

Wraithwood

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

Version 0.9.9

by Mark Mastej

Editor: Eric Anondson

Triad Reviewers: Eric Anondson, Paul Kulbitski

Circle Reviewer: Britt F. Frey

Playtesters: Eric Barczak, Matt Ehler, Joe Saylor, AJ Schmidt, John Teske

There is a new forest in the Shield Lands, magically transplanted from the Vesve Forest. The Watchers of the Wounded Lands say that it is infested with monsters and haunted by the Sidhee. So why are veterans signing up to work there? A one-round Regional adventure set in the Shield Lands for APLs 2-14.

Resources for this adventure [and the authors of those works] include Complete Warrior [Andy Collins, David Noonan, Ed Stark], Lords of Madness [Richard Baker, James Jacobs, Steve Winter], Complete Arcane [Richard Baker] and the Magic Item Compendium [Andy Collins].

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll

also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

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

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in the Shield Lands PCs native to that Region pay 1 Time Unit per round; all other PCs pay 2 Time Units per round.

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

ADVENTURE BACKGROUND

Wraithwood is the popular name for a portion of the Vesve Forest from the Highfolk region that was magically transported to the Shield Lands one year ago (CY 596). The forest contains the Crown Vineyard, a modest venture run by many years by a druid named Gildenfar. Gildenfar's partner is a minor noble exiled from the Duchy of Urnst, Count Halthor Ausprey. Halthor had invested a large sum of money in the vineyard in CY 592 to expand the operations. The vineyard attracted refugees and displaced families from the northern Vesve. Fleeing the conflict in the forest's north, many of these lost souls happily signed up for indentured work in the safety of the vineyard. Gildenfar and Halthor kept the vineyard protected from Iuzian forces by making a secret treaty with Iuz. When Iuz discovered Gildenfar and Halthor betrayed him by aiding the forces that ejected his armies from the Vesve at the end of CY 595, he tossed the treaty aside.

Last year, two teams of infiltrators were sent to exact Iuz's revenge. Spies watching the vineyard discovered that both Gildenfar and Halthor had left to assist defending against the imminent invasion of Verbeeg Hill, a key town on the Velderdyva River north of Highfolk Town. Iuzian infiltrators set up shrines to their patron as part of enacting an epic ritual to take away Gildenfar's property and sow chaos in both regions. The ritual swapped Crown Vineyard in the Vesve Forest with a ruined dungeon complex near the destroyed Sidhee Forest in Iuzian-occupied Shield Lands.

Adventurers from the Shield Lands and Highfolk narrowly undid the ritual. In addition, they were aided by the elves of the Sidhee and Clan Oronodel, the Standing Army of the Shield Lands, and the War Council of Greycloaks and Rangers of the Vesve. Due to the combined efforts, the vile ritual threatening to unleash a horde of monsters on the already beleaguered Shield Landers was averted.

Taking control of the ritual in progress, the adventurers chose to use the ritual against Old Wicked. They decided to keep the land transfer permanent, hoping to use this unique opportunity sow seeds of hope in their continuing struggles.

Over the last year, the Shield Landers faced many dangers that have distracted them from attempting to tame the forest to their own ends. Trusting the Old Faith druids from the Watchers of the Wounded Lands to guard the forest—who vowed to protect this new forest against the forces of the Old One—many simply avoided it. The Watchers had their hands full with no success penetrating the tainted woodland without being set upon by numerous monsters.

Fortunately, they found that the creatures could not—or would not—leave the boundaries of the Vineyard. The Watchers of the Wounded Lands attended the borders for the past year making certain none escaped; using their powers to grow the forest as promised to the Council of Lords. New wooded areas have not drawn the monsters' interest, so the Watchers continue expanding the woods in earnest. One thing distressing the Watchers—even more than their inability to tame the core of the woods—are occasional sightings of Sidhee elves apparently entering and leaving the tainted area at will. The Sidhee do not talk to the Watchers, vanishing deep into the Vineyard when approached. How they avoid the attention of the monsters is a mystery.

Tales have sprung up recently in local pubs alleging that Gildenfar has come to the Shield Lands to recruit workers to reopen the Crown Vineyard. Gildenfar's representatives have been to every outpost and settlement in the reclaimed territories offering new hope to those that have suffered through the War of Reclamation. Promises of jobs and homes for workers and their families provided they agree to employment contracts identical to those of freeholder farmers; instead of paying rent to the vassal of a Count they pay rent to Gildenfar and Halthor. The Crown Vineyard's policy of accepting anyone, even those who are disfigured, crippled, or otherwise unable to find gainful employment, has led to a significant number of veterans and retired adventurers signing on for work.

Currently, Gildenfar's representatives are assembling a sizable caravan of new recruits in Critwall to travel to Wraithwood en masse. At the same time, Halthor's representatives are meeting with the Council of Lords to convince them to grant Halthor the title of steward of Wraithwood. The Watchers of the Wounded Lands have not given the Council of Lords any news of progress at

taming the Vineyard's land, so the Council decided to give the former owner of the land the chance to reclaim the monster-infested area.

Barring any interference by adventurers during the council session, Halthor will be granted title to the forest and given the responsibility of bringing the elves officially under the control and protection of the Shield Lands government.

ADVENTURE SUMMARY

Introduction: The mission for the PCs starts with their arrival in Critwall, seeking adventure.

Encounter 1: Going to the Critwall's Market Square, the PCs find that there are Dyvers merchants selling magic items and a small halfling boy who wants to find adventurers to take him to Wraithwood. If they ask around, the PCs learn that there are representatives of a landless noble from the Duchy of Urnst currently meeting with to the Council of Lords (working without Lady Katarina, who is unavailable at this time), seeking the right for the noble to become steward of Wraithwood. If they don't know where Wraithwood is or its history, the locals can give them a few rumors. They may also hear of a large group of refugees that have already signed on to work for Crown Vineyard (located in the heart of Wraithwood). They are being mobilized to leave for their new home the following morning. They are being recruited and organized by the agents of the druid claiming to be the original protector of the woods that were transported from the Vesve forest almost a year ago.

If any PCs played HIG4-04 *Sour Grapes*, they are noticed and approached by the last surviving member of the gnomish family the PCs escorted out of servitude to the Crown Vineyard. Upon hearing a rumor of the forest's transposition to the Shield Lands, Skip stowed away on a Dyversian merchant vessel bound for Critwall. If PCs did not play HIG4-04 *Sour Grapes*, they encounter him in Critwall Market Square when they Gather Information. If Skip is befriended, he tells them his history and asks for aid.

Either way, Skip tells the PCs about the secret mines below the Vineyard he and his family were going to expose. Being a gnomish child, Skip had had little success convincing anyone of the possible danger the mines may represent. Any friends of his family—or new friends that he has just made—are asked to help sneak him into the Vineyard so he can acquire proof the mines exist here. This allows him to prove that the threat that formerly endangered the Vesve now endangers the Shield Lands.

Encounter 2: This is the first place the adventure can take different paths. PCs can talk to regular recruits and/or the organizers of the caravan. PCs may be recruited to protect the caravan against attacks from wandering monsters and Iuzian forces. The caravan departs for Wraithwood the day after the PCs arrive in Critwall. If any PC voluntarily claims to have experience dealing with Sidhee elves, Crewgar, a Crown Vineyard

representative and the leader of the caravan will question them. Those PCs are told that some Sidhee elves have taken up residence in the Vineyard and they may have to be approached diplomatically. Those PCs receive a bonus to help in the negotiations with the haughty Sidhee when the caravan arrives at the forest.

PCs may have found clues about the Crown Vineyard's past shady business practices. Those PCs, and those meeting with Skip, may wish to investigate Wraithwood before the caravan arrives there so they may depart immediately without waiting for the caravan.

Politically astute PCs may be interested in arguing for or against Halthor being given steward status over the woods. Taking this path could result in delaying their departure to the woods days after the caravan had left. There is some information available on Halthor for PCs who devote their effort to obtaining it in the marketplace, but it is hard to come by.

Any of these paths drastically affects how the adventure goes from the players' perspectives, but they meet the same combat encounters no matter the path taken.

Encounter 3: While in Critwall, the PCs are thugs pretending to be inebriated. Depending on which lead is pursued, the assassins' target varies, but it will be an NPC the PCs must protect. The assassins' are newly recruited members of the Drinkers of the Cup of Midnight who mistakenly assumed the Vineyard is a secret Iuzian stronghold. Believing that anyone going there is working for Old Wicked, they attempt to stop the organizing of the caravan or any secret missions to the forest. The NPC or NPCs accompanied by the PCs will be killed unless the assassins are stopped. They are working independently. This may create some tension for PCs that are members of the Drinkers meta-org.

Encounter 4: The next encounter is on the road to Wraithwood. PCs are forced to defend the innocents of the caravan from an ambush, imminent attack, or pursuit by diabolic agents of an unknown force. Because they are devils they clearly are not Iuzian.

Encounter 5: Reaching Wraithwood, PCs discover the forest has grown considerably since last year. The Watchers of the Wounded Lands meet the PCs at the forest's edge. They tell the PCs the current state of the forest and its dangers. The Watchers are aware of Gildenfar's imminent return, and are prepared to let the caravan stay in the outer edge of the forest until she arrives. Unless given proof he is untrustworthy, the Watchers are willing to work with Halthor when he arrives. If PCs leave believing the Watchers can take care of the encamped caravan, they can either end the adventure or proceed to the Vineyard.

Encounter 6: Upon entering the Vineyard's lands the PCs are assaulted by aberrations bound to the forest. As they are confronted with overwhelming numbers of creatures attracted to the breach of the forest perimeter, the PCs are forced to flee the Vineyard grounds.

Encounter 7: After defeating the aberrations and fleeing the Vineyard, the final encounter is with Sidhee

elves. Because treants keep them out of Gildenfar's grove at the Vineyard's center, the Sidhee are unable to claim the entire forest. Other monstrous guardians force them to use concealing magic, but they have used the forest as a haven for the past year. The Sidhee elves are embittered and distrust adventurers, who turned over protection of the forest to the Watchers of the Wounded Lands instead of them.

The Sidhee exploit the defenses of the Vineyard to trap the PCs with magic. They taunt the PCs and negotiate from a façade of strength. The Sidhee attempt to extort anything they can get from the PCs in payment for 'allowing' them to leave. They intend no harm to the PCs, but are having fun at their expense. When their deceit is discovered they let the PCs leave promising to put in a good word for them with Gildenfar for being good sports. Any unpleasant encounter with the Sidhee causes them to escape into the Vineyard, where the PCs cannot follow. They plan revenge on the PCs for a later date. The Sidhee secretly negotiate a deal with Gildenfar once the PCs depart and the adventure is over.

Conclusion: The adventure ends here with the PCs celebrating their victory or bandaging their newly acquired scars (or both). Critical events of this adventure are designed to guide the follow-up adventure, which is intended to be the Shield Lands Interactive at Conflict. The next twist of fate for the refugees, the Vineyard, and the denizens of Wraithwood is going to be determined during that event.

PREPARATION FOR PLAY

Ask each player if their PC played *HIG 4-04 Sour Grapes*. If yes, ask them if they have the "Recognition of Heroism" from that adventure. This is relevant in Encounter 1 when the PCs meet Skip, Crewgar, and/or Yortrel.

Determine if PCs belong to the Drinkers of the Cup of Midnight (Iuz's Border States metaorganization). This may be relevant during Encounter 3.

INTRODUCTION

It is a fine day in the city of Critwall. The sun is shining, there is not a cloud in the sky, and the streets are full of veterans and commoners alike. A sense of hope is evident in the peoples' faces, a welcome sight in these dark times. After all the suffering they have seen in the past few years, this mood seems to evoke curiosity in you. What could have happened that would give them such hope? Have you been so occupied in your adventures that you have missed some major event in the war against the Old One? Perhaps you and your comrades that have recently come to this outpost of freedom can find the answer together.

This is an appropriate time for the PCs to introduce themselves if they have not already done so.

1: NEWS OF WRAITHWOOD

The PCs may Gather Information to discover what is going on. Others need to have the adventure hook forced upon them. Once they have decided to proceed, tell them that the best place to find out about current events is Market Square in the Merchant's Quarter.

Critwall's Market Square is swarming with people this afternoon. The pleasant weather has been good for local merchants and foreigners alike. Craftsmen and vendors are selling simple food, clothing, and assorted useful items. Most of the crowd seems to be in a talkative mood and you can hear many conversations going on around you. Several merchants have set up booths together at one end of the market touting wares from across the Flanaess. Many of the prices seem exorbitant to you, but the exotic wares they have may bear closer investigation.

This encounter is intended to be an information encounter. It is also a good opportunity to have PCs arrange their figures on a battle map in standard marching order to help prepare them for combat encounters that soon follow. If you wish, draw out a map of a city street for players to set their figures. A generic street map is included in DM's Handout #1.

- Talking with merchants makes available items on the AR. If PCs wish to purchase items they have access to before continuing on the mission, they may do so here, or purchase them later as normal. Players' Handout #1 lists the items for purchase, prices, and functions. This handout is given to PCs if they ask the merchants what is for sale. The merchants have no idea what the powers of the items are, or what the 'official' names are; they just know the price. Adventures will have to use their own resources to identify them.
- The Drinkers encountered later in the adventure have purchased some of these items themselves while surreptitiously spying on the PCs. The merchants have enough supply to also sell them to the PCs; therefore PCs do not have to defeat the Drinkers to get access.
- Talking with the merchants or marketplace shoppers yields information according to the Gather Information DCs below. Roleplay a standard commoner as friendly, talkative, and curious, unless treated poorly by the PCs. Feel free to embellish when giving information, but the citizens can give only hearsay. None have actually been to Wraithwood or the Vineyard. Give circumstance bonuses or penalties as you see fit based on role-playing.

GATHER INFORMATION

- DC -5: *There's a little boy-halfling over there lookin' for adventurers ta' help him. He's right over there by that apple cart. Little bugger says he*

knows there is a secret underneath the Vineyard. Orphans'll say anythin' ta get a free meal!

- DC 0: *Have you heard the news? The Crown Vineyard is opening soon, and they need workers. I don't know where the Vineyard is, but I need a job since I can't be in the army no more. That orc stabbed me last year. My knee ain't been the same since!*
- DC 5: *The Vineyard is takin' in any veteran, even the ones that are too hurt ta' fight. They got jobs for everyone, they says. What kinda place hires folks that got their arms ripped off by trolls an' lived ta tell about it?*
- DC 10: *That Wraithwood place scares the Abyss out a' me! Plucked right out o' the Vesve forest by Old Wicked himself and dropped on us! It's full o' monsters and worse stuff. Ya know that farmers, orphans, even whole families are leaving t'morrow mornin' to go get hired there! Why good folks would go there to work in a grape farm . . . I don't know.*
- DC 15: *There's a bigwig from Urnst tryin' to tell the Council that he owns Wraithwood and the Vineyard. That wood is ours, now . . . even if the Watchers can't get past the monsters there! The Council'll never let some fancy-pants Urnster take over the place.*
- DC 20: *The gnome is gettin' the caravan ready at the gate headin' northwest. If ya go there now, you could sign up and go with 'em. I think his name is Crewgar. He says he works for some Highfolk druid that kicked the Old One out of the forest o'er there . . . it's her what kept the critters in line.*
- DC 25: *Count Halthor Ausprey, he's called. He says that Wraithwood is his property, stolen from him by the Old One himself. He sent some Dyversian named Yortrel to convince the Council that he should be given stewardship over the Vineyard and the forest. A halfling from Dyvers! Two reasons not to trust that little con-artist . . .*
- DC 30: *The druid? Her name is Gildenfar. I heard that she made a deal with the Watchers of the Wounded Lands already. I heard from a Greycloak buddy of mine that she can take cripples and make them new bodies . . . they just have to work for her to pay her back. There's gotta be some catch ta' that deal!*
- DC 35 *I heard that a whole family of gnomes tried to buy their way out of their contract a while back. The Vineyard people let them go, but they never made it out of the forest alive. I heard that once you sign on with the Crown Vineyard, they got you and yours for life. No way am I gonna sell myself to those slavers!* (Note: Part of this rumor is true and can be verified by PCs who played HIG4-04 Sour Grapes. Because they did not find proof of it at the time the only thing that those PCs cannot verify is the rumor that they are actually slavers.)

