church, the Pholtan Knights Valorous and Prelatal Army members.

**The Gnome Wants the Lute Back:** If a PC buys the *Doss Lute*, he must spend 1 extra TU to find and negotiate the purchase with its owner. Mark this TU on the AR when the lute is bought. The owner explains that he was a Flan bard of the Old Lore but died and was reincarnated as a gnome. The PC now has an "in-game" contact that can explain taking the Fochlucan Lyryst prestige class (CV).

**Wrath of Nature:** Zeh's clansfolk and the forces of nature in the Phostwood know that you killed Zeh Tayeh. You have earned their enmity, and are marked. The consequences of this are not known to you at this time.

## Item Access

\*\* Cross off access to these items if the PCs did not befriend Zeh Tayeh.

APL 2:

- Doss Lute (Regional; CA, 9,800 gp) (see "The Gnome Wants the Lute Back" above)
- Masterwork lute, including bardic music effects\*\* (Adventure; PHB & CV; 100 gp)
- Potion of Nature's Favor +2\*\* (Adventure; CL 6; *Spell Compendium*; 600 gp; limit 4)
- Scroll of Joyful Noise\*\* (Adventure; CL 2; *Spell Compendium*; 50 gp; limit 4)
- Blunt Arrows (Adventure; RW; 1 gp)
- Scarf of Warmth (Adventure; CV; 250 gp)
- Cloak of Elvenkind (Adventure; DMG, 2,500 gp)
- Wand of Summon Nature's Ally I (Adventure; DMG; 750 gp)

APL 4 (All of APL 2, plus the following):

- Shawl of Bewitching (Adventure; CV; 3,500 gp)
- Wand of Summon Nature's Ally II (Adventure; DMG; 4,500 gp)

APL 6 (All of APLs 2-4, plus the following):

- Ring of Counterspells (Adventure; DMG, 4,000 gp)
- Wand of Summon Nature's Ally III (Adventure; DMG; 11,250 gp)

APL 8 (All of APLs 2-6, plus the following):

- Belt of Many Pockets (Adventure; CA; 11,000 gp)
- Wand of Summon Nature's Ally IV (Adventure; DMG; 21,000 gp)

APL 10 (All of APLs 2-8, plus the following):

- +2 Leather Armor (Adventure; DMG; 4,160 gp)
- Mask of Lies (Adventure; CV; 17,000 gp)
- Scroll of Summon Nature's Ally V (Adventure; DMG; 1,125 gp)

APL 12 (All of APLs 2-10, plus the following):

- +3 Leather Armor (Adventure; DMG; 9,160 gp)
- +2 Beastskin Hide Armor (Adventure; CV; 16,165 gp)
- Scroll of Summon Nature's Ally VI (Adventure; DMG; 1,650 gp)



## Combat Appendix – All APLs

### Encounter Two

**Deacon Uluthor:** Male human Clr5; CR 5; Medium Humanoid (human); HD 5d8+5 (Clr); hp 30; Init +1; Spd 20 ft. (in half-plate); AC 21, touch 10, flat-footed 21 (+8 armor, +3 shield); BAB/Grp +3/+3; Atk or Full Atk +3 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); SA —; SQ turn undead 3/day; AL LG; SV Fort +6, Ref +3, Will +8; Str 11, Dex 12, Con 13, Int 12, Wis 17, Cha 10.

*Skills and Feats:* Concentration +9 (+13 defensively), Craft (armorsmithing) +4, Craft (weaponsmithing) +7, Diplomacy +5, Heal +7, Spellcraft +5; Combat Casting, Diehard, Endurance.

*Languages:* Common, Old Oeridian, Flan.

*Cleric Spells Prepared (5/4/3/2):* 0 (DC13)—*detect poison, guidance, light, purify food and drink, resistance*; 1st (DC 14)—*bless, command, detect chaos, detect evil, endure elements\**; 2nd (DC 15)—*aid\**, *bull's strength (2), make whole*; 3rd (DC 16)—*create food and water, helping hand, magic circle against evil\**.

\*Domain spell. *Deity:* Pholtus. *Domains:* Good (cast good spells at +1 caster level), Sun (greater turning 1/day).

*Possessions:* +1 half-plate, +1 heavy steel shield, heavy mace, light crossbow, 10 bolts, dagger, cloak of resistance +1, *periapt of Wisdom* +2, wooden holy symbol of Pholtus.

*Description:* He is an Oeridian with a neatly trimmed brown beard, blue eyes, and weatherbeaten skin. The Deacon is a veteran of the military campaigns into the Tenh, a battle-hardened cleric who is on assignment not far from the action. Though he has aged, he can still wield his mace, but he mostly focusses on providing church services and overseeing the crafting of weapons.

**Pale Patrol Soldier:** Male or female human War1; CR 1/2; Medium Humanoid (human); HD 1d8+1; hp 6; Init +0; Spd 20 ft. (in chainmail); AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; BAB/Grp +1/+3; Atk or Full Atk +3 melee (1d8+1/19-20, longsword) or +1 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL LN; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Handle Animal +3, Knowledge (religion) +1, Ride +4; Endurance, Weapon Focus (longsword).

*Languages:* Common, Flan.

*Possessions:* Chainmail, light wooden shield, longsword, light crossbow, 20 bolts, dagger.

## Combat Appendix – APL 2

### Encounter Two

**Nespha:** Female killoren Drd1/Rgr1; CR 2; Medium Fey; HD 1d8+1 (Drd) plus 1d8+1 (Rgr); hp 16; Init +4\*; Spd 30 ft; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); BAB/Grp +1/+1; Atk or Full Atk +1 melee (1d6/18-20, scimitar) or +1 melee (1d6, club) or +3 ranged (1d6/x3, shortbow); SA —; SQ favored enemy humans +2, low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, wild empathy +3; AL N; SV Fort +5, Ref +4, Will +4 (+6 vs. Enchantment); Str 10, Dex 14, Con 12, Int 8, Wis 15, Cha 13.

*Skills and Feats:* Concentration +5, Handle Animal +5, Hide +12\*, Listen +6\*, Move Silently +6\*, Spellcraft +3, Spot +8\*, Survival +6; Alertness, Track (B).

*Languages:* Common, Sylvan, Druidic.

\* **Manifest Nature's Might (Su):** *Aspect of the Hunter:* +2 to Hide, Listen, Move Silently and Spot checks; +2 to Initiative checks.

*Druid Spells Prepared (3/2, CL 1st):* 0 (DC 12)—*cure minor wounds, detect magic, know direction*; 1st (DC 13)—*entangle, pass without trace*.

*Possessions:* Leather armor, club, scimitar, shortbow, 20 arrows, 20 blunt arrows, *cloak of elvenkind, potion of cure light wounds, wand of summon nature's ally I* (5 charges), divine focus (holly and mistletoe), ~~*potion of invisibility*~~.

**Twig Blight:** CR 1/3; Small Plant; HD 1d8+1; hp 5; Init +1; Spd 20 ft.; AC 15, touch 11, flat-footed 14 (+4 natural, +1 Dex); BAB/Grp +0/-1; Atk +0 melee (1d3-1 plus poison, claw); Full Atk +0/+0 melee (1d3-1 plus poison, 2 claws); SA poison; SQ low-light vision, plant traits, DR 5/bludgeoning or slashing; AL N; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 5, Wis 11, Cha 4.

*Skills and Feats:* Hide +8, Listen +1, Move Silently +4, Spot +1; Stealthy.

**Poison (Ex):** A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

*Description:* A 3½-foot-tall treelike creature with leafless branches that interlock to create a humanoid shape.

### Encounter Seven—A

**Killoren archer:** Male killoren War1; CR 2; Medium Fey; HD 1d8 (War); hp 8; Init +1; Spd 30 ft; AC 13, touch 11, flat-footed (+1 Dex, +2 armor); BAB/Grp

+1/+1; Atk or Full Atk +3 ranged (1d6/x3, shortbow) or +1 melee (1d6, quarterstaff); SA —; SQ low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might; AL N; SV Fort +2, Ref +1, Will -1 (+1 vs. Enchantment); Str 10, Dex 13, Con 11, Int 8, Wis 9, Cha 12.

*Skills and Feats:* Climb +4, Handle Animal +3, Survival +1; Weapon Focus (shortbow).

*Languages:* Sylvan.

**Manifest Nature's Might (Su):** Aspect of the Destroyer: smite attack 1/hour (+1 to attack and damage against certain types of creatures—see Appendix Two). Description: Hair and eyes turn a deep lustrous black.

*Possessions:* Leather armor, quarterstaff, shortbow, 20 arrows, 20 blunt arrows.

**Zeh Tayeh:** Female human Drd2/Brd1; CR 3; Medium Humanoid (human); HD 2d8+4 (Drd) plus 1d6+2 (Brd); hp 22; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +1/+1; Atk or Full Atk +1 melee (1d6/18-20, scimitar) or +3 ranged (1d6/x3, shortbow); SA —; SQ animal companion (as if Drd3), bardic knowledge +1, bardic music 1/day (countersong, fascinate, inspire courage +1), wild empathy +4, woodland stride; AL N; SV Fort +6, Ref +5, Will +10; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 14.

*Skills and Feats:* Bluff +7, Concentration +8, Diplomacy +8, Handle Animal +5, Heal +5, Knowledge (nature) +4, Listen +6, Perform (string instruments) +7, Spellcraft +1, Spot +7, Survival +4; Improved Initiative, Iron Will, Natural Bond (see Appendix Two).

*Languages:* Common, Flan, Sylvan, Druidic.

*Bard Spells Known (2 per day, CL 1st):* 0 (DC 12)—*daze, detect magic, lullaby, resistance*.

*Druid Spells Prepared (4/3, CL 2nd):* 0 (DC 12)—*cure minor wounds, flare (2), resistance*; 1st (DC 13)—*entangle, longstrider, pass without trace*.

