

NMR5-04

Charity of Friends

A One-Round D&D LIVING GREYHAWK[®] Nyronde and Her Environs Metaregional Adventure

Version 1.2

by Glyn Dewey

edited by Denise Mauldin and Craig Hier

Playtesters: Brad Shanrock-Solberg, Gretchen Shanrock-Solberg, John Ware, Joe Streeper, Matt Thompson, Jeff Walker, Jim Smidl, Ron Levy, Steve Null, George Rowland, David Hill, Erik Stuart

Adventurers hail from all over the Flanaess—the County of Urnst, Duchy of Urnst, Nyronde, the Theocracy of the Pale, and even the Bandit Kingdoms. They die or disappear all over the Flanaess as well. Most of them don't have friends or family who care enough to look for them or even notice that they're gone. But some of them do and the Copperheads were just such an adventuring band. Can you find what happened to them and rescue them or avenge their deaths? A one-round Living Greyhawk module set in the Nyronde and Her Environs Meta-region for APLs 8-16 or particularly daring APL 6 parties. Part Three of the Blight series.

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example,

the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

with him in the adventure and it will not count toward the APL calculation.

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

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

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

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

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

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

round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Nyron and Her Environs Metaregion. Characters native to the County of Urnst, the Duchy of Urnst, the Theocracy of the Pale, or the Kingdom of Nyron pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The Copperheads (Dalamar Meissel, Jenna of Mowbrenn, Garret, sister Aliana of the Pale's Arcanist Guild, and Kerriane) have gone and done something foolish. Seeking to aid subversives in the Nyron Imperium, they decided to buy a large supply of arms and armor. On the surface, that might have been a good plan, however, they took it a step further. Seeking to get the most weapons for their money, they listened to Kerriane who said she could get some good deals on slightly used armor ("nothing a few *make whole* spells won't fix") from a group of mercenaries who ordinarily operated out of Stoink. She was able to contact someone with a few wagons of used arms and armor. Unfortunately, that someone decided it would be better to lure the copperheads into a trap, take their money, keep the merchandise, and acquire a few slaves in the deal.

That was some time ago. Since then, Dalamar Meissel has missed his great uncle's birthday and his family is getting worried. Garret's brother in Nyron is likewise worried, and a master of the guild who had become rather foolishly (and shyly) infatuated with young apprentice Aliana has sent her a sending. Each element asks the PCs to look for their missing friends or relatives.

To understand the significance of the events unfolding in the Nutherwood, it is necessary to go back a ways. A year before the ascension of the new Emperor, a group of outlaws met some heretics on the run from the Pale in a small Woodverge tavern and they decided to join forces. They made a few forays into the Pale but found the well-patrolled roads too dangerous to make

preying upon random travelers their sustenance. At the time, it was close enough to the Pale that the Nyronde are unlikely to patrol close enough to find it, defensible enough that King Lynwerd's soldiers would need more force than the Palish commanders would allow them to bring into the forest to take it, and still close enough to inhabited portions of Nyronde to make a base for their depredations.

The bandits did not come to their camp by chance. The life of a petty bandit is difficult. The promise of riches and wealth that lure the young to a life of crime more often than not turn out to really be the squalid, hand to mouth existence of a destitute drunkard, a short and excruciating death on the point of a caravan guard's crossbow bolt, or a dangling noose administered by the King's sheriffs. Thus, it is not surprising that, when a skilled warrior-mage showed up promising the bandits power and wealthy prey through his clever schemes and divinations, they were eager to heed his words. Mord rapidly became the leader of the bandits and it is his divinations that led to the ambush of the Copperheads.

Mord himself is not as interested in wealth as he is in power—personal power that is hard to come by in the world of Greyhawk. He could get wealth more quickly on his own than in partnership with the bandits. However, an anonymous messenger sold him a tome that told of ruins deep in the Nutherwood that holds a mystic fountain—a fountain whose spirit could be corrupted to draw life from the surrounding energy instead of sharing that life through the appropriate rituals. According to the book, a man who killed the spirit with the appropriate rituals could then claim that power as his own. It is this fountain that Mord sought in the Nutherwood and eventually, he built the bandits' fortress in the ruins surrounding it. He then began to experiment on it and he found that the book was correct. He corrupted the nymph of the pool and the dryad who lived near her. This will wreak havoc on the forest for miles around, but that is a sacrifice he is more than willing to make for the power he hopes to gain from their deaths.