SKIP STEPS FORWARD

If any PCs played HIG4-04 *Sour Grapes*, they are noticed and approached by Skip, a halfling that claims to be the only surviving member of the gnomish family that the PCs escorted out of servitude to Crown Vineyard. If no PC played that adventure they encounter Skip in the Critwall's Market Square when they Gather Information.

- When Skip approaches a PC he recognizes (with Recognition of Heroism from HIG4-04) his initial reaction will be Helpful.
- Role-play Skip as a curious, friendly young boy that has just found the person who saved his life.

A very short, very filthy, and very young halfling boy runs straight to you dodging around and through the legs of the people around you. He jumps at you before you can react... latching onto your leg! As you pry him off and start to check your valuables he looks up at you with a teary smile of recognition.

"I . . . I . . . I knew it was you!" (Skip sobs and sniffles while he talks.) *"You saved me! From the bad dog-men! I . . . I . . . I saw you and I didn't believe it!"*

PCS APPROACH SKIP

If the PCs approach Skip and he does not recognize them, his initial reaction to them is very cautious (treat as Unfriendly for Diplomacy checks):

A very short, very filthy, and very young halfling boy stands near an apple cart, gazing longingly at the mostly overripe fruits. As you approach you see him reach for one of the better ones while the vendor is distracted . . . then he pulls his hand back with a sheepish look, obviously conflicted. As he sighs and turns he sees you looking at him. He stops, looks around quickly, and looks like he is about to run away.

- To convince Skip to stay and PCs them what he knows, PCs must change his attitude from Unfriendly to Friendly or Helpful using role-playing or skill checks.
- Failure (a result of Indifferent or worse) results in Skip running away
- If he is not pursued, he is not encountered again in this adventure.
- If pursued and restrained in some way, he is fearful (treat as Hostile for Diplomacy or Intimidate checks) and keeps attempting to escape, crying, and sobbing until he is let go.
- After being restrained by the PCs, if Skip's attitude is Indifferent or worse, he looks for an opportunity to leave because he does not trust the PCs enough to tell them his story or assist them in any way.
- If Skip's attitude is Friendly, he tells them what he remembers of his history but does not trust them with the secret of the mines below the Vineyard.

- If pressed for more information, the PCs have to attempt to influence his attitude again.
- If Skip's attitude is Helpful, he tells them his *history* and his *secret*. He insists that he has to show them.
- He does not know how to draw an accurate map of the area, but he says that he will lead them once they get to the Vineyard lands.

SKIP'S HISTORY

Skip tries to explain what has happened to him as well as he can. He is the equivalent of an 8-year-old human boy, and does not understand a lot of his history and what it means.

He does not remember a lot of the details of his family's exodus from the Vineyard, other than being attacked by 'dog-men' (gnolls) and the PCs that tried to save them. He does not remember how or when he died. He remembers a nice lady halfling named Gingersnap that 'woke him up' (from death), but left him alone on the streets of the Dyvers to fend for himself. Gingersnap told him that he was the only one left of his family. She also told him that he had something important to do, and his new body would keep him safe from bad people who would try to hurt him if they knew he was alive.

- Skip has spent the last three years getting used to being a homeless orphaned halfling on the tough streets of Dyvers. He remembers being a gnome as if it was a dream.
- Though he does not know it, he was brought back from death by Gingersnap, a cleric of Istus (detailed in HIG4-04 *Sour Grapes*). She brought him back from death with *reincarnate* for her own reasons.
- Skip remembers and idolizes his dead father, Denver. He also remembers that his father was always getting into trouble (he was a thief), and his entire family died because the illegal activities that he pursued.

SKIP'S SECRET

Once Skip is Helpful he tells the PCs of the secret caves that are below the Vineyard that he and his family were trying to expose before they were killed.

- He remembers an underground maze and lots of snakes. There were weird pictures on the walls of little people with pointy ears and snake men with a round symbol. He remembers his father telling him where not to step and not to touch the buttons when they were near the 'bad places' (traps).
- Being an orphaned halfling child, he has had little success convincing anyone of the possible danger that the caves may represent. Despite his youth, he traveled to Critwall, stowed away on a Dyversian merchant ship. He heard the story of the transportation of the forest to the Shield Lands while scrounging for a living on the streets of the Dyvers.
- He had a dream that led him to Critwall to find friends that would help him to do his 'important thing'. He asks any friends of his family (or new friends that he

has just made) to sneak into the Vineyard with him before the druid Gildenfar gets there so he can prove that the caves are real. This may mean that a hidden threat that formerly endangered the Vesve now endangers the Shield Lands instead.

- He has absolutely no proof of this claim, other than his word. He appears to be telling the truth to Sense Motive checks of any DC rolled by the PCs.

Skip: male halfling (tallfellow): Appendix 1.

2: A PATH IS CHOSEN

This encounter is meant to give the PCs multiple options for how to proceed. There are three main options detailed for PCs:

- Proceed to Wraithwood before the caravan leaves in the morning, or—
- Join the Caravan and leave in the morning, or—
- Delay Departure until after the caravan leaves to meet with the representative of the Council of Lords.

NOTE FOR ALL OPTIONS

Any of these paths drastically affects how the adventure goes from the players' perspectives, but they meet the same combat encounters no matter which path they take. Note which NPC or NPCs are with the group, and add their figures to the standard marching order before reading each encounter. The three NPCs that may be with the group at Encounter 3 are Yortrel, Crewgar and/or Skip.

PROCEED TO WRAITHWOOD

If the PCs decide to leave before the caravan, they may be traveling with Skip. If they decide to travel with him, have the group add a figure to their marching order. Proceed to Encounter 3.

JOIN THE CARAVAN

Joining the caravan is relatively easy if the PCs are agreeable. For example, they can use a cover story by posing as recruits for the Vineyard. Or, they could attempt to hire on as guards, guides and/or scouts. If they decide on this option, read the following when they head to the staging area for the caravan.

Finding the caravan was not difficult. It seems that a several hundred people have gathered on the north end of Critwall to leave in the morning. There are young adventurers, new recruits, families, and Vineyard representatives crowded together amongst the wagons, tents, and pack animals. Everywhere you look, you see people organizing themselves and their worldly belongings for the trip. The head of the Vineyard representatives is a small middle-aged male gnome clothed in well-tailored merchant's clothes made of fine emerald silks. Golden fabric tassels hang from the edges of his garb and golden

jewelry adorns his fingers. Other representatives of the Vineyard obviously defer to him.

- The overseer is Crewgar.
- PCs who played HIG4-04 *Sour Grapes* recognize him and Crewgar recognizes them.
- He is in charge of all the legal transactions for the Vineyard.
- He has been the 'face' for the Vineyard since he worked off his debt several years ago and proved himself to be a loyal and capable employee.
- Trusted to speak for Gildenfar the druid, Crewgar had been responsible for many of the day-to-day activities of the business until the Vineyard was 'stolen' last year.
- Crewgar was away from the Vineyard with Gildenfar when it was stolen, and she has tasked him to bring the new recruits for the Vineyard's reopening.
- He intends to bring sufficient numbers of workers to the Vineyard in one trip so any damage to the operation can be fixed as soon as possible, and so that the people will be less likely to be slaughtered by minions of the Old One on the way there.
- If PCs approach him, continue reading.

As you approach the overseer, the diminutive figure notices you and strides toward you with purpose. He looks at you, seemingly sizing you up with a glance.

- If any PCs played HIG4-04 *Sour Grapes*, Crewgar will greet them by name and continue.

"Hello applicants. My name is Crewgar. I am the overseer of this caravan, and you are . . .?"

- Crewgar is interested in signing the PCs on as workers.
- He is willing to take on temporary employees for caravan guards but would like them to sign contracts either way.
- When asked pointed questions, Crewgar openly reveals anything he knows about the Vineyard and the plans to reopen the business in the Shield Lands.
- Unfortunately, Gildenfar has not shared all of her plans with Crewgar.
- He is only able to answer specific questions about legitimate business dealings in the information section below.
- He denies any allegations of wrongdoing by the Vineyard now or in the past.
- He rescinds his offer for the PCs to join the caravan if they persist in making accusations without proof.
- He denies Skip's story of caves under the Vineyard, and does not recognize him.
- He remembers the 'incident' with the gnomish family but knows nothing about their deaths after they left.
- Crewgar does not lie, and any attempts to Sense Motive confirm that fact.

CREWGAR KNOWS

- Employees of the Vineyard sign a contract to work there. The terms include provision for the workers to go into debt to the business when hired. This covers the cost of housing, tools, and other expenses fronted by the Vineyard to get them started. Employees are required to pay off their debts according to a schedule, with penalties and interest that accrue if the workers fail to meet production goals. All terms of the contracts are clearly spelled out to applicants before signing on (as far as he knows).
- Employees who are permanently disfigured or handicapped are offered special jobs designed to work around their limitations. They are also given the opportunity to go into debt to pay for magical healing provided by Gildenfar, if they desire. The debt is typically added to their other start-up costs.
- The Vineyard was a very successful business when it was located in the Northern Vesve Forest. It withstood the wrath of the Iuz's forces for several years before it was 'transplanted' due to the power and foresightedness of his employers.
- Regarding 'monsters' that are a popular rumor; they were once in service to the Vineyard. Treants and elementals were employed to care for the land to make it bountiful. Mobs of aberrations were bound to the borders of the Vineyard lands to repel invasions by the forces of the Old One. To insure the safety of all workers, despite being located on the front lines in the war against Iuz, Gildenfar and Count Halthor Ausprey always arranged powerful magic. The creatures currently patrolling the borders are simply carrying out their original instructions to keep out anyone or anything not invited.
- Gildenfar and Halthor were away from the Vineyard when servants of Iuz enacted the Ritual of Translocation. They were on an important diplomatic mission, and the defenses were overwhelmed because both were not on hand. They have promised the Council that they will not make the same mistake again.
- Count Halthor Ausprey's representative, Yortrel, has assured him that he is certain the Council will approve his application for stewardship of Wraithwood in the next few days. The caravan is ready now; it leaves in the morning.
- He has sent messengers to alert the Watchers of the Wounded Lands that the caravan is coming. He heard that there have been sightings of the Sidhee elves in Vineyard. He is willing to allow PCs with experience dealing with the difficult fey to negotiate on behalf of the Vineyard, if necessary. They are offered an unspecified bonus if they are already signing on for temporary employment with the caravan.

DEVELOPMENT

Once PCs have decided to join the caravan, have them establish sleeping arrangements and watches. Crewgar approaches the PCs in the middle of the night to talk to them about a special assignment. Add a figure to the PCs' to represent Crewgar. Then proceed to Encounter 3.

Crewgar: male gnome Exp 8; hp 34; Appendix 1

DELAY DEPARTURE

Some PCs may be interested for various reasons in meeting with the Council of Lords to influence the decision.

- If PCs wish to influence the decision to grant steward status to Count Halthor Ausprey, they are delayed from leaving with the caravan. No agent of the Council of Lords or member of the Council is able to talk with the PCs until the caravan has been gone for two days. This is the morning that has been scheduled for the last round of talks with Yortrel, the halfling wizard and negotiator for Count Ausprey.
- If PCs choose this option, they are delayed for at least a full day after the caravan leaves. They will have nothing to do but wait, unless they change their minds and follow one of the other paths.
- If the PCs decide not to wait and leave town, go to Encounter 3. If they change their minds to delay their departure after meeting the monks, do not run Encounter 3 again. Go directly to Encounter 4 when the meeting is over. Yortrel still offers to pay the PCs to escort him to Wraithwood if they are willing.
- If PCs have played HIG4-04 *Sour Grapes*, they recognize Yortrel as the spokesperson for the bounty hunters from Dyvers that attempted to take Skip's father Denvert on the way to the Crown Vineyard.
- Yortrel is very diplomatic, friendly and gregarious. He is also quite direct and a stickler for rules.

Several soldiers escort your group through an army outpost on the north side of Critwall. Brought into a small, fortified tower, you see a representative for Knight Commander Lady Katarina. You know him as Conallan Wansmage, an important retainer in her entourage. He is surrounded by a number of lesser retainers. Conallan Wansmage gives commands to subordinates with a calm efficiency, but seems a bit tired. Conallan sees your group approaching and dismisses attendants so you may talk. As the last of the guards leaves and closes the door behind them you notice a small figure seated on a small bench in the corner. His clothing is a fine merchant's outfit made from emerald-dyed silk. His fine pedicure and coifed foot-hair are noticeable, as he wears no shoes. . . obviously a halfling of means. He hops up from his seat, not waiting to be addressed.

"Hell-ooo, adventurers! Its soooooo good to see you here! I have been having the best time here in my new home. Her fab-u-lous magnificence, Lady

Katarina, has graciously agreed to grant my lord, Count Ausprey, stewardship of Wraithwood! Isn't that great!"

Conallan interrupts the excited halfling.

"I appreciate your enthusiasm, Yortrel, and I know Countess Katarina approves of your proposal. Though her voice carries great weight the Lady is but one vote among equals. Before the deed can be presented for the vote before the Council I would like to hear the opinion of these heroes. You have spoken eloquently . . . and at great length . . . about the capabilities of your employers. I have advised Lady Katarina for many years and I have listened to a lot of dubious claims and high hopes for the future of the Shield Lands that have turned out to be empty promises. The people of this reborn land look to the Council for guidance, and Lady Katarina directed me to listen to their counsel for their simple common sense.

"I have allowed these adventures here for that reason. They bring a unique perspective. We have come to rely on the noble sacrifices of such heroes to sway the many battles that we have fought over the years." Conallan gazes upon your group, and gives a gentle nod, obviously waiting for you to give your opinion on the situation.

Regarding Yortrel's background and Skip.

- PCs are free to ask questions of Yortrel and Conallan but Conallan stops them if they make claims of wrongdoing without solid proof. PCs who met Yortrel (in HIG4-04 *Sour Grapes*) might distrust him intensely but there was never any proof that he was doing anything illegal. Rumors are not evidence.
- If the PCs have brought Skip along, his testimony is unacceptable. Conallan is kind to Skip but Skip's sketchy memory and youth make him an unreliable witness.
- Yortrel is just as informed about the Crown Vineyard operations as Crewgar (see previous bullet points under the Joining the Caravan Option for specific information). He has not been with the Vineyard as long, but he was sharp enough to know a good opportunity when he saw it.
- He decided that the bounty hunting business was a little too dangerous after being accosted by the adventurers that he encountered (during HIG4-04 *Sour Grapes*). He denies knowing Skip, or playing any part in his supposed death and reincarnation. He suggests Skip is a child with a fertile imagination duping the PCs. Any attempt to Sense Motive on this fact confirms that Yortrel is not lying.
- Skip admits he never met Yortrel and does not have any proof that he was directly involved in the death of his family.

Regarding the matter of title over Wraithwood; PCs are given a brief period of time to attempt to sway Conallan's opinion in the matter. Conallan allows them 1 minute to

talk. At the end of the discussion, Conallan announces his judgment.