*Possessions:* +1 leather armor; scimitar; shortbow; 20 arrows, 20 blunt arrows; dagger; masterwork lute; *cloak of resistance +1*, divine focus (holly and mistletoe).

**Writhe:** animal companion (Medium Viper Snake); CR —; Medium Animal; HD 4d8; hp 18; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 19, touch 14, flat-footed 15 (+4 Dex, +3 natural, +2 added natural); BAB/Grp +3/+2; Atk or Full Atk +7 melee (1d4-1 plus poison, bite); SA poison; SQ scent, link, share spells, evasion; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 19, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +6, Spot +6, Swim +7; Weapon Focus (bite), Weapon Finesse.

**Poison (Ex):** Bite, Fortitude save (DC 12); initial and secondary damage 1d6 temporary Constitution.

## Encounter Seven – B & C

**Juvenile Tendriculos:** CR 4; Large Plant; HD 5d8+15; hp 41; Init +0; Spd 20 ft.; AC 14, flat-footed 13, touch 9 (-1 Size, +4 natural); BAB/Grp +3/+12; Full Atk +8 melee (1d10+5, bite) and +3/+3 melee (1d4+2, 2 tendrils); Space/Reach 10 ft./10 ft.; SA improved grab, swallow whole; SQ low-light vision, plant traits, regeneration 5; AL N; SV Fort +7, Ref +1, Will +0; Str 20, Dex 11, Con 17, Int 3, Wis 8, Cha 3.

*Skills and Feats:* Hide +6, Listen +1, Move Silently +2, Spot +1; Alertness, Stealthy.

**Improved Grab (Ex):** To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. ***This CR 4 tendriculos may not use its improved grab ability on a tendril attack.***

**Swallow Whole (Ex):** A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 15 Fortitude save or take 1d6 points of acid damage per round from the tendriculos's digestive juices. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Large tendriculos's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

**Regeneration (Ex):** Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

# Combat Appendix – APL 4

## Encounter Two

**Nespha:** Female killoren Drd3/Rgr1; CR 4; Medium Fey; HD 3d8+3 (Drd) plus 1d8+1 (Rgr); hp 28; Init +4\*; Spd 30 ft.; AC 14, touch 12, flat-footed (+2 Dex, +2 armor); BAB/Grp +3/+3; Atk or Full Atk +3 melee (1d6/18-20, scimitar) or +3 melee (1d6, club) or +5 ranged (1d6/x3, shortbow); SA —; SQ favored enemy humans +2, low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, trackless step, wild empathy +5, woodland stride; AL N; SV Fort +6, Ref +5, Will +5 (+7 vs. Enchantment); Str 10, Dex 14, Con 13, Int 8, Wis 15, Cha 13.

*Skills and Feats:* Concentration +11, Handle Animal +8, Hide +12\*, Listen +6\*, Move Silently +6\*, Spellcraft +3, Spot +8\*, Survival +6; Alertness, Skill Focus (Concentration), Track (B).

*Languages:* Common, Sylvan, Druidic.

\* **Manifest Nature's Might (Su):** *Aspect of the Hunter:* +2 to Hide, Listen, Move Silently and Spot checks; +2 to Initiative checks.

*Druid Spells Prepared (4/3/2, CL 3rd):* o (DC 12)—*cure minor wounds (2), detect magic, know direction*; 1st (DC 13)—*entangle, longstrider, pass without trace*; 2nd (DC 14)—*animal messenger, fog cloud*.

*Possessions:* Leather armor, club, scimitar, shortbow, 20 arrows, 20 blunt arrows, *ring of counterspells (silence), cloak of elvenkind; wand of summon nature's ally II (5 charges), divine focus (holly and mistletoe), potion of invisibility.*

**Twig Blight:** CR 1/3; Small Plant; HD 1d8+1; hp 5; Init +1; Spd 20 ft.; AC 15, touch 11, flat-footed 14 (+4 natural, +1 Dex); BAB/Grp +0/-1; Atk +0 melee (1d3-1 plus poison, claw); Full Atk +0/+0 melee (1d3-1 plus poison, 2 claws); SA poison; SQ low-light vision, plant traits, DR 5/bludgeoning or slashing; AL N; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 5, Wis 11, Cha 4.

*Skills and Feats:* Hide +8, Listen +1, Move Silently +4, Spot +1; Stealthy.

**Poison (Ex):** A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

*Description:* A 3½-foot-tall treelike creature with leafless branches that interlock to create a humanoid shape.

## Encounter Seven—A

**Killoren Traveler:** Female killoren Rgr1/Rog1; CR 2; Medium Fey; HD 1d8+1 (Rgr) plus 1d6+1 (Rog); hp 13; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +1/+3; Atk or Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +4 (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA sneak attack +1d6; SQ low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, favored enemy humans +2, wild empathy +0; AL N; SV Fort +3, Ref +6, Will +0 (+2 vs. Enchantment); Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

*Skills and Feats:* Handle Animal +5, Hide +7 (+17 with elixir), Knowledge (nature) +5, Listen +5, Move Silently +7 (+17 with elixir), Search +6, Spot +5, Survival +6; Point Blank Shot, Track (B).

*Languages:* Common, Sylvan.

**Manifest Nature's Might (Su):** *Aspect of the Destroyer:* smite attack 1/hour (+0 to attack, +2 to damage against certain types of creatures—see Appendix Two). *Description:* Hair and eyes turn a deep lustrous black.

*Possessions:* Masterwork studded leather, masterwork longsword, club, scimitar, masterwork composite longbow (+2 Str bonus), 20 arrows, 20 blunt arrows, *cloak of elvenkind, potion of cure light wounds, potion of pass without trace, potion of aid, elixir of hiding, elixir of sneaking.*

**Zeh Tayeh:** Female human Drd3/Brd2; CR 5; Medium Humanoid (human); HD 3d8+6 (Drd) plus 2d6+4 (Brd); hp 40; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 armor, +1 deflection); BAB/Grp +3/+3; Atk or Full Atk +3 melee (1d6/18-20, scimitar) or +6 ranged (1d6+1/x3, +1 shortbow); SA —; SQ animal companion (as if Drd5), bardic knowledge +2, bardic music 2/day (countersong, *fascinate*, inspire courage +1), trackless step, wild empathy +5, woodland stride; AL N; SV Fort +6, Ref +7, Will +11; Str 10, Dex 14, Con 14, Int 10, Wis 15, Cha 14.

*Skills and Feats:* Bluff +7, Concentration +8, Diplomacy +10, Handle Animal +7, Heal +5, Knowledge (nature) +4, Listen +6, Move Silently +3, Perform (string instruments) +7, Spellcraft +3, Spot +10, Survival +8, Tumble +7; Improved Initiative, Iron Will, Natural Bond (see Appendix Two).

*Languages:* Common, Flan, Sylvan, Druidic.

*Bard Spells Known (3/1 per day, CL 2nd):* o (DC 12)—*dancing lights, daze, detect magic, lullaby, resistance*; 1st (DC 13)—*grease, sleep*.

Druid Spells Prepared (4/3/2, CL 3rd): 0 (DC 12)—*cure minor wounds, flare (2), resistance*; 1st (DC 13)—*entangle, longstrider, pass without trace*; 2nd (DC 14)—*heat metal, warp wood*.

Possessions: +2 *leather armor*, scimitar, +1 *shortbow*, 20 arrows, 20 *blunt arrows*, dagger, *ring of protection +1*, *cloak of resistance +1*, masterwork lute, divine focus (holly and mistletoe), spell component pouch.

**Writhe:** animal companion (Constrictor Snake); see *Monster Manual* page 279.

## Combat Appendix – APL 6

### Encounter Two

**Advanced Rust Monster (8 HD):** CR 5; Medium Aberration; HD 8d8+8; hp 44; Init +4; Spd 40 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural); BAB/Grp +6/+6; Atk +6 melee (rust, antennae touch); Full Atk +6 melee (rust, antennae touch) and +1 melee (1d3, bite); SA rust; SQ scent, darkvision 60 ft.; AL N; SV Fort +3, Ref +6, Will +7; Str 10, Dex 18, Con 13, Int 2, Wis 13, Cha 8.

*Skills and Feats:* Listen +9, Spot +8; Alertness, Improved Natural Armor, Track.

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

**Rust (Ex):** A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 19 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Twig Blight:** CR 1/3; Small Plant; HD 1d8+1; hp 5; Init +1; Spd 20 ft.; AC 15, touch 11, flat-footed 14 (+4 natural, +1 Dex); BAB/Grp +0/-1; Atk +0 melee (1d3-1 plus poison, claw); Full Atk +0/+0 melee (1d3-1 plus poison, 2 claws); SA poison; SQ low-light vision, plant traits, DR 5/bludgeoning or slashing; AL N; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 5, Wis 11, Cha 4.

*Skills and Feats:* Hide +8, Listen +1, Move Silently +4, Spot +1; Stealthy.

**Poison (Ex):** A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

*Description:* A 3½-foot-tall treelike creature with leafless branches that interlock to create a humanoid shape.

**Nespha:** Female killoren Drd5/Rgr1; CR 6; Medium Fey; HD 5d8+5 (Drd) plus 1d8+1 (Rgr); hp 45; Init +8\*; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +4/+4; Atk or Full Atk +4 melee (1d6/18-20, scimitar) or +4 melee (1d6, club) or +6 ranged (1d6/x3, shortbow); SA —; SQ favored enemy humans +2, low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, resist nature's lure, trackless step, wild empathy +9, wild shape 1/day, woodland stride; AL N; SV Fort +7, Ref +5, Will +6 (+8 vs. Enchantment); Str 10, Dex 14, Con 13, Int 8, Wis 15, Cha 13.