- PCs must succeed against a DC 30 Diplomacy check to argue against Yortrel's proposition. The starting attitude is *indifferent* and must be improved to *helpful*. Unfortunately, Yortrel has spent the last three weeks influencing the various representatives of the Council with gifts, favors, and promises from his employers.
- -5 penalty if the PC arguing is from a region other than the Shield Lands.
- -5 penalty if the PC is not a landless noble or a knight of the lady.
- -10 penalty if the PC arguing is a member of the Sidhee nation, or a -5 penalty if there is a Sidhee elf in the party.
- -5 penalty if the PC arguing is an obvious member of any other religion than Heironeous, Mayaheine, Pelor, or Saint Cuthbert. -10 penalty instead if the deity is chaotic.
- If the Diplomacy check is successful it means PCs convince Conallan that Yortrel, Gildenfar, or Count Halthor Ausprey is untrustworthy. Conallan announces his decision is to delay signing the agreement until the Lady has a chance to look at it again. This also means Halthor and Gildenfar must bring the Crown Vineyard under control first.
- If the result of the roll is 10 or more points higher, Conallan is convinced the proposal must be stopped. Conallan will use procedures to bury the proposal, but he is not in a position to stop the exodus of the caravan.
- If the Diplomacy check is unsuccessful, he states he is going to recommend Lady Katarina votes as she has been leaning. He arranges to send it to the Council of Lords for final vote. PCs and Yortrel are then excused and escorted out.
- Alternatively, PCs may attempt a DC 30 Knowledge (nobility & royalty), or bardic knowledge, or loremaster lore check to bring up an obscure legal technicality regarding historical titles to land. The records of the Bardic College of Agridagh must be researched by magistrates of the Court of Honor. This will delay the final judgment of the Council of Lords for a few days, effectively after the adventure concludes.

With discussion concluded Conallan asks the PCs to go to Wraithwood to talk to the Watchers of the Wounded Lands. He asks them to pass on the Council's request to the Watchers that they continue attending the Vineyard; to report anything that could give Knight Commander Lady Katarina reason to recommend the Council of Lords expel Gildenfar and Halthor from the Shield Lands.

DEVELOPMENT

Following the meeting, Yortrel and the PCs are escorted out by the guards. Yortrel is in an upbeat mood regardless the outcome. He is convinced that he has succeeded, and

talks about the success constantly. He offers to pay the PCs a sum of 60 gp per APL to escort him to Wraithwood; he goes as high as 90 gp per APL if PCs haggle with him. Whether they agree to the deal or not the discussion takes place while an ambush is about to be sprung. Add a figure to the marching order to represent Yortrel, and then proceed to Encounter 3.

Yortrel: male halfling; *Appendix 1*

Conallan Wansmage: male human (Oer); Exp 5 hp 15

3: MISGUIDED VIGILANTES

While in the city of Critwall, immediately after Encounter 2, the NPCs accompanying the PCs are assaulted by thugs. The target of the vigilantes varies depending on which lead they are pursuing at the time. They attempt to kill the primary NPC target first, then any other NPC with the PCs, and finally the PCs.

VIGILANTES

The vigilantes are newly recruited NPCs to the Drinkers of the Cup of Midnight. They assume the Crown Vineyard leaders are secretly in league with Iuz and are going to stop any mission the PCs are undertaking, no matter who has to die.

- The vigilantes believe the Crown Vineyard is recruiting workers as a ploy to trick them into becoming slaves who will end up in the service of Iuz, alive or dead.
- They have been unable to think of a way to stop the caravan, so they attempt to stop the major NPC(s) and the PCs they have recruited to help them.
- The monks are unwilling to join the mission to go to the Vineyard. They believe that anyone going there is spying on Critwall for the Old One, or is going to be captured by Iuzians on their way to Wraithwood and tortured to give details, or worse.
- They are working independently, not under any orders. This may create some tension for PCs that are members of the Drinkers metaorganization.
- Should they be captured and interrogated, their motivation is revenge, vigilantism, and recruitment of potential 'drinking buddies'. The monks were already looking to pick a fight with the Crown Vineyard employees in town because they had recently bought a case of the last vintage produced in Highfolk before the land swap. It was not a very good year. While spying on the Vineyard recruiters in Critwall's Market Square they noticed the PCs asking questions. Overhearing the PCs' conversations, they believe that Crewgar and Yortrel are guilty of supporting a slavery ring. They also witnessed Skip casing the merchants and believe he is a common thief. They are right in both cases but unfortunately don't have enough proof. This prompts them to take matters into their own hands.

- The Drinkers pretend to be drunks. If ignored, they taunt the PCs, trying to pick a fight. They allow the PCs a surprise round. If any of the monks think they have an opening to attack the NPCs they take the opportunity. This probably provokes a fight.
- They are not averse to being treated diplomatically as long as diplomacy is handled over a well-stocked bar. They will pretend to be Indifferent but they actually are Hostile. They are looking for an opening to strike from as close as possible to get the best chance of killing an NPC.
- When first encountered, they have just rounded a corner on the street in front of the path of the PCs.
- Place figures forty feet away from the PCs and proceed to read the text below:

A group of men stagger in your direction. From the look of them, they have been obviously enjoying themselves a bit too much. Each of them is dressed in simple robes and sandals, all which have dark red stains on them. The only items they appear to be carrying are tankards and barrels of wine. They seem to take an interest in you and lurch closer.

- Allow the PCs to have a surprise round if they wish, rolling initiative normally if they wish to initiate hostilities.
- Move the figures to ten feet away from the PCs if they do not prevent them from approaching.

<Read in a loud drunken slur> ***"Excusshe me! Are you going to the Crown Vineyard? HIC! My drinking buddies and I are looking for people who are going there!"*** <pause and wait for a response>

- The Drinkers / Drunken Masters respond to any Intimidate or Bluff attempts by initiating combat, as they already know what they believe to be the truth.
- They are feigning drunkenness. PCs can discern this with a successful Sense Motive opposed by their Bluff checks.
- The Drinkers / Drunken Masters know that the PCs are going to the Vineyard, and they mistakenly have assumed that they are Iuzian spies.
- Treat their initial attitude towards the characters as Hostile, though they pretend to be Indifferent.
- Diplomacy may work to stop the combat, but is more likely to succeed if the negotiations involve drinking.
- If the drinking starts before talking starts, change their attitude automatically to Unfriendly. They do not trust the PCs still but they would prefer to drink all night instead of fighting.
- If their attitude becomes Friendly, they do not fight and they invite the PCs to drink all night with them. If PCs agree, the attitude changes to Helpful and they invite PCs to their favorite pub.

- Any attempt to use Diplomacy without including alcohol is viewed as an insult. Penalize the PC's Diplomacy check by -10.
- If the PCs join them in a night of revelry they gain Open access to the Drunken Master prestige class, but they are exhausted the next morning.
- At lower APLs, where there is no drunken master in the stat blocks, one shows up later to help oversee the night's drinking as a non-combatant NPC to 'initiate' the PCs.

TACTICS

- The NPC target varies depending on PCs' intentions.
 - Proceeding to Wraithwood before the caravan leaves in the morning: Target Skip.
 - Joining the caravan and leave in the morning: Target Crewgar (and Skip, if along).
 - Delaying departure until after the caravan leaves to meet with Lady Katarina: Target Yortrel (and Skip, if along).
- They attack NPC targets concentrating attacks to take down single opponents quickly before attacking the PCs.
- They use lethal force since they believe that the Old One is in control of the Vineyard and anyone that is going there is working for him.

CREATURES

APL 2 (EL 3)

Drinkers of the Cup (4): Appendix 1.

APL 4 (EL 5)

Drinkers of the Cup (4): Appendix 1.

APL 6 (EL 7)

Drunken Master (1): Appendix 1.

Drinkers of the Cup (3): Appendix 1.

APL 8 (EL 9)

Drunken Master (1): Appendix 1.

Drinkers of the Cup (3): Appendix 1.

APL 10 (EL 11)

Drunken Master (1): Appendix 1.

Drinkers of the Cup (3): Appendix 1.

APL 12 (EL 13)

Drunken Master (1): Appendix 1.

Drinkers of the Cup (3): Appendix 1.

APL 14 (EL 15)

Drunken Master (1): Appendix 1.

Drinkers of the Cup (3): Appendix 1.

Treasure: If the PCs defeat the monks, they may claim their equipment:

APL 2: Loot 34 gp; Coin 12 gp; Magic 4 elixirs of flaming fists (25 gp each), 4 glitter stones (37 gp each), 4 everfull mugs (16 gp each); Total 358 gp.

APL 4: Loot 34 gp; Coin 12 gp; Magic 4 elixirs of flaming fists (25 gp each), 4 glitter stones (37 gp each), 4 everfull mugs (16 gp each), silkslick belt (166 gp); Total 524 gp.

APL 6: Loot 300 gp; Coin 12 gp; Magic 4 elixirs of flaming fists (25 gp each), 4 glitter stones (37 gp each), 4 everfull mugs (16 gp each), silkslick belt (166 gp), quicksilver boots (291 gp); Total 715 gp

APL 8: Loot 300 gp; Coin 12 gp; Magic 4 elixirs of flaming fists (25 gp each), 4 glitter stones (37 gp each), 4 everfull mugs (16 gp each), silkslick belt (166 gp), quicksilver boots (291 gp), ki straps (416 gp); Total 1,130 gp

APL 10: Loot 300 gp; Coin 12 gp; Magic 4 elixirs of flaming fists (25 gp each), 4 glitter stones (37 gp each), 4 everfull mugs (16 gp each), silkslick belt (166 gp), ki straps (416 gp), quicksilver boots (291 gp), strongarm bracers (500 gp); Total 1,630 gp

APL 12: Loot 300 gp; Coin 12 gp; Magic 4 elixirs of flaming fists (25 gp each), 4 glitter stones (37 gp each), 4 everfull mugs (16 gp ea), ki straps (416 gp), strongarm bracers (500 gp), monk's belt (1083 gp); Total 2,256 gp

APL 14: Loot 300 gp; Coin 12 gp; Magic 4 elixirs of flaming fists (25 gp each), 4 glitter stones (37 gp each), 4 everfull mugs (16 gp each), ki straps (416 gp), strongarm bracers (500 gp), monk's belt (1083 gp), ring of blinking (2250 gp); Total 4,506 gp

Detect Magic Results: elixir of flaming fists (faint; DC 16, evocation), glitter stone (faint; DC 16, conjuration), everfull mug (faint; DC 16, conjuration), silkslick belt (faint; DC 16, transmutation), ki straps (moderate; DC 18, transmutation), quicksilver boots (faint; DC 17, illusion), strongarm bracers (faint; DC 16, transmutation), monk's belt (moderate; DC 20, transmutation), ring of blinking (moderate; DC 18, transmutation).

4: PROTECT THE CARAVAN

The next encounter is on the road to Wraithwood. The PCs are forced to defend the innocents of the caravan. The situation differs slightly based on the PCs' choice of paths from Encounter 2. Read the appropriate introduction based on the PCs' intentions and determine the creatures' Hide checks for the ambush:

PROCEEDING TO WRAITHWOOD

Setting off promptly, you leave Critwall on the Middle Road that leads to Gensal while the sun is still high in the sky. The trip takes you along the busy road to Gensal past recovering manors and farms. The trip continues past Gensal and into Iuzian occupied territory. You see no signs of other travelers, apart from the occasional small Shield Lands' army patrols in the distance. The rolling hills

and hedgerows of this region are mostly devoid of large animals, but you spot the occasional flight of birds startled out of isolated patches of long grass. The presence of the Watchers of the Wounded Lands is clear to the untrained eye. Hints of the healing of the land are encouraging sights after the devastation you are used to seeing elsewhere in the occupied Shield Lands.

The PCs may encounter an ambush designed to target the caravan if they decide to follow the same path and stay on the ground. If they do not defeat the encounter, bypass it or fail to find it, the caravan is assaulted when it arrives. This assault is handled 'off-screen' without the presence of the PCs. They are informed of the deaths of many of the workers of the caravan at the conclusion of the adventure.

If Skip survived the Drinkers in Encounter 3, he is with the group.

JOINING THE CARAVAN

Setting off at dawn with the caravan, you leave Critwall along the Middle Road in the company of a large group of workers. Your special assignment is to scout ahead of the caravan to watch for Iuzian ambushes or other dangers to the innocent families and workers. You see no signs of other travelers, apart from the occasional small army patrols in the distance. The trip continues past Gensal into the rolling hills and hedgerows of the region. Mostly devoid of large animals you spot the occasional flight of birds when they are startled out of isolated patches of long grass. The presence of the Watchers of the Wounded Lands is clear to the untrained eye. Hints of the healing of the land are encouraging sights after the devastation you are used to seeing elsewhere in the occupied Shield Lands.

The PCs are asked to scout ahead of the caravan, and have a chance to locate the ambush designed for the caravan. If they do not defeat the encounter or fail to find it, the caravan is assaulted when it arrives.

If Crewgar survived the Drinkers in Encounter 3, he is with the group. If Skip is following along (and also survived), he is there as well.

DELAY DEPARTURE

The PCs are trying to catch up with the caravan. They may encounter a pursuing force designed to target the caravan if they decide to follow the same path and stay on the ground. If they do not defeat the encounter, bypass it or even find it, the caravan is ambushed. The pursuing devils and devils already in place ahead of the caravan, combine forces to assault it.

If Yortrel survived the Drinkers in Encounter 3, he wants to travel with the group. If the PCs do not want to travel with him, he offers them payment and favors from the Vineyard to protect him on their journey. If Skip is following along (and also survived), he is there as well.

TACTICS (FOR ALL PATHS)

- If the PCs are traveling on the path that the caravan is taking determine the Hide and/or Move Silently checks for the devils and compare them with Spot and/or Listen checks of the PCs.
- If PCs are deliberately traveling off the path, flying, or otherwise bypassing the road, add circumstance penalties or disallow Spot and/or Listen checks as you see fit.
- The devils use their abilities as best they can to remain undetected by the PCs so they can ambush the caravan with surprise.
- If individual devils are not stealthy, they use the isolated patches of long grass just off the road to hide in, using cover to give themselves a +2 bonus to Hide and taking 20.
- The devils that have a *summon* ability first attempt to *summon* assistance when they are discovered during the surprise round.
- Use other spell-like abilities and ranged attacks before closing to melee.
- Use flight and *teleport* to avoid large numbers of attackers.
- Each of the APLs represents only one of the strike teams that attack the caravan. The others happen 'off-screen', including several teams of chain devils that are waiting a short distance away.
- The devils not directly attacking the PCs leave if the devils fighting the PCs are defeated.
- The treasure for this encounter is the pile of iron chains hidden under the undergrowth along the edges of the road; the devils do not have personal equipment.
- A DC 41 Spot check is necessary to find the chains as they were hidden methodically by the barbed devils the night before the characters arrived in Critwall.
- They used their *greater teleport* ability to leave minimal tracks, so finding them by using Track requires a DC 27 check, modified by the speed at which the tracker is moving.
- Their plan is to use the chain devils' ability to animate the chains to stop the wagons of the caravan when it passes.
- If the PCs find the chain devils, they use the chains in the fight to hamper PCs.
- If the PCs fight a different group of devils, the chains can be found after the fight.
- The devils abandon some of the chains if forced to retreat or if they are defeated and may be claimed by the PCs as treasure, the amount dependant on their APL.
- If the PCs delayed their departure, the chains are found after the fight in the path of the caravan, the amount dependant on their APL.

NOTE

This is a tough encounter designed to challenge the PCs so that there is a possibility that they may have to flee or avoid it. If they do not defeat this encounter, the surviving creatures attack the caravan off-screen. A large number of the workers die but the caravan reaches Wraithwood mostly intact (about 80% survive).

CREATURES

APL 2 (EL 4)

Imps (3): hp 13 each; *Monster Manual* 56.

APL 4 (EL 6)

Bearded Devil (1): hp 45; *Monster Manual* 52

Imps (2): hp 13 each; *Monster Manual* 56.

APL 6 (EL 8)

Hellcat (1): hp 60; *Monster Manual* 54

Imps (4): hp 13 each; *Monster Manual* 56.

APL 8 (EL 10)

Hellcat (1): hp 60; *Monster Manual* 54

Chain Devils (3): hp 52 each; *Monster Manual* 53.

APL 10 (EL 12)

Erinyes (2): hp 85 each; *Monster Manual* 54

Hellcats (4): hp 60 each; *Monster Manual* 54.

APL 12 (EL 14)

Ice Devil (1): hp 147; *Monster Manual* 56

Erinyes (4): hp 85 each; *Monster Manual* 54.

APL 14 (EL 16)

Ice Devils (2): hp 147 each; *Monster Manual* 56

Barbed Devils (2): hp 126 each; *Monster Manual* 51.

Treasure

If the PCs defeat the devils, they may claim the chains as loot:

APL 2: Loot 100 gp; Coin 0 gp; Magic 0 gp; Total 100 gp (four 10 ft. iron chains recoverable).

APL 4: Loot 150 gp; Coin 0 gp; Magic 0 gp; Total 150 gp (six 10 ft. iron chains recoverable).

APL 6: Loot 200 gp; Coin 0 gp; Magic 0 gp; Total 200 gp (eight 10 ft. iron chains recoverable).

APL 8: Loot 300 gp; Coin 0 gp; Magic 0 gp; Total 300 gp (twelve 10 ft. iron chains recoverable).

APL 10: Loot 600 gp; Coin 0 gp; Magic 0 gp; Total 600 gp (twenty-four 10 ft. iron chains recoverable).

APL 12: Loot 1,000 gp; Coin 0 gp; Magic 0 gp; Total 1,000 gp (forty 10 ft. iron chains recoverable).

APL 14: Loot 1,500 gp; Coin 0 gp; Magic 0 gp; Total 1,500 gp (sixty 10 ft. iron chains recoverable).

5: MEETING WITH THE WATCHERS

Reaching Wraithwood, the PCs find the forest has grown considerably in the past year. They remember it being only about seven miles across at its widest point. They know this if they played HIG6-i03 *Shieldfolk of the Highlands pt.1* and/or SHL6-i02 *Shieldfolk of the Highlands pt.2* (Also known as the two-part Interactive from Conflict in the Vesve CY 596).

They are met at the border of the forest by the Watchers of the Wounded Lands who talk about the current state of the forest and its dangers. They are aware of Gildenfar's imminent return and are prepared to let the caravan stay inside the outer edge of the forest until she arrives. They are willing to work with Halthor when he arrives, unless Lady Katarina's representative was successfully convinced to deny the deed transfer. If PCs leave, content that the Watchers can take care of the encamped caravan, they can either end the adventure or proceed to the Vineyard.

Your travels have brought you to a strange sight in the Shield Lands. A thriving forested area, at least ten miles across, is directly ahead of you on the worn path. There are numerous signs of life . . . birds flocking above the tree canopy, animal tracks across the road, and traces of larger predators shadowing the tracks. Approaching Wraithwood you notice that the nearest trees for several miles appear to be relatively small. Further in, the trees are massive. It is difficult to believe this forest did not even exist here a year ago!

Waiting for you at the edge of the tree line is a group of three people dressed in forester's clothing. A female halfling, a female half-orc, and a male gnome stand side-by-side, flanked by a frighteningly large hunting cat, a dire wolf, and a dire badger. They wait patiently for you to approach the woods to speak with them.

- After part of or all of the group approaches, to within thirty feet of the Watchers, continue:

The female halfling steps forward a few feet. The hunting cat appears to eye you closely as she approaches. You notice that the briar patch she is standing in seems to move aside as she walks.

<In a confident and serious tone> *"We are Watchers of the Wounded Lands. We attend this forest by our free will at the Council of Lords' request. Please tell us your names and explain your purpose in coming here."*

- The Watchers listen to the PCs and share with them what they know about the situation.
- They owe allegiance to nobody, but have agreed to attend this forest at the personal request of the Lady Katarina. In the matter of this forest, they only respond to orders from the whole Council.

- The Watchers are few in number and they were tasked with the maintenance of the forest to the best of their ability.
- The Watchers appear haggard from exertion.
- They put up a brave front but are on the verge of being overwhelmed by the task they accepted a year ago.
- They heard that Gildenfar is returning to the grove and are prepared to welcome her when she arrives.
- Even if the Council refused to sign the agreement with Yortrel, the Watchers are relieved that the person responsible for controlling the creatures in the Vineyard is returning.

They share the following information not generally known to most people in Critwall if the PCs treat them respectfully:

- Very shortly after the battle was over last year, the Watchers of the Wounded Lands were convinced that they had the southern area of the forest under control, but the northern area was believed to be under control of Iuz's forces
- Knight Commander Lady Katarina was led on a tour of the southern perimeter of the forest at that time, and she asked the Watchers to attend to the new forest. To grow it and manage it for the day it would one day be reclaimed by the Standing Army.
- The Watchers sent druids and archers to patrol the woods and harass any Iuzian forces still lingering in the forest.
- The Knight Commander also asked a priest of Atroa to coordinate the Watchers' efforts with the Council of Lords. The priest went missing only three days ago, last seen near the Vineyard lands in pursuit of a Sidhee elf.
- Over the past year the Watchers have been unable to enter the Vineyard lands without being attacked by overwhelming numbers of aberrations.
- The aberrations do not leave the original forest area despite the expansion of the original borders.
- The number of aberrations has explosively increased in the last year despite many effective and creative efforts to exterminate them.
- The plants and animals of the forest do not answer questions about the Vineyard lands when asked.
- Due to the increased activity of aberrations along the border of the Vineyard the Watchers have not sent reports to the Council in several weeks.
- The status of Iuzian forces along the northern edge of the forest is unknown at this time, but the Watchers tell the PCs that Knight Commander Lady Katarina requested they not engage the Iuzians at this time.
- Any provocation of the Iuzian forces could cause a counter-attack, and the Knight Commander does not have adequate forces to reinforce Wraithwood.
- Sightings of the Sidhee elves have been infrequent and the Watchers have been unable to talk with them.

- The Sidhee have been spotted entering and exiting the Vineyard lands at will, and the aberrations do not accost them.

Once the PCs have concluded their talks with the Watchers, they have the choice of continuing into the forest or ending the adventure. If they have decided that they do not need to go on, go directly to the Conclusion.

CREATURES

The Watchers are a non-combat encounter with limited stats for the NPCs

Hugger, Shaldrod and Bramblefoot: NG female halfling druid 13, NG female half-orc druid 13 and NG male gnome druid 13 (Spot +25, Listen +25, Sense Motive +5)

DEVELOPMENT

If the PCs arrive with the caravan, they are assured that the workers that have survived the journey will be safe in the Watchers' care until Gildenfar arrives. They do not know when that is going to happen. If the PCs want to go deeper into the wood for whatever reason, go to Encounter 6. If Skip is still with the PCs, he insists the PCs accompany him into the Vineyard lands, entering directly from where they are now. He is not familiar with the other sides of the Vineyard, as he spent his whole life in the worker's village on the southern edge of the Vineyard.

6: OVERWHELMED BY THE ABERRATIONS

The PCs are assaulted by aberrations that are bound to the forest as soon as they enter the Vineyard lands. The only NPC that accompanies the PCs this far is Skip (if he decided to accompany the group and is still alive). The PCs face their toughest fight here and should be convinced to flee at the end of the battle. Use the text provided even if they are unwilling to flee. They are faced with overwhelming numbers of creatures that are attracted to the breach of the forest perimeter. They must turn back or they die. PCs should place their figures in marching order in a map drawn with trees placed 10 to 20 feet apart. Use DM Handout #2 for a standard forest map to use for this and the next encounter.

<If Skip is with the PCs> *Skip cautiously leads you down a trail that starts abruptly in the forest, marking the edge of the land brought from the Vesve.*

<If Skip is not with the PCs> *You cautiously advance down a trail that starts abruptly in the forest, marking the edge of the land brought from the Vesve.*

<Continue here>

Bravely going forward into the Vineyard lands, you immediately feel ill at ease. Everywhere there are hiding places for monsters. The forest is obviously old but healthy. Ferns, small trees, and various plants cover the forest floor while a canopy of leaves shuts out most of the light that could filter in.

As you progress, you hear the sounds of the forest. Rustling leaves, snapping of twigs, and calls of creatures unnamable echo around you. Everywhere you look, eyes seem to be watching and waiting for you to blink so they can strike.

The first few horrible creatures that rush you are handled easily. As soon as they are cut down more movement is seen in the trees. It seems your passing into the Vineyard lands has not gone unnoticed. You see several more aberrations emerging from the forest . . . and you wonder how many more are coming. Fighting with every weapon at your disposal, you soon feel yourself start to tire. You realize with horror that the creatures are coming now from all directions!

Regrouping for a strategic withdrawal, you head back the way you came in. As you make a break for the Vineyard border, a group of aberrations ambushes you! With little time to spare, this fight must be handled quickly before you are overwhelmed!

DEVELOPMENT

If the PCs are not challenged by this encounter, send more creatures when the first ones fall to convince them to run. Give them just enough room to flee between each new monster encounter. Escalate the strength and number of each successive attack wave until they are convinced that they must go. This encounter is considered defeated if any of the PCs make it out alive, whether or not they kill all of the creatures. Any PC that is believed to be killed or incapacitated in this encounter and left behind is returned to the rest of the group during the encounter with the Sidhee, alive and well . . . as their prisoners.

- Each encounter level is a suggested strength of the encounter to begin with.
- The EL is adjusted down to reflect the ample time the PCs have to prepare before they enter the forest or the many chances given to them to flee.
- The creatures should start out in the forest approximately twenty feet away from the closest PC.
- Every square is considered medium forest terrain with light undergrowth and 80' high massive trees every ten to twenty feet apart (DMG 87).
- This gives ample concealment and cover for creatures and PCs that wish to use it.

TACTICS

- The aberrations attempt to kill or incapacitate the PCs.
- The creatures use the concealment of the forest terrain, climbing trees, and burrowing to flank and surprise opponents on the ground.
- Creatures or PCs can hide in the trees using the standard rules (DMG 87).
- The aberrations use coordinated assaults to maximize their effectiveness.
- Use the special abilities of the monsters with special or ranged attacks to isolate, grapple, incapacitate, or neutralize the magic of PCs, while attempting to do as much damage as possible with the creatures that are more effective in melee.
- If PCs die, become incapacitated, or go unconscious they are dragged off deeper into the Vineyard lands by the aberrations.
- Do not explain their fate; but you should know that the PCs that escape have a chance to save their abducted allies in the next encounter with the Sidhee, no matter what happened to them.
- If PCs die, become incapacitated, or go unconscious and they are carried out by their teammates the Sidhee restore them to health while the rest of the PCs are incapacitated by the trap.
- They are restored to their original living state without level loss or Constitution drain.
- They do not explain how they restore them, nor do they allow the PCs to witness them doing it.

CREATURES

APL 2 (EL 5)

Ettercap (1): hp 27; *Monster Manual* 106.

Chokers (3): hp 16 each; *Monster Manual* 34.

APL 4 (EL 7)

Drider (1): hp 45; *Monster Manual* 89.

Chokers (3): hp 16 each; *Monster Manual* 34.

APL 6 (EL 9)

Drider (1): hp 45; *Monster Manual* 89.

Otyughs (3): hp 36, 36, 36; *Monster Manual* 204.

APL 8 (EL 11)

Gauths (2): hp 45, 45; *Monster Manual* 26.

Athachs (3): hp 133, 133; *Monster Manual* 21.

APL 10 (EL 13)

Beholder (1): hp 93; *Monster Manual* 26.

Umbur Hulks (5): hp 71, 71, 71, 71, 71; *Monster Manual* 249.

APL 12 (EL 15)

Beholders (2): hp 93, 93; *Monster Manual* 26.

Athachs (5): hp 133, 133, 133, 133, 133; *Monster Manual* 21.

APL 14 (EL 17)

Beholders (2): hp 93, 93; *Monster Manual* 26.

Truly Horrid UMBER Hulks (2): hp 270, 270; *Monster Manual* 249.

Athachs (4): hp 133, 133, 133, 133; *Monster Manual* 21.

<read this section as soon as at least one of the characters retreats or all the aberrations listed are defeated>

Retreating in the face of the overwhelming numbers of monsters is inevitable. For every creature you destroy, several more take its place. Obviously, you need to live to tell your fellow adventurers of this danger. Only by gathering an army of heroes will you have a chance to prevail. You only hope that you can make it back to the safety of the outer forest before being ripped to pieces.

Treasure: The aberrations carry no treasure, so the PCs do not lose anything by leaving.

7: AMBUSHED BY THE SIDHEE

After defeating or fleeing from the creatures and heading towards the exit from the Vineyard, the final encounter is with the Sidhee elves. They have been using their considerable magical abilities to evade detection by the aberrations of the Vineyard. Unfortunately, they have been unable to claim the entire forest. Massive treants able to see through their magic have kept them out of Gildenfar's grove at the center of the Vineyard. The other monstrous aberration guardians have forced them to use illusions to conceal themselves. Despite the difficult situation, they have successfully used the forest as their haven for the last year. The elves are embittered and distrust adventurers, who turned over protection of the forest to Knight Commander Lady Katarina and the Watchers of the Wounded Lands instead of them.

You are nearing the edge of the Vineyard border. The smaller trees of Wraithwood appear ahead, a safe haven from the gibbering hordes of aberrations that follow closely on your heels. Only a few more steps and you leave the horrors of the grove behind you. Chancing a glance to your rear to see how close you have come to being overrun you see sharp-eared figures watching you from the forest. One elf raises his hands in your direction, holding a wiggling viper wrapped around his arm.

- Lying in ambush under the total concealment of the forest, the elves spring their trap on the PCs while they are fleeing from the aberrations.

- The Sidhee warrior stands up to draw attention away from the druid, as noted in the boxed text.
- The snake on his arm is the druid's animal companion, and their appearance is identical
- Due to the well-planned ambush of the Sidhee most PCs are unable to succeed at the Spot or Listen checks to find the druid.
- If the PCs have some extraordinary means of detection (such as a Spot bonus of +30 or higher), you may allow them to attempt to Spot the druid.
- If the druid does not surprise all the PCs, roll for initiative.
- Allow PCs that beat the druid's roll to act before he summons the *wall of thorns*.
- Note that he is casting from 140 feet away in the form of a small viper snake (using wild shape and the Natural Spell feat), using concealment from the forest to Hide (DC 50 Spot check to see him).
- If spotted, the snake may be recognized as a threat with a DC 20 Sense Motive or Knowledge (nature) check.
- A successful DC 25 Spellcraft check identifies the hissing and wiggling of the snake as the components of spellcasting for the *wall of thorns* spell.
- The Sidhee elf druid casts a *wall of thorns* spell on the group on his turn (using his Sudden Widen feat if necessary) to affect the entire group.
- The area is shapeable; there is no saving throw or spell resistance allowed for the effect.
- The *wall of thorns* triggers *symbol* spell traps placed at 60-foot intervals around the entire perimeter of the Vineyard.
- The *symbols* are the original protections of the grove that have been discovered by the Sidhee, and used for their own purposes.

The forest comes alive around you; thorny vines shoot out from the ground to wrap around you before you can react. Magical runes burst into view on the trees nearby, and their magical energy washes over you, sapping your conscious will and draining the strength from your body.

TRAP AND CREATURES

ALL APLs (EL 14)

Nimhar: male druid 10 (1): hp 48 (Bluff +2, Sense Motive +5); *Appendix 1*

Sidhee Elf: male warrior 1 (6): hp 4 each (Bluff -1, Sense Motive -1); *Monster Manual* 101

Heightened Symbol of Sleep: CR 10; magical device; spell trigger (any druid spell affecting the area containing the symbol); automatic reset; spell effect (*symbol of sleep* heightened to 9th level; all creatures 10HD or less fall catatonic for 3d6 x 10 minutes and cannot be awakened by non-magical means), 17th level wizard, DC 23 Will

negates; multiple targets (all within 60' burst); Search DC 34; Disable Device DC 34

Empowered Symbol of Weakness. CR 10; magical device; spell trigger (any druid spell affecting the area containing the symbol); automatic reset; spell effect (*empowered symbol of weakness* (3d6 x 1.5 Str damage), 17th level wizard, DC 23 Fort negates; multiple targets (all within 60' burst); Search DC 34; Disable Device DC 34

If the trap is successful in disabling all the PCs:

- The Sidhee bind the PCs with ropes and bring them back to consciousness.
- The PCs have been taken safely outside the reach of the aberrations that pursued them, so they are in no more danger for now.
- The Sidhee treat the PCs with contempt, mocking them for their foolishness in entering the Vineyard lands without their 'permission'.
- They do not physically abuse them.
- The PCs that were killed or captured by the aberrations in the previous encounter are here, bound as the other PCs are, but miraculously alive and unharmed.
- Rescued PCs do not remember anything that happened to them after they were left behind.
- The Sidhee refuse to explain how they were rescued.