*Skills and Feats:* Concentration +11, Handle Animal +8, Heal +5, Hide +12\*, Listen +6\*, Move Silently +6\*, Spellcraft +6, Spot +8\*, Survival +6; Alertness, Improved Initiative, Skill Focus (Concentration), Track (B).

*Languages:* Common, Sylvan, Druidic.

\* **Manifest Nature's Might (Su):** *Aspect of the Hunter:* +2 to Hide, Listen, Move Silently and Spot checks; +2 to Initiative checks.

*Druid Spells Prepared (5/4/3/1, CL 5th):* 0 (DC 12)—*create water, cure minor wounds (2), detect magic, know direction*; 1st (DC 13)—*entangle, longstrider, pass without trace, speak with animals*; 2nd (DC 14)—*animal messenger, fog cloud, tree shape*; 3rd (DC 15)—*plant growth*.

*Possessions:* +1 leather, club, scimitar, shortbow, 20 arrows, 20 blunt arrows, ring of counterspells (*silence*), cloak of elvenkind; wand of summon nature's ally III (5 charges), divine focus (holly and mistletoe), ~~potion of invisibility~~.

### Encounter Seven—A

**Killoren Traveler:** Female killoren Rgr1/Rog1; CR 2; Medium Fey; HD 1d8+1 (Rgr) plus 1d6+1 (Rog); hp 13; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +1/+3; Atk or Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +4 (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA sneak attack +1d6; SQ low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, favored enemy humans +2, wild empathy +0; AL N; SV Fort +3, Ref +6, Will +0 (+2 vs. Enchantment); Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

*Skills and Feats:* Handle Animal +5, Hide +7 (+17 with elixir), Knowledge (nature) +5, Listen +5, Move

Silently +7 (+17 with elixir), Search +6, Spot +5, Survival +6; Point Blank Shot, Track (B).

Languages: Common, Sylvan.

**Manifest Nature's Might (Su):** Aspect of the Destroyer: smite attack 1/hour (+0 to attack, +2 to damage against certain types of creatures—see Appendix Two). Description: Hair and eyes turn a deep lustrous black.

**Possessions:** Masterwork studded leather, masterwork longsword, club, scimitar, masterwork composite longbow (+2 Str bonus), 20 arrows, 20 blunt arrows, *cloak of elvenkind*, *potion of cure light wounds*, *potion of pass without trace*, *potion of aid*, *elixir of hiding*, *elixir of sneaking*.

**Zeh Tayeh:** Female Human Drd5/Brd2: CR 7; Medium Humanoid (human); HD 5d8+10 (Drd) plus 2d6+4 (Brd); hp 53; Init +6; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+2 Dex, +5 armor, +1 deflection); BAB/Grp +4/+4; Atk or Full Atk +4 melee (1d6/18-20, scimitar) or +7 ranged (1d6+1/x3, +1 *shortbow*); SA —; SQ animal companion (as if Drd7), bardic knowledge +2, bardic music 2/day (countersong, *fascinate*, inspire courage +1), resist nature's lure, trackless step, wild empathy +7, wild shape 1/day, woodland stride; AL N; SV Fort +7, Ref +7, Will +12; Str 10, Dex 14, Con 14, Int 10, Wis 15, Cha 14.

**Skills and Feats:** Bluff +7, Concentration +10, Diplomacy +12, Handle Animal +8, Heal +5, Knowledge (nature) +6, Listen +5, Move Silently +3, Perform (string instruments) +7, Spellcraft +4, Spot +10, Survival +8, Tumble +5; Improved Initiative, Iron Will, Natural Bond (see Appendix Two), Practiced Spellcaster (Druid) (see Appendix Two).

Languages: Common, Flan, Sylvan, Druidic.

**Bard Spells Known** (3/1 per day, CL 2nd): 0 (DC 12)—*dancing lights*, *daze*, *detect magic*, *lullaby*, *resistance*; 1st (DC 13)—*grease*, *sleep*.

**Druid Spells Prepared** (5/4/3/1, CL 7th): 0 (DC 12)—*cure minor wounds*, *detect magic*, *flare* (2), *resistance*; 1st (DC 13)—*entangle*, *faerie fire*, *longstrider*, *pass without trace*; 2nd (DC 14)—*barkskin*, *heat metal*, *warp wood*; 3rd (DC 15)—*call lightning*.

**Possessions:** +3 *leather armor*, scimitar, +1 *shortbow*, 20 arrows, 20 blunt arrows, dagger, *ring of protection* +1, *cloak of resistance* +1, *brooch of shielding*, *horn of fog*, 2 *potions of cure light wounds*, *potion of bear's endurance*, masterwork lute, divine focus (holly and mistletoe), spell component pouch.

**Writhe:** animal companion (Constrictor Snake); CR —; Medium Animal; HD 5d8+3; hp 28; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +2 natural, +2 added natural); BAB/Grp +2/+5; Atk or Full Atk +5 melee (1d3+5, bite); SA constrict 1d3+4, improved grab; SQ link, share spells,

evasion, scent, low-light vision; AL N; SV Fort +5, Ref +8, Will +2; Str 19, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Balance +12, Climb +16, Hide +12, Listen +7, Spot +7, Swim +12; Alertness, Toughness.

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

**Constrict (Ex):** On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

## Encounter Seven – B & C

**Advanced Tendriculos (11 HD):** CR 8; Huge Plant; HD 11d8+66; hp 115; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16 (-2 size, -1 Dex, +9 natural); BAB/Grp +8/+25; Atk +15 melee (2d8+9, bite); Full Atk +15 melee (2d8+9, bite) and +10/+10 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA improved grab, paralysis, swallow whole; SQ low-light vision, plant traits, regeneration 10; AL N; SV Fort +13, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

**Skills and Feats:** Hide +7, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy.

**Improved Grab (Ex):** To use this ability, the tendriculos must attack a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

**Swallow Whole/Paralysis (Ex):** A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 21) or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's amazing regenerative

capacity closes the hole; another swallowed opponent must again cut its own way out.

The tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Regeneration (Ex):** Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.



## Combat Appendix – APL 8

### Encounter Two

**Advanced Rust Monster (10 HD, Large):** CR 7; Large Aberration; HD 10d8+40; hp 85; Init +2; Spd 40 ft.; AC 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural); BAB/Grp +7/+15; Atk +10 melee (rust, antennae touch); Full Atk +10 melee (rust, antennae touch) and +5 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA rust; SQ scent, darkvision 60 ft.; AL N; SV Fort +7, Ref +5, Will +8; Str 18, Dex 15, Con 18, Int 2, Wis 13, Cha 8.

**Skills and Feats:** Listen +10, Spot +9; Alertness, Improved Natural Armor, Improved Natural Attack (bite), Track.

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

**Rust (Ex):** A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 23 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Nespha:** Female killoren Drd7/Rgr1; CR 9; Medium Fey; HD 7d8+7 (Drd) plus 1d8+1 (Rgr); hp 60; Init +8\*; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +6/+6; Atk +6 melee (1d6/18-20, scimitar) or +6 melee (1d6, club) or +8 ranged (1d6/x3, shortbow); Full Atk +6/+11 melee (1d6/18-20, scimitar) or +6/+11 melee (1d6, club) or +8/+3 ranged (1d6/x3, shortbow); SA —; SQ favored enemy humans +2, low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, resist nature's lure, trackless step, wild empathy +12, wild shape 3/day, woodland stride; AL N; SV Fort +8, Ref +6, Will +7 (+9 vs. Enchantment); Str 10, Dex 14, Con 13, Int 8, Wis 15, Cha 14.

**Skills and Feats:** Concentration +12, Handle Animal +10, Heal +6, Hide +12\*, Listen +6\*, Move Silently +6\*, Spellcraft +9, Spot +8\*, Survival +6; Alertness,

Improved Initiative, Skill Focus (Concentration), Track (B).

**Languages:** Common, Sylvan, Druidic.

\* **Manifest Nature's Might (Su):** Aspect of the Hunter: +2 to Hide, Listen, Move Silently and Spot checks; +2 to Initiative checks.

**Druid Spells Prepared (6/5/4/2/1, CL 7th):** 0 (DC 12)—*create water, cure minor wounds (2), detect magic, know direction, mending*; 1st (DC 13)—*cure light wounds, entangle, longstrider, pass without trace, speak with animals*; 2nd (DC 14)—*animal messenger, fog cloud (2), tree shape*; 3rd (DC 15)—*plant growth, wind wall*; 4th (DC 16)—*freedom of movement*.

**Possessions:** +1 leather, club, scimitar, shortbow, 20 arrows, 20 blunt arrows, ring of counterspells (silence), cloak of elvenkind, wand of summon nature's ally IV (5 charges), divine focus (holly and mistletoe), ~~potion of invisibility~~.

### Encounter Seven—A

**Killoren Traveler:** Female killoren Rgr1/Rog1; CR 2; Medium Fey; HD 1d8+1 (Rgr) plus 1d6+1 (Rog); hp 13; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +1/+3; Atk or Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +4 (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA sneak attack +1d6; SQ low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, favored enemy humans +2, wild empathy +0; AL N; SV Fort +3, Ref +6, Will +0 (+2 vs. Enchantment); Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

**Skills and Feats:** Handle Animal +5, Hide +7 (+17 with elixir), Knowledge (nature) +5, Listen +5, Move Silently +7 (+17 with elixir), Search +6, Spot +5, Survival +6; Point Blank Shot, Track (B).

**Languages:** Common, Sylvan.

\* **Manifest Nature's Might (Su):** Aspect of the Destroyer: smite attack 1/hour (+0 to attack, +2 to damage against certain types of creatures—see Appendix Two). Description: Hair and eyes turn a deep lustrous black.