If the trap is unsuccessful:

- The Sidhee mock the PCs from their location.
- They are not armed and retreat as fast as possible into the Vineyard lands if they feel that they are in danger.
- They do not engage the PCs in combat, even to protect their own lives.
- The aberrations do not attack the PCs once they are in the trap site.
- The Sidhee use the PCs that were allegedly killed or captured by the aberrations in the previous encounter for bargaining purposes.
- The rescued PCs are bound but miraculously alive and unharmed.
- They remind the PCs that the aberrations remain at the edge of the Vineyard lands, obviously ready and willing to annihilate the PCs if they go back in after the Sidhee.

"Now, that was the shortest offensive I've ever seen! Did you think you could actually get into the grove without our permission? Gildenfar left behind some pretty scary creatures to defend her grove, eh? Maybe if you give us something valuable, we can let you leave this place with your skin still on your hides."

- The Sidhee negotiate from a façade of strength.
- Once they have the PCs' attention they attempt to extort anything they can get from the adventurers in

payment for 'allowing' them their freedom, using whatever lies they can think of.

- Taunt them for a minute or two then inform the PCs that they think the elves are lying but not hostile (if they haven't already attempted to use the Sense Motive skill) then read the following text.
- Any PCs who are members of the Sidhee Nation are beseeched to "fight" for the right of the Sidhee make this forest their new home.

"So you think we are lying, eh? Fine . . . you can leave. We will tell Gildenfar when she gets here that you were good 'sports'. She will be happy to know that her defenses still work to protect the Vineyard from anyone that would try to take it over. You never know, she may do you a favor in the future if you ask nicely!"

As long as there are no further hostilities between the elves and the PCs, the Sidhee enter into the Vineyard and the PCs go to the Conclusion. They do not answer any of the PCs questions about the Vineyard, and they do not know anything about the alleged caves under the Vineyard. Any attempt to Sense Motive on them reveals that they are not lying on that point. Any actions to harm or disable the Sidhee convince them to quickly escape into the Vineyard, where the PCs cannot follow. They plan their revenge on the player PCs for a later date. If the PCs persist in pursuing the elves, attack them with more and more aberrations from the previous encounter until they give up or are killed. The Sidhee will not rescue any more PCs should they pursue this course of action.

Treasure: The Sidhee elves possess no coins or items of value.

DEVELOPMENT

PCs who attack the Sidhee in this encounter earn the Enmity of the Sidhee on their AR.

CONCLUSION

Treasure: The Crown Vineyard sends a messenger with a reward for the aid that the PCs gave in the successful arrival of the caravan, even if the devils attacked it. The sacks of platinum coins originated from Dyvers, and are delivered 'off-screen' to the PCs as the adventure comes to an end. The total for this bonus is halved if PCs skipped encounters 6 and 7. If PCs abandoned the mission and did not travel to Wraithwood, they do not receive payment. Alter the concluding text depending on the circumstances if this happens.

APL 2: Loot 0 gp; Coin 40 gp; Magic 0 gp; Total 40 gp.

APL 4: Loot 0 gp; Coin 60 gp; Magic 0 gp; Total 60 gp.

APL 6: Loot 0 gp; Coin 80 gp; Magic 0 gp; Total 80 gp.

APL 8: Loot 0 gp; Coin 100 gp; Magic 0 gp; Total 100 gp.

APL 10: Loot 0 gp; Coin 300 gp; Magic 0 gp; Total 300 gp.

APL 12: Loot 0 gp; Coin 500 gp; Magic 0 gp; Total 400.

APL 14: Loot 0 gp; Coin 800 gp; Magic 0 gp; Total 800.

Your journey to and departure from Wraithwood have given you much to consider. Is the opening of the Vineyard going to benefit the Shield Lands? What role will the Watchers of the Wounded Lands and the Sidhee play in its future? What other secrets are contained within the Vineyard lands? Will the Old One seek vengeance for the spoiling of his plans yet again? As you examine your share of the treasure delivered by a Crown Vineyard messenger, in the relative safety of Critwall days later, a nagging feeling of guilt is hard to ignore. You know for certain that there will be many eyes on Wraithwood to see what happens next.

THE END.

The adventure ends here with the PCs celebrating their victory or bandaging their newly acquired scars (or both). Critical events of this adventure will be designed to guide the follow-up adventure, which is intended to be the Shield Lands Interactive at Conflict. If you are running this adventure at the premiere, please fill out the Critical Events sheet at the end of the adventure. The next twist of fate for the refugees, the Vineyard, and the denizens of Wraithwood will be determined during that event.

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 PC.

3: MISGUIDED VIGILANTES

Defeat or negotiate with the vigilantes

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

4: PROTECT THE CARAVAN

Defeat the devils

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

APL 10 360 XP

APL 12 420 XP

APL 14 480 XP

6: OVERWHELMED BY THE ABERRATIONS

Defeat the initial group of aberrations before fleeing

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

OR

Flee the initial group of aberrations (minimum 1 PC alive)

APL 2	75 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP
APL 10	195 XP
APL 12	225 XP
APL 14	255 XP

STORY AWARDS

Not killing any Sidhee elves

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP
APL 14	115 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 2	75 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP
APL 10	195 XP
APL 12	225 XP
APL 14	255 XP

TOTAL POSSIBLE EXPERIENCE:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

TREASURE SUMMARY

During an adventure, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

3: MISGUIDED VIGILANTES

Defeat the monks/drunken masters

APL 2: Loot 34 gp; Coin 12 gp; Magic 4 *elixirs of flaming fists* (25 gp each), 4 *glitter stones* (37 gp each), 4 *everfull mugs* (16 gp each); Total 358 gp.

APL 4: Loot 34 gp; Coin 12 gp; Magic 4 *elixirs of flaming fists* (25 gp each), 4 *glitter stones* (37 gp each), 4 *everfull mugs* (16 gp each), *silkslick belt* (166 gp); Total 524 gp.

APL 6: Loot 300 gp; Coin 12 gp; Magic 4 *elixirs of flaming fists* (25 gp each), 4 *glitter stones* (37 gp each), 4 *everfull mugs* (16 gp each), *silkslick belt* (166 gp), *quicksilver boots* (291 gp); Total 715 gp

APL 8: Loot 300 gp; Coin 12 gp; Magic 4 *elixirs of flaming fists* (25 gp each), 4 *glitter stones* (37 gp each), 4

everfull mugs (16 gp each), *silkslick belt* (166 gp), *quicksilver boots* (291 gp), *ki straps* (416 gp); Total 1,130 gp

APL 10: Loot 300 gp; Coin 12 gp; Magic 4 *elixirs of flaming fists* (25 gp each), 4 *glitter stones* (37 gp each), 4 *everfull mugs* (16 gp each), *silkslick belt* (166 gp), *ki straps* (416 gp), *quicksilver boots* (291 gp), *strongarm bracers* (500 gp); Total 1,630 gp

APL 12: Loot 300 gp; Coin 12 gp; Magic 4 *elixirs of flaming fists* (25 gp each), 4 *glitter stones* (37 gp each), 4 *everfull mugs* (16 gp ea), *ki straps* (416 gp), *strongarm bracers* (500 gp), *monk's belt* (1083 gp); Total 2,256 gp

APL 14: Loot 300 gp; Coin 12 gp; Magic 4 *elixirs of flaming fists* (25 gp each), 4 *glitter stones* (37 gp each), 4 *everfull mugs* (16 gp each), *ki straps* (416 gp), *strongarm bracers* (500 gp), *monk's belt* (1083 gp), *ring of blinking* (2250 gp); Total 4,506 gp

4: PROTECT THE CARAVAN

If the PCs defeat the devils, they may claim the chains as loot:

APL 2: Loot 100 gp; Coin 0 gp; Magic 0 gp; Total 100 gp (four 10 ft. iron chains recoverable).

APL 4: Loot 150 gp; Coin 0 gp; Magic 0 gp; Total 150 gp (six 10 ft. iron chains recoverable).

APL 6: Loot 200 gp; Coin 0 gp; Magic 0 gp; Total 200 gp (eight 10 ft. iron chains recoverable).

APL 8: Loot 300 gp; Coin 0 gp; Magic 0 gp; Total 300 gp (twelve 10 ft. iron chains recoverable).

APL 10: Loot 600 gp; Coin 0 gp; Magic 0 gp; Total 600 gp (twenty-four 10 ft. iron chains recoverable).

APL 12: Loot 1,000 gp; Coin 0 gp; Magic 0 gp; Total 1,000 gp (forty 10 ft. iron chains recoverable).

APL 14: Loot 1,500 gp; Coin 0 gp; Magic 0 gp; Total 1,500 gp (sixty 10 ft. iron chains recoverable).

CONCLUSION

The Crown Vineyard sends a messenger with a reward for the aid that the PCs gave in the successful arrival of the caravan, even if the devils attacked it. The total for this bonus is halved if PCs skipped encounters 6 and 7. If PCs abandoned the mission and did not travel to Wraithwood, they do not receive payment.

APL 2: Loot 0 gp; Coin 40 gp; Magic 0 gp; Total 40 gp.

APL 4: Loot 0 gp; Coin 60 gp; Magic 0 gp; Total 60 gp.

APL 6: Loot 0 gp; Coin 80 gp; Magic 0 gp; Total 80 gp.

APL 8: Loot 0 gp; Coin 100 gp; Magic 0 gp; Total 100 gp.

APL 10: Loot 0 gp; Coin 300 gp; Magic 0 gp; Total 300 gp.

APL 12: Loot 0 gp; Coin 500 gp; Magic 0 gp; Total 400.

APL 14: Loot 0 gp; Coin 800 gp; Magic 0 gp; Total 800.

TOTAL POSSIBLE TREASURE

APL 2: Loot 134 gp; Coin 40 gp; Magic 312 gp; Total 486 gp (max 450 gp).

APL 4: Loot 184 gp; Coin 60 gp; Magic 478 gp; Total 722 gp (max 650 gp).

APL 6: Loot 500 gp; Coin 92 gp; Magic 769 gp; Total 1,361 gp (max 900 gp).

APL 8: Loot 600 gp; Coin 112 gp; Magic 1,185 gp; Total 1,897 gp (max 1,300 gp).

APL 10: Loot 900 gp; Coin 312 gp; Magic 1,685 gp; Total 2,897 gp (max 2,300 gp).

APL 12: Loot 1,300 gp; Coin 512 gp; Magic 2,311 gp; Total 4,123 gp (max 3,300 gp).

APL 14: Loot 1,800 gp; Coin 812 gp; Magic 4,561 gp; Total 7,173 gp (max 6,600 gp).

SPECIAL

☛ **Favor of the Drunken Master:** You have spent a night of drunken revelry with a master of the inebriated arts without being incarcerated, poisoned or extraordinarily embarrassed.

This PC gains the following benefits: the drunken master^{CW} prestige class is Open for you and you meet its special requirements; you gain Regional access to all Items Found that are marked with a *, regardless of the APL played.

☛ **Enmity of the Sidhee Elves:** You have earned their contempt instead of having it given freely to you.

☛ **Friendship of Skip:** You have saved Skip from certain death. He may be able to return the favor in the future when he grows up.

☛ **Favor of the Crown Vineyard:** For successfully protecting the caravan from the Iuzian attack, the Crown Vineyard offers you one time access to one weapon and one armor upgrade of your choice from the following lists:

Weapon: *hunting*¹, *ki focus*, *quickloading*¹, or *thundering*

Armor: *blueshine*¹, *healing*¹, *slick*, *twilight*¹, or *wild*

¹ *Magic Item Compendium*

☛ **Favor of the Drinkers:** You have discovered that the Drunken Master is working for the Shade. He will put in a good word for you with her the next time they share a drink, as long as you promise to keep his secret. This favor counts as 1 Influence point with the Drinkers of the Cup of Midnight (Iuz's Border States Metaorganization).

🔱 **Big Silver Spoon:** This spoon looks like it was stolen from a storm giant's china cabinet. It is approximately one foot long and is carved with an intricate and tasteful design; however, it is slightly tarnished. Price 50 gp; Weight 2 lb.

🔱 **Cold Iron Hat Stand:** This serviceable piece of furniture is cool to the touch. It is six feet tall and can hold at least four hats with ease. A drunken master with Improved Improvised Weapons can use the hat stand as a reach weapon and gains a +2 bonus on Disarm checks. Price 150 gp; Weight 12 lb.

🔱 **Adamantine Shoehorn:** This shoehorn is a masterpiece of craftsmanship. Minute runes carved in the handle read, in Gnomish, "Guaranteed Never to Break under Normal Use". The adamantine shoehorn does not break on a natural 1, per the normal rules of improvised weapons. Price 3,001 gp; Weight 2 lb.

ITEMS FOUND

APL 2 – 4

- Adamantine shoehorn (Adventure; 3001 gp)*
- Big silver spoon (Adventure; 50 gp)*
- Cold iron hat stand (Adventure; 150 gp)*
- Everfull mug (Adventure; MIC)*
- Elixir of flaming fists (Adventure; MIC)*
- Glitter stone (Adventure; MIC)
- Rod of frost (Adventure; MIC)
- Silkslick belt (Adventure; MIC)

APL 6 – 8 (ALL OF APL 2–4 PLUS THE FOLLOWING)

- Belt of ultimate athleticism (Adventure; MIC)
- Infinite scrollcase (Adventure; MIC)
- Ki straps (Adventure; MIC)*
- Quicksilver boots (Adventure; MIC)*
- Wilding clasp (Adventure; MIC)

APL 10 (ALL OF APL 2–8 PLUS THE FOLLOWING)

- Runestaff of the assassin (Adventure; MIC)
- Scepter of the netherworld (Adventure; MIC)
- Strongarm bracers (Adventure; MIC)

APL 12 (ALL OF APL 2–10 PLUS THE FOLLOWING)

- Monk's belt (Adventure; DMG)*
- Ring of blinking (Adventure; DMG)
- Truelight lantern (Adventure; MIC)

APL 14 (ALL OF APL 2–12 PLUS THE FOLLOWING)

- Robe of stars (Adventure; DMG)
- Runestaff of power (Adventure; MIC)

APPENDIX I: ALL APLS

SKIP CR 2

Male Tallfellow Halfling Rog 2
 N Small humanoid (halfling)
Init +3; **Senses** Listen +2, Spot +0
Languages Common, Elven, Gnomish, Halfling
AC 14, touch 14, flat-footed 11
 (+1 size, +3 Dex)
hp 15 (2 HD)
Resist evasion
Fort +2, **Ref** +7, **Will** +1 (+2 versus fear)
Speed 20 ft. (4 squares)
Melee small masterwork dagger +6(1d3-2)
Ranged small sling +6(1d3-2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** -5
Atk Options sneak attack +1d6
Combat Gear small masterwork dagger, small sling, 10 small bullets
Abilities Str 6, Dex 17, Con 13, Int 14, Wis 10, Cha 12
SQ trapfinding
Feats Weapon Finesse
Skills Balance +5, Climb +10, Disable Device +7, Escape Artist +8, Hide +12, Jump +3, Listen +2, Move Silently +10, Open Lock +8, Search +7, Slight of Hand +8, Spot +0, Tumble +10, Use Rope +3 (+5 bindings)
Possessions combat gear plus shirt, breeches and rope belt, 3 sp

Physical Description: A very short, very young and very filthy halfling boy looks up at you, sheepishly and nervously. He is dressed only in a battered old wool shirt, breeches with holes in the knees, and a short length of rope for a belt.