**Possessions:** Masterwork studded leather, masterwork longsword, club, scimitar, masterwork composite longbow (+2 Str bonus), 20 arrows, 20 blunt arrows, cloak of elvenkind, *potion of cure light wounds, potion of pass without trace, potion of aid, elixir of hiding, elixir of sneaking*.

**Zeh Tayeh:** Female Human Drd5/Brd4; CR 9; Medium Humanoid (human); HD 5d8+10 (Drd) plus

4d6+8 (Brd); hp 65; Init +6; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+2 Dex, +6 armor, +1 deflection); BAB/Grp +6/+6; Atk +6 melee (1d6/18-20, scimitar) or +9 ranged (1d6+1/x3, +1 *shortbow*); Full Atk +6/+1 melee (1d6/18-20, scimitar) or +9/+4 ranged (1d6+1/x3, +1 *shortbow*); SA —; SQ animal companion (as if Drd8), bardic knowledge +4, bardic music 4/day (countersong, *fascinate*, inspire courage +1, inspire competence), resist nature's lure, trackless step, wild empathy +7, wild shape 1/day, woodland stride; AL N; SV Fort +10, Ref +10, Will +14; Str 10, Dex 14, Con 14, Int 10, Wis 16, Cha 14.

**Skills and Feats:** Bluff +8, Concentration +12, Decipher Script +2, Diplomacy +12, Handle Animal +8, Heal +5, Hide +2, Knowledge (arcana) +1, Knowledge (nature) +6, Listen +6, Move Silently +3, Perform (string instruments) +8, Sleight of Hand +5, Spellcraft +4, Spot +11, Survival +9, Tumble +7; Improved Initiative, Iron Will, Natural Bond (see Appendix Two), Practiced Spellcaster (Bard) (see Appendix Two), Practiced Spellcaster (Druid) (see Appendix Two).

**Languages:** Common, Flan, Sylvan, Druidic.

**Bard Spells Known** (3/3/1 per day, CL 8th): 0 (DC 12)—*dancing lights, daze, detect magic, light, lullaby, resistance*; 1st (DC 13)—*charm person, grease, sleep*; 2nd (DC 14)—*blindness/deafness, mirror image*.

**Druid Spells Prepared** (5/4/3/2, CL 9th): 0 (DC 13)—*cure minor wounds, detect magic, flare (2), resistance*; 1st (DC 14)—*entangle, faerie fire, longstrider, pass without trace*; 2nd (DC 15)—*barkskin, heat metal, warp wood*; 3rd (DC 16)—*call lightning, plant growth*.

**Possessions:** +4 leather armor; scimitar, +1 shortbow, 20 arrows, 20 blunt arrows, dagger, *ring of protection +1, cloak of resistance +3, brooch of shielding, dust of disappearance, dust of tracelessness, horn of fog, 2 potions of cure light wounds, potion of bear's endurance, masterwork lute, divine focus (holly and mistletoe), spell component pouch.*

**Writhe:** animal companion (Constrictor Snake); CR —; Medium Animal; HD 5d8+3; hp 28; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +2 natural, +2 added natural); BAB/Grp +2/+5; Atk or Full Atk +5 melee (1d3+5, bite); SA constrict 1d3+4, improved grab; SQ link, share spells, evasion, scent, low-light vision; AL N; SV Fort +5, Ref +8, Will +2; Str 19, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

**Skills and Feats:** Balance +12, Climb +16, Hide +12, Listen +7, Spot +7, Swim +12; Alertness, Toughness.

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

**Constrict (Ex):** On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

## Encounter Seven – B & C

**Advanced Tendriculos (16 HD):** CR 10; Huge Plant; HD 16d8+112; hp 184; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16 (-2 size, -1 Dex, +9 natural); BAB/Grp +12/+26; Atk +19 melee (2d8+9, bite); Full Atk +19 melee (2d8+9, bite) and +14/+14 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA improved grab, paralysis, swallow whole; SQ low-light vision, plant traits, regeneration 10; AL N; SV Fort +19, Ref +4, Will +6; Str 28, Dex 9, Con 24, Int 3, Wis 8, Cha 3.

**Skills and Feats:** Hide +12, Listen +1, Move Silently +1, Spot +1; Alertness, Endurance, Great Fortitude, Iron Will, Power Attack, Stealthy.

**Improved Grab (Ex):** To use this ability, the tendriculos must a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

**Swallow Whole/Paralysis (Ex):** A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 25) or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must again cut its own way out.

The tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Regeneration (Ex):** Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

## Combat Appendix – APL 10

### Encounter Two

**Advanced Rust Monster (14 HD, Large):** CR 9; Large Aberration; HD 14d8+56; hp 119; Init +2; Spd 40 ft. (and *air walk*, CL 9th); AC 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural); BAB/Grp +10/+18; Atk +13 melee (rust, antennae touch); Full Atk +13 melee (rust, antennae touch) and +8 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA rust; SQ scent, darkvision 60 ft.; AL N; SV Fort +8, Ref +6, Will +13; Str 18, Dex 15, Con 18, Int 2, Wis 14, Cha 8.

*Skills and Feats:* Listen +13, Spot +12; Alertness, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Track.

Note: This rust monster is under an *air walk* spell. Nespha has trained it for *air walking*.

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

**Rust (Ex):** A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 25 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Nespha:** Female killoren Drd9/Rgr1; CR 10; Medium Fey; HD 9d8+9 (Drd) plus 1d8+1 (Rgr); hp 75; Init +8\*; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); BAB/Grp +7/+7; Atk +7 melee (1d6/18-20, scimitar) or +7 melee (1d6, club) or +9 ranged (1d6/x3, shortbow); Full Atk +7/+2 melee (1d6/18-20, scimitar) or +7/+2 melee (1d6, club) or +9/+4 ranged (1d6/x3, shortbow); SA —; SQ favored enemy humans +2, low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, resist nature's lure, trackless step, venom immunity, wild empathy +14, wild shape 3/day (Large), woodland stride; AL N; SV Fort +9, Ref +9, Will +8 (+10 vs. Enchantment); Str 10, Dex 14, Con 13, Int 8, Wis 15, Cha 14.

*Skills and Feats:* Concentration +12, Handle Animal +10, Heal +6, Hide +12\*, Listen +9\*, Move Silently +6\*, Ride +7, Spellcraft +9, Spot +8\*, Survival +6; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration), Track (B).

*Languages:* Common, Sylvan, Druidic.

\* **Manifest Nature's Might (Su):** Aspect of the Hunter: +2 to Hide, Listen, Move Silently and Spot checks; +2 to Initiative checks.

*Druid Spells Prepared (6/5/5/3/2/1, CL 9th):* 0 (DC 12)—*create water, cure minor wounds (2), detect magic, know direction, mending*; 1st (DC 13)—*cure light wounds, entangle, longstrider, pass without trace, speak with animals*; 2nd (DC 14)—*animal messenger, barkskin, fog cloud (2), tree shape*; 3rd (DC 15)—*cure moderate wounds, plant growth, wind wall*; 4th (DC 16)—*air walk, freedom of movement*; 5th (DC 17)—*tree stride*.

*Possessions:* +2 leather, club, scimitar, shortbow, 20 arrows, 20 blunt arrows, ring of counterspells (silence), cloak of elvenkind, 5 scrolls of summon nature's ally V, divine focus (holly and mistletoe), ~~potion of invisibility~~.

### Encounter Seven—A

**Killoren Traveler:** Female killoren Rgr1/Rog1; CR 2; Medium Fey; HD 1d8+1 (Rgr) plus 1d6+1 (Rog); hp 13; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +1/+3; Atk or Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +4 (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA sneak attack +1d6; SQ low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, favored enemy humans +2, wild empathy +0; AL N; SV Fort +3, Ref +6, Will +0 (+2 vs. Enchantment); Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

*Skills and Feats:* Handle Animal +5, Hide +7 (+17 with elixir), Knowledge (nature) +5, Listen +5, Move Silently +7 (+17 with elixir), Search +6, Spot +5, Survival +6; Point Blank Shot, Track (B).

*Languages:* Common, Sylvan.

**Manifest Nature's Might (Su):** Aspect of the Destroyer: smite attack 1/hour (+0 to attack, +2 to damage against certain types of creatures—see Appendix Two). Description: Hair and eyes turn a deep lustrous black.

*Possessions:* Masterwork studded leather, masterwork longsword, club, scimitar, masterwork composite longbow (+2 Str bonus), 20 arrows, 20 blunt arrows, cloak of elvenkind, ~~potion of cure light wounds~~, ~~potion of pass without trace~~, ~~potion of aid~~, ~~elixir of hiding~~, ~~elixir of sneaking~~.

**Zeh Tayeh:** Female human Rog2/Brd4/Drd4/FocLyri; CR 11; Medium Humanoid (human); HD 2d6+4 (Rog) plus 4d6+8 (Brd) plus 4d8+8 (Drd) plus 1d6+2 (Fochlucan Lyrist); hp 76; Init +6; Spd 30 ft.; AC 26, touch 14, flat-footed 24 (+2 Dex, +8 armor, +4 shield, +2 deflection); BAB/Grp +8/+8; Atk +8 melee (1d6/18-20, scimitar) or +8 melee (1d6, club) or +12 ranged (1d6+2/x3 bludgeoning, +2 composite shortbow with blunt arrow); Full Atk +8/+3 melee (1d6/18-20, scimitar) or +8/+3 melee (1d6, club) or +12/+7 ranged (1d6+2/x3, +2 composite shortbow); SA sneak attack +1d6; SQ animal companion (as if Drd7), bardic knowledge +6, bardic music 5/day (countersong, fascinate, inspire courage +1, inspire competence), evasion, resist nature's lure, trackless step, trapfinding, wild empathy +7, woodland stride; AL N; SV Fort +11, Ref +16, Will +17; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 14.

*Skills and Feats:* Bluff +12, Concentration +16, Decipher Script +8, Diplomacy +16, Gather Information +9, Handle Animal +6, Knowledge (arcana) +6, Knowledge (nature) +10, Listen +6, Perform (string instruments) +17, Sleight of Hand +11, Spellcraft +17, Spot +6, Survival +5, Tumble +10; Green Ear (see Appendix Two), Improved Initiative, Natural Bond (see Appendix Two), Practiced Spellcaster (Bard) (see Appendix Two), Practiced Spellcaster (Druid) (see Appendix Two).

*Languages:* Common, Flan, Sylvan, Druidic.

*Bard Spells Known* (3/4/2 per day, CL 9th): 0 (DC 12)—*dancing lights, daze, detect magic, ghost sound, light, read magic*; 1st (DC 13)—*charm person, expeditious retreat, grease, Tasha's hideous laughter*; 2nd (DC 14)—*blindness/deafness, blur, mirror image*.

*Druid Spells Prepared* (5/4/3/2, CL 9th): 0 (DC 13)—*cure minor wounds, detect magic, flare (2), resistance*; 1st (DC 14)—*cure light wounds, entangle, faerie fire, longstrider*; 2nd (DC 15)—*barkskin, chill metal, warp wood*; 3rd (DC 16)—*call lightning, protection from energy*.

*Possessions:* +3 mithral breastplate, +3 darkwood buckler [note: a "darkwood buckler" is actually a light shield, not a buckler], scimitar, +2 composite shortbow, 20 arrows, 20 blunt arrows, dagger, ring of protection +2, cloak of resistance +4, brooch of shielding, dust of disappearance, horn of fog, necklace of fireballs Type I, potion of cure moderate wounds, 2 potions of cure serious wounds, scroll of joyful noise (see Appendix Two), masterwork lute, divine focus (holly and mistletoe), spell component pouch.

**Writhe:** animal companion (Huge Viper Snake); see *Monster Manual* page 280.

## Encounter Seven – B & C

**Advanced Tendriculos** (18 HD, Gargantuan): CR 12; Gargantuan Plant; HD 18d8+162; hp 243; Init -1; Spd 20 ft.; AC 19, touch 5, flat-footed 19 (-4 size, -1 Dex,

+14 natural); BAB/Grp +13/+38; Atk +22 melee (4d6+13, bite); Full Atk +22 melee (4d6+13, bite) and +17/+17 melee (1d8+6, 2 tendrils); Space/Reach 20 ft./20 ft.; SA improved grab, paralysis, swallow whole; SQ low-light vision, plant traits, regeneration 15; AL N; SV Fort +22, Ref +7, Will +7; Str 36, Dex 9, Con 28, Int 3, Wis 8, Cha 3.

*Skills and Feats:* Hide +5, Listen +4, Move Silently +1, Spot +3; Alertness, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Stealthy.

**Improved Grab (Ex):** To use this ability, the tendriculos must attack a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

**Swallow Whole/Paralysis (Ex):** A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 28) or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d8 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 15). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must again cut its own way out.

The tendriculos's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

**Regeneration (Ex):** Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

## Combat Appendix – APL 12

### Encounter Two

**Advanced Rust Monster (15 HD, Large, Elite):** CR 11; Large Aberration; HD 15d8+75; hp 142; Init +4; Spd 40 ft. (and *air walk*, CL 11th); AC 21, touch 13, flat-footed 17 (-1 size, +4 Dex, +8 natural); BAB/Grp +11/+21; Atk +16 melee (rust, antennae touch); Full Atk +16 melee (rust, antennae touch) and +11 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA rust; SQ scent, darkvision 60 ft.; AL N; SV Fort +10, Ref +11, Will +14; Str 22, Dex 19, Con 20, Int 2, Wis 16, Cha 6.

*Skills and Feats:* Listen +14, Spot +14; Alertness, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Track.

Note: This rust monster is under an *air walk* spell. Nespha has trained it for *air walking*.

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

**Rust (Ex):** A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 26 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

**Nespha:** Female killoren Drd11/Rgr1; CR 12; Medium Fey; HD 11d8+11 (Drd) plus 1d8+1 (Rgr); hp 86; Init +8\*; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); BAB/Grp +9/+9; Atk +9 melee (1d6/18-20, scimitar) or +9 melee (1d6, club) or +11 ranged (1d6/x3, shortbow); Full Atk +9/+4 melee (1d6/18-20, scimitar) or +9/+4 melee (1d6, club) or +11/+6 ranged (1d6/x3, shortbow); SA —; SQ favored enemy humans +2, low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, resist nature's lure, trackless step, venom immunity, wild empathy +14, wild shape 4/day (Large, Tiny), woodland stride; AL N; SV Fort +12, Ref +9, Will +10 (+12 vs. Enchantment); Str 10, Dex 14, Con 13, Int 8, Wis 16, Cha 14.

*Skills and Feats:* Concentration +12, Handle Animal +10, Heal +10, Hide +12\*, Listen +12\*, Move Silently +6\*, Ride +7, Spellcraft +9, Spot +10\*, Survival +7; Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration), Track (B).

*Languages:* Common, Sylvan, Druidic.

\* **Manifest Nature's Might (Su):** Aspect of the Hunter: +2 to Hide, Listen, Move Silently and Spot checks; +2 to Initiative checks.

*Druid Spells Prepared (6/6/5/5/3/2/1, CL 11th):* 0 (DC 13)—*create water, detect magic, guidance, know direction, mending, resistance*; 1st (DC 14)—*cure light wounds, entangle, goodberry, longstrider, pass without trace, speak with animals*; 2nd (DC 15)—*animal messenger, barkskin, fog cloud (2), tree shape*; 3rd (DC 16)—*cure moderate wounds (2), plant growth, quench, wind wall*; 4th (DC 17)—~~*air walk*~~, *dispel magic, freedom of movement*; 5th (DC 18)—*cure critical wounds, tree stride*; 6th (DC 19)—*mass cure light wounds*.

*Possessions:* +3 leather, club, scimitar, shortbow, 20 arrows, 20 blunt arrows, ring of counterspells (silence), cloak of elvenkind, 5 scrolls of *summon nature's ally VI*, divine focus (holly and mistletoe), ~~potion of invisibility~~.

### Encounter Seven—A

**Killoren Traveler:** Female killoren Rgr1/Rog1; CR 2; Medium Fey; HD 1d8+1 (Rgr) plus 1d6+1 (Rog); hp 13; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +1/+3; Atk or Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +4 (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA sneak attack +1d6; SQ low-light vision, immune to sleep effects, cold iron anathema, manifest nature's might, favored enemy humans +2, wild empathy +0; AL N; SV Fort +3, Ref +6, Will +0 (+2 vs. Enchantment); Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

*Skills and Feats:* Handle Animal +5, Hide +7 (+17 with elixir), Knowledge (nature) +5, Listen +5, Move Silently +7 (+17 with elixir), Search +6, Spot +5, Survival +6; Point Blank Shot, Track (B).

*Languages:* Common, Sylvan.

**Manifest Nature's Might (Su):** Aspect of the Destroyer: smite attack 1/hour (+0 to attack, +2 to damage against certain types of creatures—see Appendix Two). Description: Hair and eyes turn a deep lustrous black.

*Possessions:* Masterwork studded leather, masterwork longsword, club, scimitar, masterwork composite longbow (+2 Str bonus), 20 arrows, 20 blunt

arrows, cloak of elvenkind, potion of cure light wounds, potion of pass without trace, potion of aid, elixir of hiding, elixir of sneaking.

**Zeh Tayeh:** Female human Rog2/Brd4/Drd4/FocLyr3; CR 13; Medium Humanoid (human); HD 2d6+4 (Rog) plus 4d6+8 (Brd) plus 4d8+8 (Drd) plus 3d6+6 (Fochlucan Lyrist); hp 90; Init +6; Spd 30 ft.; AC 26, touch 14, flat-footed 24 (+2 Dex, +8 armor, +4 shield, +2 deflection); BAB/Grp +10/+10; Atk +10 melee (1d6/18-20, scimitar) or +10 melee (1d6, club) or +14 ranged (1d6+2/x3, +2 composite shortbow); Full Atk +10/+5 melee (1d6/18-20, scimitar) or +10/+5 melee (1d6, club) or +14/+9 ranged (1d6+2/x3 bludgeoning, +2 composite shortbow with blunt arrow); SA sneak attack +1d6; SQ animal companion (as if Drd7), bardic knowledge +8, bardic music 7/day (countersong, fascinate, inspire courage +1, inspire competence, suggestion DC 15), evasion, resist nature's lure, trackless step, trapfinding, wild empathy +7, woodland stride; AL N; SV Fort +12, Ref +17, Will +18; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 15.

*Skills and Feats:* Bluff +12, Concentration +18, Decipher Script +8, Diplomacy +16, Gather Information +9, Handle Animal +6, Hide +12, Knowledge (arcana) +6, Knowledge (nature) +10, Listen +12, Move Silently +12, Perform (string instruments) +15, Sleight of Hand +11, Spellcraft +19, Spot +6, Survival +5, Tumble +14; Extraordinary Concentration (see Appendix Two), Green Ear (see Appendix Two), Improved Initiative, Natural Bond (see Appendix Two), Practiced Spellcaster (Bard) (see Appendix Two), Practiced Spellcaster (Druid) (see Appendix Two).

*Languages:* Common, Flan, Sylvan, Druidic.

*Bard Spells Known* (3/4/3 per day CL 11th): 0 (DC 12)—*dancing lights, daze, detect magic, ghost sound, light, read magic*; 1st (DC 13)—*charm person, expeditious retreat, grease, Tasha's hideous laughter*; 2nd (DC 14)—*blindness/deafness, blur, mirror image, silence*.