CREWGAR

CR 4

Male Rock Gnome Exp 8
 LN Small humanoid (gnome)
Init +0; **Senses** Low-light vision; Listen +4, Spot +2
Languages Common, Elven, Gnomish, Halfling
AC 11, touch 11, flat-footed 11; +4 AC against giants (+1 size)
hp 34 (8 HD)
Fort +2, **Ref** +2, **Will** +8 (+2 versus illusions)
Speed 20 ft. (4 squares)
Melee small club +8/+3 (1d4)
Ranged small club +8(1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6/+1; **Grp** +2
Atk Options +1 to hit kobolds and goblinoids
Combat Gear small masterwork club (walking stick)
Spell-like abilities (CL 1st)
 1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitatation*, *speak with animals* (burrowing mammals only, duration 1 minute)

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 14, Cha 13

Feats Negotiator, Persuasive, Diligent

Skills Appraise +13 (+15 versus alchemical items), Bluff +12, Craft (alchemy) +13, Decipher Script +13, Diplomacy +16, Disguise +1 (+3 to act in character), Hide +4, Intimidate +14, Listen +4, Profession (guide) +11, Sense Motive +13, Spot +2

Possessions combat gear plus masterwork merchant's clothing, boots, 80 pp

Physical Description: The head of the Vineyard representatives is a small middle-aged male gnome clothed in well-tailored merchant's clothes made of fine emerald silks. Golden fabric tassels hang from the edges of his garb and golden jewelry adorns his fingers. He carries a small walking stick with the Crown Vineyard symbol carved into the head.

YORTREL

CR 12

Male Lightfoot Halfling Rog 3/ Wiz 5/ Arcane Trickster 4
 LN Small humanoid (halfling)
Init +3; **Senses** Listen +4, Spot +2
Languages Common, halfling, gnome, elven
AC 14, touch 14, flat-footed 11
 (+1 size, +3 Dex)
hp 53 (12 HD)
Resist evasion
Fort +7, **Ref** +12, **Will** +10; +2 against fear
Speed 20 ft. (4 squares)
Melee small masterwork dagger +6/+1 (1d3-2)
Ranged small masterwork dagger +10(1d3-2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6/+1; **Grp** +0
Atk Options sneak attack +4d6, impromptu sneak attack 1x/day
Special Actions ranged legerdemain 1x/day
Combat Gear small masterwork dagger
Class Spells Prepared (CL 9th):
 5th—*sending* †
 4th—*charm monster* (DC 18), *dimension door*, *greater invisibility* (DC 19)
 3rd—*dispel magic*, *gaseous form*, *non-detection* †, *tongues*
 2nd—*arcane lock*, *detect thoughts* † (DC 16), *invisibility* (DC 17), *mirror image*, *whispering wind*
 1st—*alarm*, *charm person* (DC15), *feather fall*, *identify*, *Tenser's floating disk*
 0—*detect magic*, *detect poison* †, *prestidigitatation* †, *read magic*
 † Already cast
Abilities Str 6, Dex 16, Con 12, Int 18, Wis 10, Cha 13
SQ familiar (not selected yet), trapfinding, trap sense +1.

Feats Quicken Spell, Scribe Scroll^B, Sudden Empower, Sudden Maximize, Sudden Still^B, Sudden Silent, Sudden Extend.

Skills Balance +5, Bluff +6, Climb +0, Concentration +13, Decipher Script +11, Diplomacy +3, Disable Device +19, Disguise +1 (+3 to act in character), Escape Artist +10, Hide +7, Intimidate +3, Jump –2, Knowledge (arcana) +8, Listen +2, Move Silently +5, Open Locks +18, Search +19, Slight of Hand +20, Spellcraft +21, Spot +0, Tumble +13, Use Rope +3 (+5 bindings)

Possessions combat gear plus masterwork merchant's clothing, 140 pp

Spellbook *Boccob's blessed book* spells prepared plus 0—all 1—*grease, mount, hypnotism, magic missile, color spray, disguise self, erase* 2—*obscure object, glitterdust, touch of idiocy, misdirection, hypnotic pattern, spectral hand, rope trick* 3—*explosive runes, clairaudience/clairvoyance, hold person, suggestion, invisibility sphere, secret page, shrink item* 4—*globe of invulnerability (lesser), minor creation, scrying, detect scrying, hallucinatory terrain, rainbow pattern, Rary's mnemonic enhancer* 5—*Mordenkainen's private sanctum, Leomund's secret chest, Mordenkainen's faithful hound, teleport, contact other plane, dominate person, false vision*

Power-Up Suite: Sudden Extend – *non-detection* (23 hours remaining); all other pre-cast spells have had the durations run out before the PCs meet him.

Physical Description: You notice a middle-aged male halfling. His clothing is a fine merchant's outfit made from emerald-dyed silk. His fine pedicure and coifed foot-hair are noticeable, as he wears no shoes . . . obviously a halfling of means.

NIMHAR

CR 10

Male Elf Drd 10

CN Medium humanoid (elf)

Init +7 **Senses** Low light vision; Listen +18, Spot +18

Languages Common, Druidic, Elven, Sidhee

AC 13, touch 13, flat-footed 10

hp 45 (9 HD)

Immune: poison, magic sleep effects

Fort +7, **Ref** +6, **Will** +10 (+12 against enchantments); +4 against spell-like abilities of fey

Speed 30 ft. (6 squares); woodland stride

Base Atk +7/+2; **Grp** +6

Special Actions wild shape (Small, Medium, Large) 4/day

Class Spells Prepared (CL 10th):

5th—*wall of thorns* x2

4th—*dispel magic, flame strike* (DC 17), *freedom of movement* ‡

3rd—*plant growth, poison* (DC 16), *protection from energy* ‡, *sleet storm*

2nd—*bear's endurance* ‡, *cat's grace* ‡, *owl's wisdom* ‡, *resist energy* ‡, *wood shape*

1st—*entangle* (DC 14), *faerie fire, longstrider* ‡, *obscuring mist, produce flame* (+6 melee, +8 ranged)

0—*create water, cure minor wounds, detect magic, light, mending, resistance*

‡ Already cast

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

SQ able to notice secret or concealed doors, animal companion (not present); wild empathy +14 (+10 magical beasts); trackless step

Feats Sudden Widen, Natural Spell, Improved Initiative, Skill Focus (Concentration)

Skills Bluff +2; Concentration +16; Handle Animal +8; Knowledge (nature) +2; Listen +18; Search +2; Spellcraft +6; Sense Motive +3, Spot +18; Survival +8

Possessions traveler's outfit

Power-Up Suite: Wild shape (5,400 rounds remaining – small viper form), *freedom of movement* (300 rounds remaining), *protection from energy – fire* (301 rounds remaining, will absorb 120 points of damage before being discharged), *bear's endurance* (50 rounds remaining), *cat's grace* (51 rounds remaining), *owl's wisdom* (52 rounds remaining), *resist energy – cold* (302 rounds remaining), *longstrider* (1,500 rounds remaining), Str 6, Dex 21, Con 15 (hit points unchanged), Init +9, Listen +24, Spot +24, AC 19, touch 16, flat-footed 14, hp 65, Fort +9, Ref +8, Will +12, Movement – climb 20 ft., swim 20 ft., (take 10 on all Climb and Swim checks and may use run action when swimming), Melee – bite +12/+7 (1d2–2+poison), poison (1d6 Con/1d6 Con, DC 12 Fort), Scent, Weapon Finesse, Hide +13, Climb +13, Swim +6, Balance +13, Concentration +18, Survival +10, Sense Motive +5

Physical Description: You see an elderly male elf, dressed in natural skins. He holds no weapons, but a small green viper hides up his sleeve.

OR

(for both druid in wild shape and companion): It is a small green viper on a branch, hissing and wagging its tail.

APL 2

3: MISGUIDED VIGILANTES

DRINKERS OF THE CUP**CR 1**

Male human (Oeridian) monk 1
 LN Medium humanoid (human)
Init +1; **Senses** Listen +6, Spot +6
Languages Common

AC 13, touch 13, flat-footed 12
 (+1 Dex, +2 Wis)

hp 9 (1 HD)

Fort +5, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

Melee unarmed strike +2 (1d6+2) or +0/+0 (1d6+2)
 with flurry of blows

Ranged masterwork sling +2 (1d4+2)

Base Atk +0; **Grp** +6

Atk Options Stunning Fist (1/day, DC 13 Fort)

Combat Gear sling, 10 bullets, 1 *elixir of flaming fists*,
 1 *glitterstone*

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8

Feats Stunning Fist^B, Great Fortitude, Improved Grapple

Skills Balance +5, Jump +6, Listen +6, Spot +6, Tumble +5

Possessions combat gear plus *everfull mug*, wine-stained monk's outfit, 1 cask of wine, 20gp

Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other.

APL 4

3: MISGUIDED VIGILANTES

DRINKERS OF THE CUP**CR 3**

Male human (Oeridian) monk 3
 LN Medium humanoid (human)
Init +1; **Senses** Listen +8, Spot +8
Languages Common

AC 13, touch 13, flat-footed 12; Dodge
 (+1 Dex, +2 Wis)

hp 20 (3 HD)

Resist evasion

Fort +6, **Ref** +4, **Will** +5 (+2 vs. enchantment)

Speed 40 ft. (8 squares)

Melee unarmed strike +4 (1d6+2) or +2/+2 (1d6+2)
 with flurry of blows

Ranged masterwork sling +4(1d4+2)

Base Atk +2; **Grp** +8

Atk Options Combat Reflexes, Stunning Fist (3/day, DC 14 Fort)

Combat Gear sling, 10 bullets, 1 *elixir of flaming fists*,
 1 *glitterstone*

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8

Feats Stunning Fist^B, Great Fortitude, Improved Grapple, Dodge, Combat Reflexes^B

Skills Balance +7, Jump +12, Listen +8, Spot +8, Tumble +7

Possessions combat gear plus *everfull mug*, wine-stained monk's outfit, 1 cask of wine, 20gp

Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other.

Note: Cur-Lei has a silkslick belt as additional equipment.

3: MISGUIDED VIGILANTES**DRINKERS OF THE CUP****CR 4**

Male human (Oeridian) monk 4

LN Medium humanoid (human)

Init +1; **Senses** Listen +10, Spot +10**Languages** Common**AC** 14, touch 14, flat-footed 13; Dodge (+1 Dex, +3 Wis)**hp** 25 (4 HD)**Resist** evasion**Fort** +7, **Ref** +5, **Will** +7 (+2 vs. enchantments)**Speed** 40 ft. (8 squares)**Melee** unarmed strike +5 (1d8+2) or +3/+3 (1d8+2) with flurry of blows**Ranged** masterwork sling +5 (1d4+2)**Base Atk** +3; **Grp** +9**Atk Options** Combat Reflexes, Stunning Fist (4/day, DC 15 Fort), *ki* strike (magic)**Combat Gear** sling, 10 bullets, 1 *elixir of flaming fists*, 1 *glitterstone***Abilities** Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8**SQ** slow fall 20 ft.**Feats** Stunning Fist^B, Great Fortitude, Improved Grapple, Dodge, Combat Reflexes^B**Skills** Balance +8, Jump +13, Listen +10, Spot +10, Tumble +8**Possessions** combat gear plus *everfull mug*, wine-stained monk's outfit, 1 cask of wine, 20gp

Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other.

CUR-LEI, DRUNKEN MASTER**CR 6**

Male human (Oeridian) monk 5/ drunken master 1

LN Medium humanoid (human)

Init +1; **Senses** Listen +10, Spot +10**Languages** Common**AC** 15, touch 15, flat-footed 14; Dodge, Mobility (+1 Dex, +3 Wis, +1 class)**hp** 36 (6 HD)**Immune** normal disease**Resist** evasion**Fort** +9, **Ref** +7, **Will** +7 (+2 vs. enchantments)**Speed** 40 ft. (8 squares)**Melee** improvised weapons +5 (1d8+1d4+2) or +4/+4 (1d8+1d4+2) with flurry of blows or**Melee** unarmed strike +5 (1d8+2) or +4/+4 (1d8+2) with flurry of blows**Ranged** masterwork sling +5(1d4+2)**Base Atk** +3; **Grp** +9**Atk Options** Combat Reflexes, Stunning Fist (5/day, DC 16 Fort), improvised weapons, *ki* strike (magic)**Special Actions** drink like a demon**Combat Gear** sling, 10 bullets, 1 *elixir of flaming fists*, 1 *glitterstone*, *everfull mug*, cask of wine**Abilities** Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8**SQ** slow fall 20 ft.**Feats** Stunning Fist^B, Great Fortitude, Improved Grapple, Dodge, Combat Reflexes^B, Mobility**Skills** Balance +10, Escape Artist +5, Jump +15, Listen +10, Spot +10, Tumble +10**Possessions** combat gear plus wine-stained monk's outfit, *silkslick belt*, *quicksilver boots*, 20gp, cold iron hat stand, big silver spoon, adamantine shoe horn.

Drink Like a Demon (Ex) A drunken master may benefit from a number of drinks equal to his class level. For every bottle consumed during combat his Wis and Int are reduced by 2 each, but Str or Con (choice) increases by 2. The duration of both the penalty and the bonus is a number of rounds equal to the drunken master level +3

Improvised Weapons (Ex) A drunken master's improvised weapons deal damage equal to his unarmed strike plus 1d4. Most improvised weapons deal bludgeoning damage, although some like broken bottles would deal piercing or slashing. When a drunken master rolls a natural 1 on an attack roll with the improvised weapon it breaks apart and is useless.

Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other. He has a different belt on than the others do, and seems to be the leader of the group.

3: MISGUIDED VIGILANTES**DRINKERS OF THE CUP****CR 4**See **Drinkers of the Cup** at APL 6**CUR-LEI, DRUNKEN MASTER****CR 8**

Male human (Oeridian) monk 6/ drunken master 2

LN Medium humanoid (human)

Init +2; **Senses** Listen +11, Spot +11**Languages** Common**AC** 16, touch 16, flat-footed 14; Dodge, Mobility (+2 Dex, +3 Wis, +1 class)**hp** 47 (8 HD)**Immune** normal disease**Resist** evasion**Fort** +11, **Ref** +9, **Will** +8 (+2 vs. enchantments)**Speed** 50 ft. (10 squares), base movement 30 ft.; stagger**Melee** improvised weapons +7 (1d8+1d4+2) or +6/+6 (1d8+1d4+2) with flurry of blows or**Melee** unarmed strike +7 (1d8+2 magic) or +6/+6 (1d8+2 magic) with flurry of blows**Ranged** masterwork sling +7 (1d4+2)**Base Atk** +5; **Grp** +11**Atk Options** Combat Reflexes, Stunning Fist (6/day, DC 19 Fort), improvised weapons, *ki* strike (magic)**Special Actions** drink like a demon**Combat Gear** sling, 10 bullets, 1 *elixir of flaming fists*, 1 *glitterstone*, *everfull mug*, cask of wine, *ki straps***Abilities** Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8**SQ** slow fall 30 ft.**Feats** Stunning Fist^B, Great Fortitude, Improved Grapple, Dodge, Combat Reflexes^B, Mobility, Improved Disarm^B**Skills** Balance +11, Bluff +9, Escape Artist +6, Jump +19, Listen +11, Spot +11, Tumble +11**Possessions** combat gear plus wine-stained monk's outfit, *slicksilk belt*, *quicksilver boots*, 20gp, cold iron hat stand, big silver spoon, adamantine shoe horn.**Drink Like a Demon (Ex)** A drunken master may benefit from a number of drinks equal to his class level. For every bottle consumed during combat his Wis and Int are reduced by 2 each, but Str or Con (choice) increases by 2. The duration of both the penalty and the bonus is a number of rounds equal to the drunken master level +3**Improvised Weapons (Ex)** A drunken master's improvised weapons deal damage equal to his unarmed strike plus 1d4. Most improvised weapons deal bludgeoning damage, although some like broken bottles would deal piercing or slashing. When a drunken master rolls a natural 1 on an attack roll with the improvised weapon it breaks apart and is useless.**Stagger (Ex)** A drunken master need not charge in a straight line. Also, if the drunken master makes a DC 15 Tumble before beginning a charge, movement through threatened squares provokes no attacks of opportunity.*Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other. He has a different belt on than the others do, and seems to be the leader of the group.*

3: MISGUIDED VIGILANTES**DRINKERS OF THE CUP****CR 5**

Male human (Oeridian) monk 5
 LN Medium humanoid (human)
Init +1; **Senses** Listen +10, Spot +10
Languages Common

AC 15, touch 15, flat-footed 14; Dodge
 (+1 Dex, +3 Wis, +1 class)

hp 31 (5 HD)

Immune normal disease

Resist evasion

Fort +7, **Ref** +5, **Will** +7 (+2 vs. enchantments)

Speed 40 ft. (8 squares), base movement 30 ft.