*Druid Spells Prepared* (6/5/4/3/1, CL 11th): 0 (DC 13)—*cure minor wounds, detect magic, guidance* (2), *light, resistance*; 1st (DC 14)—*cure light wounds* (2), *entangle, faerie fire, longstrider*; 2nd (DC 15)—*barkskin, cat's grace, chill metal, warp wood*; 3rd (DC 16)—*call lightning, protection from energy* (2); 4th (DC 17)—*freedom of movement*.

*Possessions:* +3 mithral breastplate of fire resistance, +3 darkwood buckler [note: a "darkwood buckler" is actually a light shield, not a buckler], scimitar, +2 composite shortbow, 20 arrows, 20 blunt arrows, dagger, ring of protection +2, cloak of resistance +4, brooch of shielding, dust of disappearance, horn of fog, necklace of fireballs Type I, potion of cure moderate wounds, 2 potions of cure serious wounds, scroll of joyful noise (see Appendix Two), staff of swarming insects (50 charges), masterwork lute, divine focus (holly and mistletoe), spell component pouch.

**Writhe:** animal companion (Huge Viper Snake); see *Monster Manual* page 280.

## Encounter Seven – B & C

**Advanced Tendriculos (22 HD, Gargantuan):** CR 14; Gargantuan Plant; HD 22d8+198; hp 297; Init -1; Spd 20 ft.; AC 19, touch 5, flat-footed 19 (-4 size, -1 Dex, +14 natural); BAB/Grp +16/+41; Atk +25 melee (4d6+13, bite); Full Atk +25 melee (4d6+13, bite) and +20/+20 melee (1d8+6, 2 tendrils); Space/Reach 20 ft./20 ft.; SA improved grab, swallow whole, paralysis; SQ low-light vision, plant traits, regeneration 15; AL N; SV Fort +24, Ref +8, Will +8; Str 37, Dex 9, Con 28, Int 3, Wis 8, Cha 3.

*Skills and Feats:* Hide +5, Listen +6, Move Silently +1, Spot +5; Alertness, Cleave, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Stealthy.

**Improved Grab (Ex):** To use this ability, the tendriculos must a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

**Swallow Whole/Paralysis (Ex):** A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 30) or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d8 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 15). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must again cut its own way out.

The tendriculos's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

**Regeneration (Ex):** Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow

it in 16 minutes. Holding the severed portion against the mass enables it to reattach instantly.

# Appendix One: Special Rules for the Pale

## Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp, APL 4—130gp, APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions. Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs
- Ulaa – Considered a human deity due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to demonic deities in the past. Persons displaying the holy symbol of St. Cuthbert are considered to be worshipping a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities will be fined 200 gp more in addition to the normal 200 gp fine for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the (un)holy symbol of an evil deity, the following actions will be taken. If the PC is not actually a cleric of the evil deity, all normal actions will be taken as well as a *geas* being cast on the PC to keep him from touching the (un)holy symbols of evil deities in the future. If the PC is actually a cleric of an evil deity, he gets burned at the stake since he has already agreed to forfeit his character by the rules of the Living Greyhawk Campaign, which prohibits this.

No PC may enforce this rule through combat or offensive physical actions and player-vs.-player conflict will be adjudicated as a violation of the RPGA General Rules as always. If one PC chooses to report another PC for a violation of this law to the authorities, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols.

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price of the *Player's Handbook* price listed.



2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.
4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

### **Arcane Registration by Arcane Spellcasters**

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website ([http://www.theocracyofthepale.com/downloads/arcane\\_registration.pdf](http://www.theocracyofthepale.com/downloads/arcane_registration.pdf)). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).

# Appendix Two: Non-Core Rules Items

## New Feats

### **Extraordinary Concentration (from *Complete Adventurer*)**

Your mind is so focused that you can cast spells even while concentrating on another spell.

**Prerequisite:** Concentration 15 ranks.

**Benefit:** When concentrating to maintain a spell, you can make a Concentration check (DC 25+ spell level) to maintain concentration with just a move action. If you beat the DC by 10 or more, you can maintain concentration on the spell as a swift action. Using this ability is a free action, but if you fail the Concentration check, you lose concentration on the maintained spell and its effect ends. This feat does not give you the ability to maintain concentration on more than one spell at a time.

**Normal:** Concentrating on a spell is a standard action.

### **Green Ear (from *Complete Adventurer*)**

Your bardic music can affect plant creatures.

**Prerequisite:** Perform (any) 10 ranks, bardic music.

**Benefit:** You can alter any of your mind-affecting bardic music abilities (or similar Perform-based abilities from other classes) so that they influence only plant creatures instead of other creatures. However, plants receive a +5 bonus on Will saves against any of these effects.

**Normal:** Plants are normally immune to all mind-affecting spells and abilities.

### **Natural Bond (from *Complete Adventurer*)**

Your bond with your animal is exceptionally strong.

**Prerequisite:** Animal companion.

**Benefit:** Add three to your effective druid level for the purposes of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

### **Practiced Spellcaster (from *Complete Arcane*)**

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisite:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of other classes, you might be able to apply the rest of the bonus.

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and the other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class.

## **New Monster (from *Monster Manual II*)**

**Twig Blight:** Relevant stats are given in the Combat Appendices for APL 2-6. Unlike most twig blights, the ones in this scenario are aligned neutral instead of chaotic evil. They were not spawned by the Gulthias Tree.

## **New Equipment (from *Races of the Wild*).**

**Arrow, Blunt:** These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Longbow, Arrow, blunt	1 gp	1d6	1d8	x2	50 ft.	3 lb.	Bludgeoning
Longbow, Composite, Arrow, blunt	1 gp	1d6	1d8	x2	60 ft.	3 lb.	Bludgeoning
Shortbow, Arrow, blunt	1 gp	1d4	1d6	x2	30 ft.	3 lb.	Bludgeoning
Shortbow, Composite, Arrow, blunt	1 gp	1d4	1d6	x2	40 ft.	3 lb.	Bludgeoning

## **New Prestige Class (from *Complete Adventurer*)**

### **FOCHLUCAN LYRIST**

Warrior, thief, spy, poet, woodland champion—the Fochlucan lyrist is a legendary figure who serves as the herald and teacher to great kings, the champion of the common folk, and the keeper of lore long forgotten elsewhere. Only the best and brightest are invited to become Fochlucan lyrists, and those who eventually win the approval of the Fochlucan College's masters are remarkable individuals indeed, skilled in swordplay, magic, and diplomacy.

Those who aspire to join the Fochlucan College face a long and difficult road. The great bards who lead the school choose only individuals who have demonstrated skill at arms and stealth, learning and cleverness, superb talent with the lute and an ear for the stories of old. Finally, all applicants must first study the lore of the druids, learning the ways of growth and the hidden secrets of nature. Few indeed can stand up to the rigorous scrutiny of the Fochlucan masters.

Fochlucan lyrists adventure to gain information. They are spies and rumormongers, ever on the watch for news of events that may upset the balance they seek to preserve. A lyrist can serve as a diplomat, messenger, or assassin, as needed. The Fochlucans strongly believe in fostering the careers of other adventurers whose viewpoints align with their own, and many lyrists attach themselves to adventuring companies specifically for the purpose of guiding their comrades to oppose the right enemies and advance the interests of the Fochlucan College.

[Editor's note: I interpret the above as a general description of the Fochlucan lyrist class for most campaign worlds. Given what the *Living Greyhawk Gazetteer* says about the Old Lore, however, I believe the Fochlucan lyrist to be the intended "bard of the Old Lore" and therefore based on the bardic traditions of Flan humans.]

**Hit Die:** d6.

### **Requirements**

To qualify to become a Fochlucan lyrist, a character must fulfill all the following criteria.

**Skills:** Decipher Script 7 ranks, Diplomacy 7 ranks, Gather Information 7 ranks, Knowledge (nature) 7 ranks, Perform (string instruments) 13 ranks, Sleight of Hand 7 ranks, Speak Language (Druidic).

**Alignment:** Neutral good, neutral, chaotic neutral, or neutral evil.

**Spells:** Ability to cast 1st-level arcane and divine spells.

**Special:** Bardic knowledge and evasion abilities.

### **Class Skills**

The Fochlucan lyrist's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

**Skill Points at Each Level:** 6 + Int modifier.

### **Class Features**

All of the following are class features of the Fochlucan lyrist prestige class.

**Weapon and Armor Proficiency:** Fochlucan lyrists gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** At each level, a Fochlucan lyrist gains new spells per day (and spells known, if applicable) as if she had also gained a level in anyone arcane spellcasting class and anyone divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If she had more than one arcane spellcasting class or divine spellcasting class before

becoming a Fochlucan lyrist, she must decide to which class to add each Fochlucan lyrist level for the purpose of determining spells per day, spells known, and overall caster level.

For example, a 2nd-level rogue/5th-level bard/4th-level druid/3rd-level Fochlucan lyrist can cast arcane spells as an 8th-level bard and divine spells as a 7th-level druid.

**Bardic Music:** A Fochlucan lyrist adds her lyrist level to her bard level to determine the number of times per day she can use her bardic music, the bardic music abilities she can employ, and the power of those abilities. For example, a 2nd-level rogue/5th-level bard/4th-level druid/3rd-level Fochlucan lyrist can use her bardic music eight times per day, can use any bardic music ability an 8th-level bard could use (assuming she meets the Perform skill rank requirements), and is treated as an 8th-level bard for adjudicating the effects of those abilities (such as number of targets, save DC, and so forth).

**Bardic Knowledge (Ex):** A Fochlucan lyrist can attempt to recall some relevant piece of information about local notable people, legendary items, or noteworthy places. See the bard class feature, page 28 of the *Player's Handbook*. She adds her Fochlucan lyrist class level to her bardic knowledge checks, so her bardic knowledge checks have a bonus equal to her bard level + her Fochlucan lyrist level + her Int modifier.

**Unbound:** A Fochlucan lyrist's druid oaths are relaxed, allowing her to wear light metal armor with no loss of spellcasting, supernatural, or spell-like abilities. A lyrist also suffers no experience point penalty for multiclassing.

**Table: The Fochlucan Lyrist**

Lvl	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1st	+1	+0	+2	+2	Bardic knowledge, bardic music, unbound	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
2nd	+2	+0	+3	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
3rd	+3	+1	+3	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
4th	+4	+1	+4	+4	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
5th	+5	+1	+4	+4	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
6th	+6	+2	+5	+5	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
7th	+7	+2	+5	+5	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
8th	+8	+2	+6	+6	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
9th	+9	+3	+6	+6	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
10th	+10	+3	+7	+7	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class

## ***New Race (from *Races of the Wild*)***

### **KILLOREN**

"Hunter, destroyer, and keeper of ancient knowledge; I am nature's answer to the rising power of man."—Allailai, killoren ancient

A newly risen race of powerful fey, the killoren blend nature's patience and power with the ambition and aggression of the humanoid races.

The ancient places of the world stir with a power of their own. From this power, the killoren have sprung in answer to the growing might of the humanoid races. Whether the work of some great nature deity or the spontaneous creation of the wild power of nature itself, killoren are at once young and eternal, newly brought to the world but with unknowably ancient ties to the heart of nature. As fey, killoren have a tie to nature unmatched by the humanoid races, but unlike other fey, killoren are not content to wait in the dark recesses of the dwindling forests.

Killoren are aggressive, ambitious manifestations of nature's presence and power, and they walk through the cities of man as easily as they meditate in the glades of a verdant forest. There are as yet few killoren in the world compared to the population of humans and other humanoid races, but their numbers are quickly growing. So far, these adaptable fey have only come into isolated conflict with evil powers bent on despoiling nature, but it is obvious that they are destined

for more. The killoren have begun to make known their presence in the world, and a few far-seeing and learned sages wonder at the implications of their growing power and numbers.

### KILLOREN RACIAL TRAITS

Killoren resemble half-elves, and males and females alike average about 5-1/2 feet in height. They mature quickly, being full-grown by the age of 10, and live very long lives, hardly changing at all in appearance for their first century. Killoren have green or tan skin the texture of a soft, young leaf, and their limbs are unusually long and slender when compared with those of the humanoid races. An individual killoren's hair and eye color depends on which aspect of nature the killoren is currently manifesting.

- Fey: Killoren are of the fey type and are therefore not affected by spells such as *charm person* and *hold person*. Unlike other fey, killoren gain Hit Dice only by acquiring levels in a character class.
- A killoren's base land speed is 30 feet.
- Low-Light Vision: Killoren can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immunity to magic sleep effects and a +2 racial bonus on saves against enchantment spells or effects.
- Racial Skills: Killoren have a +2 racial bonus on Handle Animal and Survival checks.
- Cold Iron Anathema (Su): Killoren have a difficult time wielding weapons made of cold iron. Killoren take a -2 penalty on any attack roll they make with a cold iron weapon or a weapon made only partially out of cold iron, such as a cold iron spear or a bow firing cold iron arrows.
- Manifest Nature's Might (Su): Killoren are forever bound to the raw forces of nature itself, manifesting this bond even in their physical form. A killoren can only manifest one aspect of nature's might at a time. Each morning as the sun rises, a killoren spends 10 minutes in quiet meditation, filling her spirit with the aspect of nature that is most needed for her current tasks. Once a killoren chooses an aspect, she manifests that aspect until the next morning, when she chooses again which aspect to manifest. Many killoren favor one aspect over the others and rarely choose to manifest one of the other two aspects.
  - Aspect of the Ancient: While manifesting the aspect of the ancient, a killoren embodies the deep and ancient secrets of nature itself. With this bond to nature's secret lore, a killoren gains a racial bonus on Knowledge (nature) checks equal to her Hit Dice and gains an additional +2 bonus on saving throws against enchantment effects. This bonus stacks with the killoren's normal racial bonus on saving throws against enchantment effects. While a killoren manifests the aspect of the ancient, her hair turns white and her eyes turn to the color of a blue summer sky.
  - Aspect of the Destroyer: Many races revere nature for its power to destroy, but none more so that a killoren manifesting the aspect of the destroyer. Once per hour (up to a maximum number of times per day equal to the character's Charisma bonus, minimum 1), a killoren manifesting the aspect of the destroyer can make a special smite attack that deals extra damage to the foes of nature. When making this smite attack, a killoren adds her Charisma bonus to her attack roll and deals an extra 1 point of damage per Hit Die. This smite attack works only against aberrations, constructs, humanoids, oozes, outsiders, and undead. If a killoren accidentally smites a creature that is not one of the creature types listed above, the smite has no effect, but the ability is still used up for that hour and counts against the total uses per day. While a killoren manifests the aspect of the destroyer, her hair and eyes turn a deep, lusterless black; many find the gaze of a killoren destroyer's coal-black eyes to be unnerving.
  - Aspect of the Hunter: The hunt affects nearly every aspect of nature and claims a place of great prominence and importance in the cycle of life. A killoren manifesting the aspect of the hunt is bound to nature's ancient tradition of the hunt, and her senses sharpen to an amazing degree. While manifesting the aspect of the hunt, a killoren gains a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +2 racial bonus on initiative checks. While a killoren manifests the aspect of the hunter, her hair and eyes turn a deep forest green, and her skin tone becomes a deeper brown than when manifesting one of the other aspects.
- Automatic Languages: Common, Sylvan. Bonus Languages: Aquan, Auran, Elven, Gnome, Ignan, Terran.
- Favored Class: Druid

### KILLOREN SOCIETY

The killoren have no organized kingdoms and only a few scattered communities. They live comfortably in nearly any climate, and their dwellings and communities blend beautifully with the natural world around them. Few members of humanoid races are knowledgeable enough about nature to recognize where the wilds end and a killoren community begins.

**Lands:** As yet, killoren claim no lands as their own. Killoren concepts of property and land ownership differ greatly from those of the humanoid races: They see the world as belonging to nature itself. As stewards and manifestations of nature, they might at some point deny others the right to settle or despoil part of the wild, but their numbers are few enough that this has not yet come to pass. In the small conflicts that have cropped up between killoren and particular groups of evil humanoids, the killoren have not claimed ownership of the land, instead claiming only that they guard the land from evil.

**Settlements:** Their small communities blend with the natural world, but many killoren are drawn away from their home community to mingle with the populations of the humanoid races. A killoren community might be as simple as a few families dwelling among the boughs and shade of a peaceful forest or as remote as a small group of killoren following game across the frozen steppes of the far north.

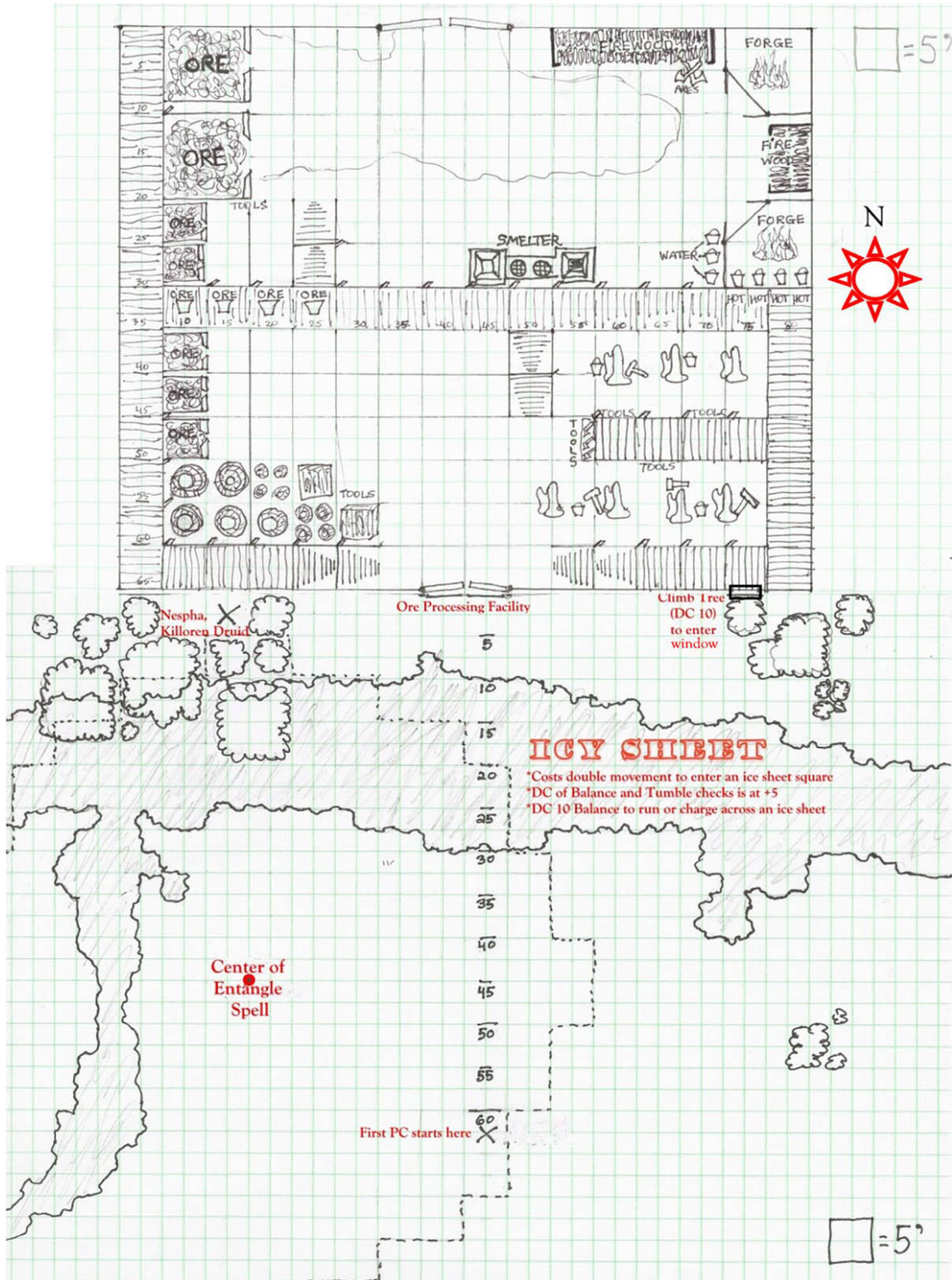
**Power Groups:** Killoren communities are usually governed by a group of elder druids and wizards, but any individual killoren might rise to leadership depending on his or her personal exploits. These leaders act more as councilors and protectors than as an organized form of government, the small size of killoren communities keeping their roles relatively simple compared to the politics of the humanoid races.