Melee unarmed strike +5 (1d8+2) or +3/+3 (1d8+2)
 with flurry of blows

Ranged masterwork sling +5 (1d4+2)

Base Atk +3; **Grp** +9

Atk Options Combat Reflexes, Stunning Fist (5/day,
 DC 15 Fort), *ki* strike (magic)

Combat Gear sling, 10 bullets, 1 *elixir of flaming fists*,
 1 *glitterstone*

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha
 8

SQ slow fall 20 ft.

Feats Stunning Fist^B, Great Fortitude, Improved
 Grapple, Dodge, Combat Reflexes^B

Skills Balance +10, Jump +15, Listen +10, Spot +10,
 Tumble +10

Possessions combat gear plus *everfull mug*, wine-
 stained monk's outfit, 1 cask of wine, 20gp

Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other.

CUR-LEI, DRUNKEN MASTER**CR 10**

Male human (Oeridian) monk 6/ drunken master 4
 LN Medium humanoid (human)
Init +2; **Senses** Listen +11, Spot +11
Languages Common

AC 18, touch 18, flat-footed 16; Dodge, Mobility,
 swaying waist
 (+2 Dex, +3 Wis, +2 class, +1 class)

hp 58 (10 HD)

Immune normal disease

Resist evasion

Fort +13, **Ref** +11, **Will** +9 (+2 vs. enchantments)

Speed 50 ft. (10 squares), base movement 30 ft.;
 stagger

Melee large improvised weapons +9/+4 (1d10+1d6+2,
 10' reach or +2 disarm) or +8/+8/+3 (1d10+1d6+2,
 10' reach or +2 disarm) with flurry of blows or

Melee unarmed strike +9/+4 (1d10+2) or +8/+8/+3
 (1d10+2) with flurry of blows

Ranged masterwork sling +9/+4 (1d4+2)

Base Atk +7; **Grp** +13

Atk Options Combat Reflexes, Spring Attack,
 Stunning Fist (7/day, DC 18 Fort), improvised
 weapons, *ki* strike (magic)

Special Actions drink like a demon

Combat Gear sling, 10 bullets, 1 *elixir of flaming fists*,
 1 *glitterstone*, *everfull mug*, cask of wine, *ki straps*,
strongarm bracers

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

SQ slow fall 30 ft.

Feats Stunning Fist^B, Great Fortitude, Improved
 Grapple, Dodge, Combat Reflexes^B, Mobility,
 Improved Disarm^B, Spring Attack

Skills Balance +11, Bluff +11, Escape Artist +11,
 Jump +22, Listen +11, Spot +11, Tumble +11

Possessions combat gear plus wine-stained monk's
 outfit, *silkslick boots*, *quicksilver boots*, 20gp, cold
 iron hat stand, big silver spoon, adamantine shoe
 horn.

Drink Like a Demon (Ex) A drunken master may
 benefit from a number of drinks equal to his class
 level. For every bottle consumed during combat his
 Wis and Int are reduced by 2 each, but Str or Con
 (choice) increases by 2. The duration of both the
 penalty and the bonus is a number of rounds equal
 to the drunken master level +3

Improvised Weapons (Ex) A drunken master's
 improvised weapons deal damage equal to his
 unarmed strike plus 1d4. Most improvised weapons
 deal bludgeoning damage, although some like
 broken bottles would deal piercing or slashing.
 When a drunken master rolls a natural 1 on an
 attack roll with the improvised weapon it breaks
 apart and is useless.

Improved Improvised Weapons (Ex) A drunken
 master can use long improvised weapons (such as
 ladders) as reach weapons, and improvised
 weapons with protrusions (such as chains) provide
 a +2 to disarm. Also, large, flat surfaces (such as
 tables) can be upended to be used as tower shields.

Stagger (Ex) A drunken master need not charge in a
 straight line. Also, if the drunken master makes a
 DC 15 Tumble before beginning a charge,
 movement through threatened squares provokes
 no attacks of opportunity.

Swaying Waist (Ex) A drunken master gains a +2
 dodge bonus to AC against any one opponent he
 chooses during his turn.

Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other. He has a different belt on than the others do, and seems to be the leader of the group.

3: MISGUIDED VIGILANTES

DRINKERS OF THE CUP

CR 8

See **Cur-Lei, Drunken Master** at APL 8**CUR-LEI, DRUNKEN MASTER**

CR 12

Male human (Oeridian) monk 6/ drunken master 6
LN Medium humanoid (human)**Init** +2; **Senses** Listen +11, Spot +11**Languages** Common**AC** 18, touch 18, flat-footed 16; Dodge, Mobility, swaying waist

(+2 Dex, +3 Wis, +2 class, +1 class)

hp 69 (12 HD)**Immune** normal disease**Resist** evasion**Fort** +14, **Ref** +12, **Will** +10 (+2 vs. enchantments)**Speed** 50 ft. (10 squares); stagger**Melee** large greater improvised weapons +10/+5 (1d10+2d6+2, 19-20 critical, 10' reach or +2 disarm) or +9/+9/+4 (1d10+2d6+2, 19-20 critical, 10' reach or +2 disarm) with flurry of blows or**Melee** unarmed strike +10/+5 (1d10+2) or +9/+9/+4 (1d10+2) with flurry of blows**Ranged** masterwork sling +10/+5 (1d4+2)**Base Atk** +8; **Grp** +14**Atk Options** Combat Reflexes, Improved Feint, Spring Attack, Stunning Fist (8/day, DC 21 Fort), greater improvised weapons, *ki* strike (magic)**Special Actions** drink like a demon**Combat Gear** sling, 10 bullets, 1 *elixir of flaming fists*, 1 *glitterstone*, *everfull mug*, cask of wine, *ki straps*, *strongarm bracers*, *monk's belt***Abilities** Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8**SQ** slow fall 30 ft.**Feats** Stunning Fist^B, Great Fortitude, Improved Grapple, Dodge, Combat Reflexes^B, Mobility, Improved Disarm^B, Spring Attack, Improved Feint^B, Improved Critical (Improvised Weapons)**Skills** Balance +11, Bluff +14, Escape Artist +13, Jump +25, Listen +11, Spot +11, Tumble +13**Possessions** combat gear plus wine-stained monk's outfit, 20gp, cold iron hat stand, big silver spoon, adamantine shoe horn.**Drink Like a Demon (Ex)** A drunken master may benefit from a number of drinks equal to his class level. For every bottle consumed during combat his Wis and Int are reduced by 2 each, but Str or Con (choice) increases by 2. The duration of both the penalty and the bonus is a number of rounds equal to the drunken master level +3**Greater Improvised Weapons (Ex)** A drunken master's improvised weapons deal damage equal to his unarmed strike plus 1d8. Most improvised weapons deal bludgeoning damage, although some like broken bottles would deal piercing or

slashing. When a drunken master rolls a natural 1 on an attack roll with the improvised weapon it breaks apart and is useless.

Improved Improvised Weapons (Ex) A drunken master can use long improvised weapons (such as ladders) as reach weapons, and improvised weapons with protrusions (such as chains) provide a +2 to disarm. Also, large, flat surfaces (such as tables) can be upended to be used as tower shields.**Stagger (Ex)** A drunken master need not charge in a straight line. Also, if the drunken master makes a DC 15 Tumble before beginning a charge, movement through threatened squares provokes no attacks of opportunity.**Swaying Waist (Ex)** A drunken master gains a +2 dodge bonus to AC against any one opponent he chooses during his turn.*Physical Description: Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other. He has a different belt on than the others do and is wearing a platinum ring. He seems to be the leader of the group.*

3: MISGUIDED VIGILANTES

DRINKERS OF THE CUP

CR 8

See **Cur-Lei, Drunken Master** at APL 8

CUR-LEI, DRUNKEN MASTER

CR 15

Male human (Oeridian) monk 6/ drunken master 9
LN Medium humanoid (human)Init +2; **Senses** Listen +11, Spot +11**Languages** Common**AC** 19, touch 19, flat-footed 17; Deflect Arrows, Dodge, Mobility, Snatch Arrows, swaying waist (+2 Dex, +3 Wis, +2 class, +2 class)**hp** 86 (15 HD)**Immune** normal disease**Resist** evasion**Fort** +16, **Ref** +14, **Will** +12 (+2 vs. enchantments)**Speed** 50 ft. (10 squares); stagger**Melee** large greater improvised weapons +12/+7 (1d10+3d6+2, 19-20 critical, 10' reach or +2 disarm) or +11/+11/+6 (1d10+3d6+2, 19-20 critical, 10' reach or +2 disarm) with flurry of blows or**Melee** unarmed strike +12/+7 (1d10+2) or +11/+11/+6 (1d10+2) with flurry of blows**Ranged** masterwork sling +12/+7(1d4+2)**Base Atk** +10; **Grp** +16**Atk Options** Combat Reflexes, Improved Feint, Spring Attack, Stunning Fist (9/day, DC 22 Fort), corkscrew rush, *ki* strike (magic), superior improvised weapons**Special Actions** drink like a demon, *for medicinal purposes, blink***Combat Gear** sling, 10 bullets, 1 *elixir of flaming fists*, 1 *glitterstone*, *everfull mug*, cask of wine, *ki straps*, *strongarm bracers*, *monk's belt*, *ring of blinking***Abilities** Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8**SQ** slow fall 30 ft., *second chances***Feats** Stunning Fist^B, Great Fortitude, Improved Grapple^B, Dodge, Combat Reflexes^B, Mobility, Improved Disarm^B, Spring Attack, Improved Feint^B, Improved Critical (Improvised Weapons), Deflect Arrows, Snatch Arrows**Skills** Balance +11, Bluff +17, Escape Artist +15, Jump +28, Listen +11, Spot +11, Tumble +15**Possessions** combat gear plus wine-stained monk's clothing, 20 gp, cold iron hat stand, big silver spoon, adamantine shoe horn.**Corkscrew Rush (Ex)** When making a charge attack a drunken master can, in addition to dealing normal damage, initiate a bull rush (without provoking an attack of opportunity). If the bull rush is successful, the opponent is stunned unless it makes a Will save (DC 10 + drunken master level + Wis) If the bull rush fails, the drunken master falls prone in front of the opponent.**Drink Like a Demon (Ex)** A drunken master may benefit from a number of drinks equal to his class level. For every bottle consumed during combat his Wis and Int are reduced by 2 each, but Str or Con (choice) increases by 2. The duration of both the penalty and the bonus is a number of rounds equal to the drunken master level +3**For Medicinal Purposes (Sp)** To use this ability, a drunken master must be inebriated (such as from Drink Like a Demon). 3/day, a drunken master may then convert a single alcoholic drink into a single *potion of cure moderate wounds* as if he drank a dose of a potion. After converting one drink into one dose of the potion a drunken master's ability scores change (+2 Int and Wis, -2 Str or Con) as if the duration of the alcohol expired. Using this ability is a standard action that does not provoke an attack of opportunity.**Improved Improvised Weapons (Ex)** A drunken master can use long improvised weapons (such as ladders) as reach weapons, and improvised weapons with protrusions (such as chains) provide a +2 to disarm. Also, large, flat surfaces (such as tables) can be upended to be used as tower shields.**Superior Improvised Weapons (Ex)** A drunken master's improvised weapons deal damage equal to his unarmed strike plus 1d12. Most improvised weapons deal bludgeoning damage, although some like broken bottles would deal piercing or slashing. When a drunken master rolls a natural 1 on an attack roll with the improvised weapon it breaks apart and is useless.**Stagger (Ex)** A drunken master need not charge in a straight line. Also, if the drunken master makes a DC 15 Tumble before beginning a charge, movement through threatened squares provokes no attacks of opportunity.**Swaying Waist (Ex)** A drunken master gains a +2 dodge bonus to AC against any one opponent he chooses during his turn.**Physical Description:** Tall and muscular, the man is clad in wine-stained monk's clothing. He wears his dark brown hair tied back in a ponytail and his olive complexion betrays his Oeridian ancestry. He carries a full mug of wine in one hand, and a small cask of wine in the other. He has a different belt on than the others do and is wearing a platinum ring. He seems to be the leader of the group.

FEATS

SUDDEN WIDEN (METAMAGIC)

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

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

Source: *Complete Arcane* 83.

SUDDEN MAXIMIZE (METAMAGIC)

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

Prerequisite: Any metamagic feat.

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

Source: *Complete Arcane* 83.

SUDDEN EMPOWER (METAMAGIC)

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

Prerequisite: Any metamagic feat

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

Source: *Complete Arcane* 83.

SUDDEN EXTEND (METAMAGIC)

You can make a spell last longer than normal without special preparation.

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

Source: *Complete Arcane* 83.

SUDDEN SILENT (METAMAGIC)

You can cast a spell silently without special preparation.

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

Source: *Complete Arcane* 83.

SUDDEN STILL (METAMAGIC)

You can cast a spell without gestures or special preparation.

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

Source: *Complete Arcane* 83.

ITEMS

EVERFULL MUG

Price (Item Level): 200 gp (2nd)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Standard (command)

Weight: —

This common-looking brown clay mug has persistent stains just under the rim.

Three times per day, when you recite the command word, this mug fills with 12 ounces of water, cheap ale, or watery wine (your choice).

Prerequisites: Craft Wondrous Item, create water.

Cost to Create: 100 gp, 8 XP, 1 day.

Source: *Magic Item Compendium* p.160.

ELIXIR OF FLAMING FISTS

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

Body Slot: —

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: Standard (manipulation)

Weight: —

This viscous liquid inside this cut glass bottle is red-orange and roils like the heart of an inferno.

When you drink this elixir, your hands immediately burst into flame, allowing you to deal an extra 1d6 points of fire damage with each of your unarmed attacks. These flames do not harm you. This effect lasts for 3 minutes.

Prerequisites: Craft Wondrous Item, burning hands.

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

Source: *Magic Item Compendium* p.159.

GLITTER STONE

Price (Item Level): 450 gp (3rd)

Body Slot: — (held); see text

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Standard (thrown) or — (activation)

Weight: —

Sparkles of light glitter on this stone's surface.

A glitter stone renders hidden creatures visible. The stone must be thrown (range increment 10 feet) or

hurled from a sling (using that weapon's normal range increment) as a ranged touch attack. When the stone strikes its target or a hard surface, it deals no damage, but explodes in a 10-foot-radius burst of glittering shards. All invisible creatures in the area become coated in glittery dust, making them visible for 3 rounds. Any coated creature takes a -40 penalty on Hide checks for the duration of the effect.

Prerequisite: Craft Wondrous Item, glitterdust.

Cost to Create: 225 gp, 18 XP, 1 day.

Source: *Magic Item Compendium* p.161.

ROD OF FROST

Price (Item Level): 1400 gp (5th)

Body Slot: — (held)

Caster Level: 9th

Aura: Moderate; (DC 19) evocation

Activation: Standard (command)

Weight: 5 lb.

This 2-foot-long rod of steel-hard ice-blue glass is bound with iron bands.

A rod of frost emits a beam of cold that can create a variety of effects. Three times per day, you can fire a 30-foot line of frost deals 2d6 points of cold damage to all creatures in the area (Reflex DC 14 half). Natural fires in the area of effect are automatically extinguished, and open water in the area of the line freezes to a depth of one foot – thick enough for a Large creature to walk upon safely. The ice melts normally.

Prerequisite: Craft Rod, ray of frost.

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

Source: *Magic Item Compendium* p.174.

SILKSLICK BELT

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

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: — and swift (mental)

Weight: —

This belt is crafted from a thousand strands of silk, which are dyed the color of midnight.