As the number of killoren grows, so too does their difference in outlook. A small group of elder killoren, some having walked among the humanoid races for a hundred years or more, believe they have seen enough of humans and the allied civilized races. Calling themselves simply The Wild, these powerful killoren have chosen to defend their refuges with magical and physical force. Many of these killoren are druids and wizards, and their radical outlook is quickly drawing the attention of both other killoren and the armies of the human kingdoms.

**Beliefs:** Most killoren revere the silent might of nature itself, although some, particularly clerics, pay homage to the god Obad-Hai. Killoren do not simply admire nature—they are part of it. A killoren cannot look at a distant mountain range without feeling its power and beauty stir her, nor can a killoren walk through a forest glade without being moved by the peace and strength of nature. Nature is more than a distant ideal to the killoren; it is life itself.

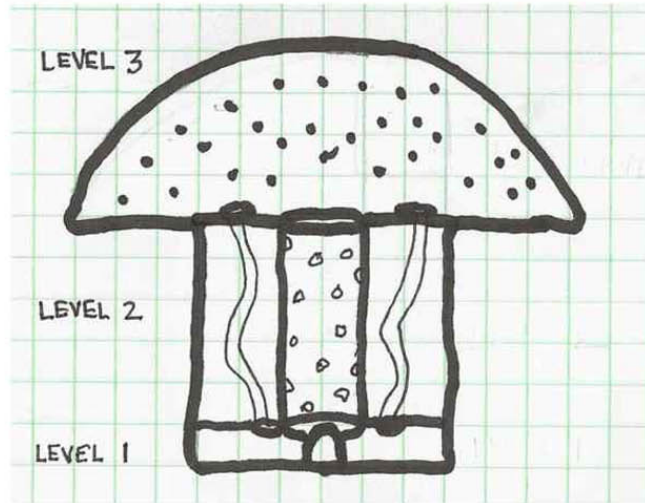
**Relations:** Although tension grows between the killoren and the humanoid kingdoms, for the most part killoren remain a curiosity in the eyes of the humans and their allies. Killoren walk freely within the cities of almost every civilized race. Of all the humanoid races, the elves are closest in outlook to the killoren, but even the elves remain curious about the killoren's recent origin and their ultimate role in nature's plan.

# Map #1: Lighton Ore Facility (Encounter Two)



## Map #2: Mushroom (Encounters Five, Six)

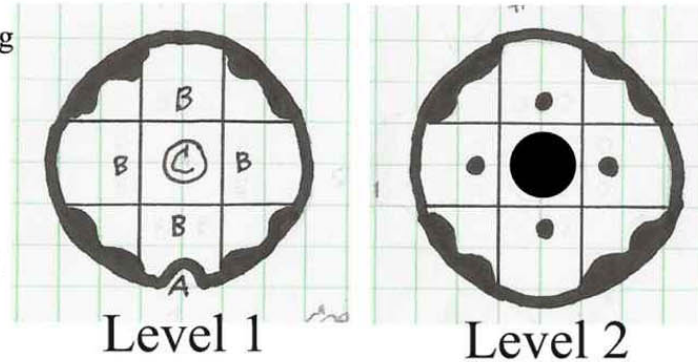
### Mushroom Madness



A = Archway opening

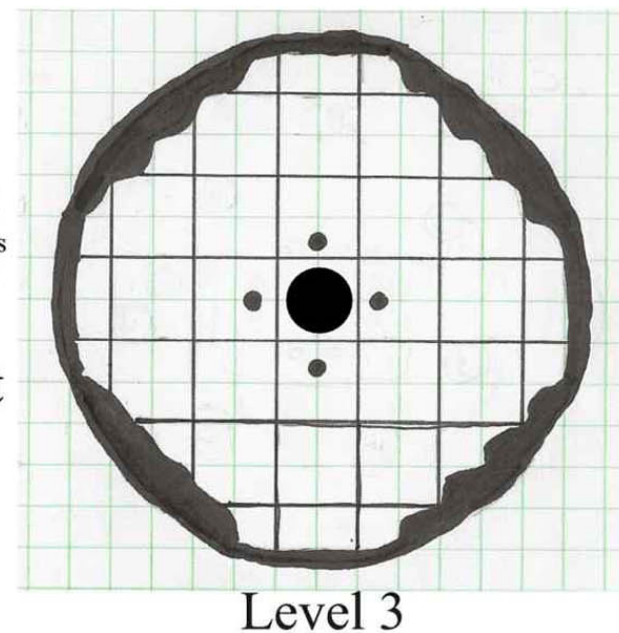
B = 2' diameter shaft

C = 5' diameter shaft



□ = 2.5 feet  
(Tiny or smaller creatures  
can occupy this square)

□ = 5 feet





### Map #3: Standing Stones (Encounters Seven A/B/C)



## Player Handout #1: Note for Deacon Uluthor

Fireseek 3, CY 596

Faithful Deacon Uluthor of Lighton,

Blessings and warmth to you, Deacon, in this time of desperate cold. We keep faith, as we do the Church's work of investigating this Phostwood.

We were waylaid by an elf scout, who rather impressively imitated various animal calls, and warned us of the presence of ogre bands and nomadic Flan refugee clans nearby. He also forbade our entry into this eerie forest beyond a certain distance. So we have set camp just south of Lighton, near the forest's edge. Pholtus has provided for us as we study.

Though I know that most prefer the shelter of a Pious Pilgrim or the sanctity of a hallowed Pholtan Temple, I am finding the work of our Creator everywhere we look out here. We bear no discomfort, and have pursued our inquiries earnestly in this intriguing wood.

Here are some discoveries you may find informative and pass on to your superiors in the Church.

First, we still have no insight into the source of the Phostwood glow. Our experiments have proved little, and nothing in the way of finding a use for it, save but a dim glow to read by or to set pen to parchment. We have discovered no way to enhance the light, nor learned anything of the source or cause of the glow. We hope to visit the Nuthertwood next, to compare the qualities of the phost trees there.

Second, we confirm what has been known for centuries: the Phostwood is not a forest for lumber. The wood of phost trees is of a rotting composition—shelters made of it may not last long—and gives off noisome fumes when burned. The other species, such as aspen and spruce, are too scattered to harvest on a large scale.

Third, we have determined that something is killing many trees in the northern Phostwood. The soil itself, in the swamiest areas, is taking on the foulest of rotten odors, and each day a few trees fall. The blight has also affected the other trees and vegetation, which is very peculiar.

We followed up on these developments, and have discovered that there is a strange murkiness to the tributary stream that flows from the north, through the Phostwood and on to the Vol River. This water is contaminated somehow, though we have traced it only to the forest's northern border.

Please advise.

In the hallowed name of Pholtus, I remain,

Your dutiful equal out here in the wild,

Brother Tharvol

## Player Handout #2: Paper Found Outside the Mushroom

Entry #17, Sunsebb 27, CY 595

I, Flyndelyn, satyr bard of great renown, have unraveled the mysteries of the seven stringed instruments in the mushroom. I have now documented the riddles, word for word as they were spoken to me by the violet globes.

#1

The long and short of it is,  
it's strung out, picked on,  
And full of complaints.

#2

Wagged often,  
the untrue tongue  
makes the speaker  
become this one.

#3

Hear my eye much differently,  
for I am neither horrific,  
nor potion repository;  
nor beef of size wee.

#4

Upon a shelf,  
it's destiny;  
dear pot of ashes,  
a command to thee.

#5

The buzzing rhyme  
of a serpent's slide,  
without a realm  
where devils reside.

#6

Boringly  
Brought  
Below  
a Boil.

I have a hunch I can reason out these  
answers if I ever get a chance to think.  
Perhaps a swill from the cup will stir  
my thoughts.

## Player Handout #3: That Shrinking Feeling...

*You are now under the effect of a magic spell, feeling smaller, less strong, more agile, and better able to strike those big'uns, and better able to defend against attacks. The sensation is probably unusual. Is it permanent?*

### Game Effect (*reduce person, but it affects even centaur PCs*):

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack, which provokes an attack of opportunity). A Medium humanoid creature whose size decreases to Small still has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

**Table: Small and Tiny Weapon Damage**

Medium Weapon Damage	Small Weapon Damage	Tiny Weapon Damage
1d2	1	—
1d3	1d2	1
1d4	1d3	1d2
1d6	1d4	1d3
1d8	1d6	1d4
1d10	1d8	1d6
1d12	1d10	1d8
2d4	1d12	1d4
2d6	2d4	1d8
2d8	2d6	1d10
2d10	2d8	2d6

It will help the judge if you figure out your new AC, attacks, and weapon size damage, and Strength and Dexterity-based skill checks. Also, calculate your new height and weight.