A silkslick belt is a boon to burglars and contortionists, but also to anyone who wants to avoid being caught in a tight spot. You can attempt an Escape Artist check to escape from a grapple or pin as a move action (rather than a standard action). This is a continuous effect and requires no activation. In addition, once per day you can activate a silkslick belt to gain a +10 competence bonus on the next Escape Artist check you begin before the end of your next turn.

Prerequisite: Craft Wondrous Item, grease.

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

Source: *Magic Item Compendium* p.174.

BIG SILVER SPOON

50 gp

This spoon looks like it was stolen from a storm giant's china cabinet. It is about a foot long, carved with an intricate and tasteful design, but slightly tarnished.

COLD IRON HAT STAND

150 gp

This serviceable piece of furniture is cool to the touch. It is six feet tall, and can hold at least four hats with ease.

ADAMANTINE SHOE HORN

3,001 gp

This shoe horn is a masterpiece of craftsmanship. Minute runes carved in the handle read in Gnomish, "Guaranteed Never to Break Under Normal Use".

INFINITE SCROLLCASE

Price (Item Level): 2,800 gp (7th)

Body Slot: — (held)

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: Move (manipulation); see text

Weight: 3 lb.

This elaborate mahogany tube has a slit that runs along its length. A wooden dowel, capped on the ends with gold, fits against the slit, locking into place with jeweled clasps.

An infinite scrollcase holds up to fifty scrolls or other parchments, which can be placed within it or removed as with any normal scrollcase. When you activate an infinite scrollcase, the desired scroll unfurls through the slit, ready to read or cast from. When you cast a spell from a scroll unfurled from an infinite scrollcase, you gain a +4 competence bonus on Concentration checks made to cast that spell defensively. If you have at least a +1 base attack bonus, you can retrieve a scroll from an infinite scrollcase as part of a move action, similar to drawing a weapon.

Prerequisite: Craft Wondrous Item, Leomund's secret chest.

Cost to Create: 1,400 gp, 112 XP, 3 days.

Source: *Magic Item Compendium* p.162.

QUICKSILVER BOOTS

Price (Item Level): 3,500 gp (8th)

Body Slot: Feet

Caster Level: 5th

Aura: Faint; (DC 17) illusion

Activation: Swift (command)

Weight: —

The tops of these leather boots are folded over to make cuffs, revealing the arcane symbols that are woven with golden thread into the boot's lining.

Quicksilver boots give you the ability to flash across the battlefield with a moment's impulse. When you activate these boots, you can move a distance up to your land speed (as if using a move action to do so). This extra movement follows all the normal rules for movement, except that you can move across water or other liquids without falling in (as long as you start and finish on solid ground). You provoke attacks of

opportunity as normal for movement, though the rapidity of your travel makes your form blurry, providing concealment against such attacks. This ability functions two times per day.

Prerequisite: Craft Wondrous Item, *blur*, *expeditious retreat*.

Cost to Create: 1,750 gp, 140 XP, 4 days.

Source: *Magic Item Compendium* p.119.

BELT OF ULTIMATE ATHLETICISM

Price (Item Level): 3,600 gp (8th)

Body Slot: Waist

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: Swift (command)

Weight: —

This simple cloth belt is a blade of black, green, and gold threads.

A belt of ultimate athleticism allows you to reliably perform normal athletic feats, or occasionally pull off a truly amazing stunt. When you activate the belt, you can take 10 on all Balance, Climb, Jump, Swim, and Tumble checks made in that round, even if you are in a stressful situation. In addition, once per day, you can activate the belt to treat the next Balance, Climb, Jump, Swim, or Tumble check you attempt as if you had rolled a 20.

Prerequisite: Craft Wondrous Item, *bull's strength*, *cat's grace*.

Cost to Create: 1,800 gp, 144 XP, 4 days.

Source: *Magic Item Compendium* p.75.

WILDING CLASP

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

Body Slot: —

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: —

Weight: —

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

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

Prerequisite: Craft Wondrous Item, *wild shape*.

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

Source: *Magic Item Compendium* p.190.

KI STRAPS

Price (Item Level): 5,000 gp (9th)

Body Slot: Hands

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: —

Weight: —

These two leather straps seem worn and frayed at the edges.

When wrapped around both hands, these straps grant a +2 enhancement bonus to the DC of your Stunning Fist attack (or any other effect gained by expending daily uses of that feat).

Prerequisite: Craft Wondrous Item, *Stunning Fist*, *magic weapon*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Source: *Magic Item Compendium* p.113.

STRONGARM BRACERS

Price (Item Level): 6,000 gp (10th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: —

Weight: 1 lb.

These flexible, blue-green leather armbands are covered with gold studs.

When wearing strongarm bracers, you can wield weapons as if you were one size category larger than normal. (You don't take any penalty when using weapons as normal for your size.) For example, a human wearing these bracers could wield Large or Medium weapons without penalty. The effect of these bracers doesn't stack with the powerful build trait (such as that possessed by the half-giant and goliath races).

Prerequisite: Craft Wondrous Item, *enlarge person*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Source: *Magic Item Compendium* p.139.

SCEPTER OF THE NETHERWORLD

Price (Item Level): 9,000 gp (12th)

Body Slot: — (held)

Caster Level: 10th

Aura: Moderate; (DC 20) necromancy

Activation: —

Weight: 3 lb.

Several glyphs that promise power over the undead are incised along the length of this plain steel baton.

If you can turn or rebuke undead, holding a scepter of the netherworld allows you to do so as if your level in the relevant class were three levels higher.

Prerequisite: Craft Rod, *turn or rebuke undead*.

Cost to Create: 4,500 gp, 360 XP, 9 days.

Source: *Magic Item Compendium* p.183.

RUNESTAFF OF THE ASSASSIN

Price (Item Level): 10,000 gp (12th)

Body Slot: — (held)

Caster Level: 12th

Aura: Strong; (DC 21) illusion

Activation: As spell used

Weight: 3 lb.

This simple, slim staff is only 4 feet long. It is fastened to a leather strap to make it easy to sling over your shoulder. It bears a small rune of a dagger on one end.

A *runestaff of the assassin* allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot on the same level or higher.

- greater invisibility
- obscuring mist
- pass without trace
- poison

Prerequisite: Craft Staff, greater invisibility, obscuring mist, pass without trace, poison.

Cost to Create: 5,000 gp, 400 XP, 10 days.

Source: *Magic Item Compendium* p.177.

TRUELIGHT LANTERN

Price (Item Level): 36,000 gp (17th)

Body Slot: — (held)

Caster Level: 11th

Aura: Moderate; (DC 20) divination

Activation: — and standard (command)

Weight: 3 lb.

This lantern is elaborately crafted from flame-touched iron, burnished to a silvery hue. A continuous, translucent white flame flickers within, though it sheds no heat.

A *truelight lantern* continually emanates bright light as a *continual flame* spell. Its true power can be activated by speaking the word “reveal” in Celestial. Once it is activated, a *truelight lantern* provides bright illumination in a 60 foot cone and shadowy illumination for another 60 feet beyond that. Everything within the 60-foot cone of bright illumination can be seen as if all viewers were under the effect of a *true seeing* spell. This effect lasts for 10 minutes. A *truelight lantern* can normally be activated once per day, but can be activated additional times if a *true seeing* spell is cast into it (overriding the normal targeting restriction of the spell). Each casting of *true seeing* allows a lantern to be activated one more time per day.

Prerequisite: Craft Wondrous Item, *true seeing*.

Cost to Create: 18,000 gp, 1440 XP, 36 days.

Source: *Magic Item Compendium* p.190.

RUNESTAFF OF POWER

Price (Item Level): 38,300 gp (17th)

Body Slot: — (held)

Caster Level: 12th

Aura: Strong; (DC 21) abjuration

Activation: As spell used and swift (mental); see text

Weight: 4 lb.

At the top of this smooth, jet-black staff is a single glistening gem. Several arcane runes have been etched into the crystal.

A *runestaff of power* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot on the same level or higher.

- cone of cold
- continual flame
- fireball

- globe of invulnerability

- hold monster

- levitate

- lightning bolt

- magic missile

- ray of enfeeblement

- wall of force (in a 5-foot-radius hemisphere around the wielder only)

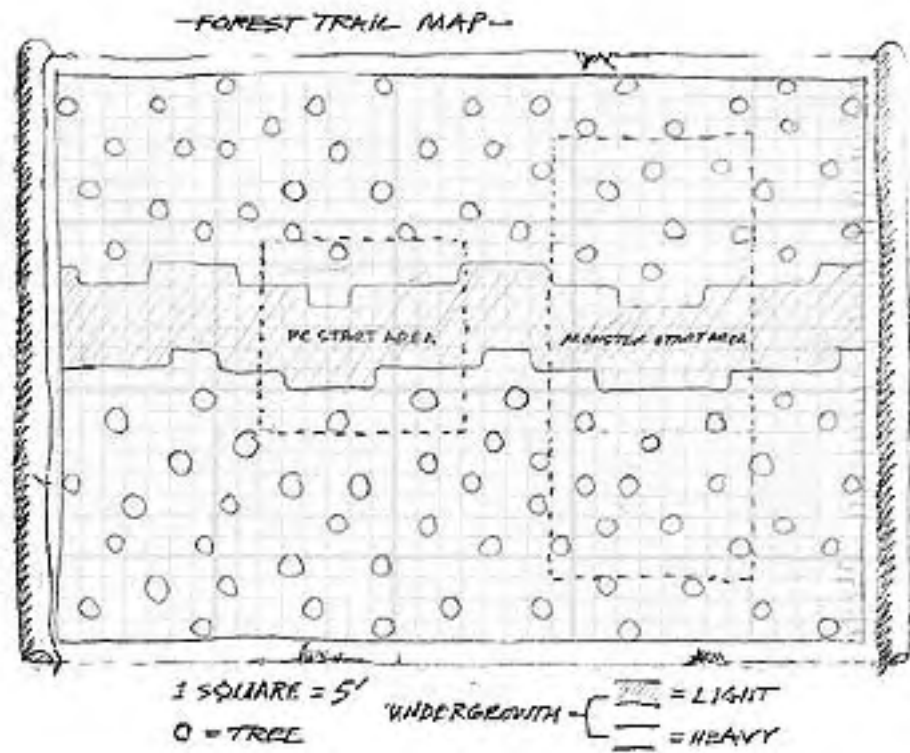
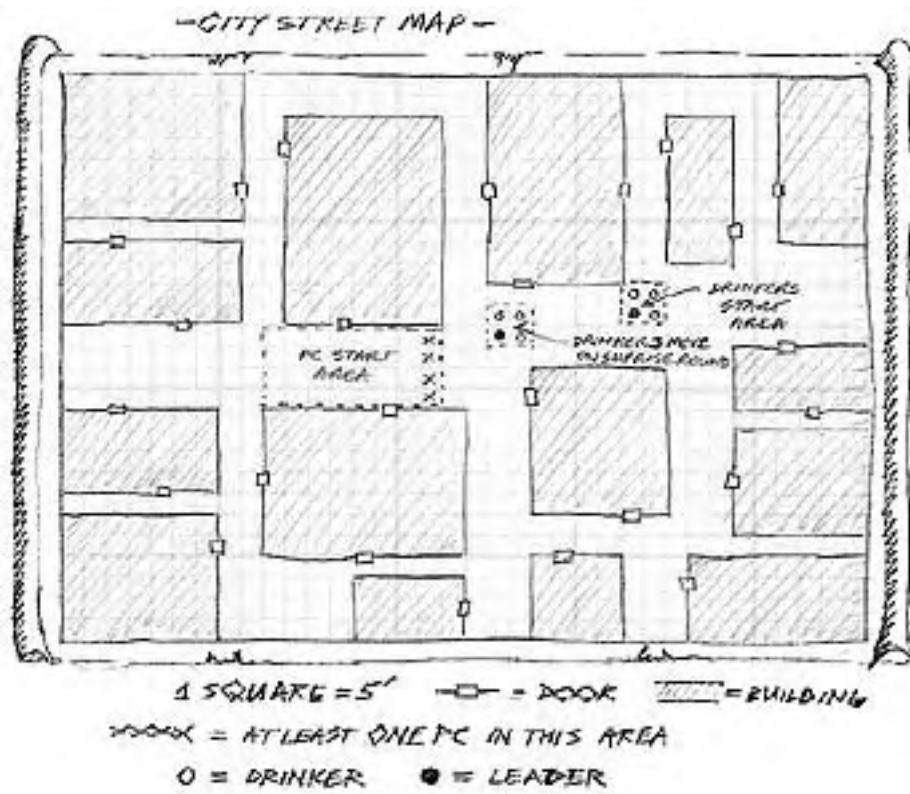
In addition, a *runestaff of power* functions as a +2/masterwork quarterstaff and grants you a +2 luck bonus to AC and on saves as long as it is held. As a swift action, you can expend a 1st-level arcane spell or spell slot while holding a *runestaff of power* to activate a smite ability. Until the start of your next turn, all melee attacks made with the *runestaff of power* deal double damage (or triple damage on a critical hit). If you aren't attuned to a *runestaff of power* (see page 224 for details on attunement*), its enhancement bonus remains, but all its other abilities are unavailable to you.

Prerequisite: Craft Magic Arms and Armor, Craft Staff, *cone of cold*, *continual flame*, *fireball*, *globe of invulnerability*, *hold monster*, *levitate*, *lightning bolt*, *magic missile*, *ray of enfeeblement*, *wall of force*.

Cost to Create: 19,000 gp (plus 300 gp for masterwork quarterstaff), 1,520 XP, 39 days.

Source: *Magic Item Compendium* p.181.

*. . . In order to use a *runestaff*, you must attune yourself to it as part of your preparation or readying of arcane spells. You can't attune yourself to more than one *runestaff* at a time; attuning yourself to a second *runestaff* breaks your previous attunement . . . (*Magic Item Compendium* p.224)



ITEMS AVAILABLE FROM MERCHANTS—ALL ITEMS PRICED AS MARKED

200 gp: This common-looking brown clay mug has persistent stains just under the rim.

300 gp: This viscous liquid inside this cut glass bottle is red-orange and roils like the heart of an inferno.

450 gp: Sparkles of light glitter on this stone's surface.

1,400 gp: This 2-foot-long rod of steel-hard ice-blue glass is bound with iron bands.

2,000 gp: This belt is crafted from a thousand strands of silk, which are dyed the color of midnight.

50 gp: This spoon looks like it was stolen from a storm giant's china cabinet. It is about a foot long, carved with an intricate and tasteful design, but slightly tarnished.

150 gp: This serviceable piece of furniture is cool to the touch. It is six feet tall, and can hold at least four hats with ease.

3,001 gp: This shoehorn is a masterpiece of craftsmanship. Minute runes carved in the handle read in Gnomish, "Guaranteed Never to Break Under Normal Use".

2,800 gp: This elaborate mahogany tube has a slit that runs along its length. A wooden dowel, capped on the ends with gold, fits against the slit, locking into place with jeweled clasps.

3,500 gp: The tops of these leather boots are folded over to make cuffs, revealing the arcane symbols that are woven with golden thread into the boot's lining.

3,600 gp: This simple cloth belt is a blade of black, green, and gold threads.

4,000 gp: This 3-inch-long gold chain has a clasp on each end.

5,000 gp: These two leather straps seem worn and frayed at the edges.

6,000 gp: These flexible, blue-green leather armbands are covered with gold studs.

9,000 gp: Several glyphs that promise power over the undead are incised along the length of this plain steel baton.

10,000 gp: This simple, slim staff is only 4 feet long. It is fastened to a leather strap to make it easy to sling over your shoulder. It bears a small rune of a dagger on one end.

13,000 gp: This simple length of hemp rope looks slightly stretched and frayed.

27,000 gp: This simple silver ring is carved with a series of runic eye symbols.

36,000 gp: This lantern is elaborately crafted from flame-touched iron, burnished to a silvery hue. A continuous, translucent white flame flickers within, though it sheds no heat.

38,300 gp: At the top of this smooth, jet-black staff is a single glistening gem. Several arcane runes have been etched into the crystal.

58,000 gp: This hooded robe is dark blue and embroidered with silver stars.