Adventure Summary

The adventure begins in the middle of the action. Certain parties have already contacted the PCs most likely to secure their help and have made their way to Starkwall. They meet each other waiting for an informant. In the first encounter, the PCs find out what happened to the Copperheads and are advised to seek out Gunther Fletcher to find the bandits

In the second encounter, the PCs meet Gunther and Kerianne. After convincing Gunther to help—and possibly securing Kerianne's help as well—they are able to proceed to the location of the ambush.

In the third encounter, the PCs are nearing the bandits' camp and observe the blight around it, gaining a

clue that more is going on than simply a group of bandits coming up with a clever scheme to defeat weak parties.

The fourth encounter is very free form. The PCs must discover some way to breach the bandit camp either through stealth or through brute force.

In the fifth encounter, the PCs encounter the bandits' leader and hopefully defeat him. They are then likely to explore the bandit camp and come upon the corrupted pool and the tortured tree. If the PCs manage not to kill the corrupted fey, they may be able to reverse some of the corruption.

After they return victorious, the PCs are thanked profusely, and the various friends of the Copperheads offer to help the PCs out when they're in need.

Preparation for Play

Before beginning play, be sure to learn every PCs alignment so that you know how the blighted area will affect them.

If you are not familiar with the PCs, you should also ask what their most famous deed in their career has been so far and how the bards say they accomplished it.

You should also give Mord a knowledge: Local check against DC 35 –character level to recognize the PC when he sees them and to know their most major accomplishment and a little bit about their tactics. (Prerolling the check may save some time).

Finally, learn if any PCs are members of the Underly network (County of Urnst meta-org) or have influence with the Underly network (possibly granted through the 592 module Operation Ixworth or other County modules).

Introduction

The story actually begins before the players sit down. Let the players know that the module begins with the events already set in motion and ask them what their character would be more likely to be doing:

- Working for Aldor Meissel of the Duchy of Urnst, finding his missing cousin in return for a promise of coin.
- Working for Master Vorinar of the Arcanist Guild, helping him find the young sister Aliana of the Guild who has apparently been captured by bandits.
- Helping Liam Dawnlight, Templar of Pelor, find his brother, Garret, who has gone missing.
- Helping the County of Urnst's Underly Network find their missing contact.

Once players have made their selection, give them the appropriate player handouts that explain how they came to be in the current situation.

The moonlight barely reaches this alley, but some of what does is reflected in the eyes of the rats scurrying about the alley in the darkness. The windows that border on this alley are all shuttered—those that aren't boarded up entirely and even the wind seems loath to break the silence. In the darkness, you stand with several others, waiting to see the fence, Morson.

This would be a good time to ask everyone to introduce his or her characters.

The door opens and the small, hunchbacked man returns with a hooded lantern. "This way," he says, beckoning you to come in with a withered hand. "Morson will speak with you."

Assuming that the players follow, continue on:

The hunchback leads you down a set of stairs, through a passage from the root cellar, and into a small, cramped room. A one-eyed man with jutting tusks and a patchy black beard rises in the dim, half-light of the lantern to meet you.

"I'm Morson; I hear you've been asking about the Copperheads."

🐉 **Morson** (CN half-orc Bbn 2/Exp 4)

Morson got wind of what happened to the Copperheads and feels rather badly about helping them contact Mord and his thugs. A few sample questions and answers follow:

- What happened to the Copperheads?

"I told them they should let me handle the procurement but they didn't listen. They just wanted me to put them in contact with a supplier. Since they haven't come back, it looks like they got double-crossed."

- What were they buying?

Weapons and armor. Looking to supply any resistance to the Usurper that they could find if I'm any judge of motives. If they'd listened to me, they would have waited until they actually had an army before they worried about arms, but they wanted to do something now.

- Who were they dealing with?

I'm not sure. They were careful not to give any real names—they're paranoid about divination magic, but I gathered that they were a gang of bandits that do some business in Stoink, but mostly operate out of the Nutherwood.

- Where could we find these bandits?

I don't know. I found out about them because one of my contacts in Stoink told me they had some goods to unload. People like that, you don't contact them—they contact you. My skill is knowing what to do

with stuff they need to unload—well, that and not getting doublecrossed.

- But didn't you set this deal up?

No, like I said, I put them in contact with the supplier. They wanted to arrange the deal themselves to avoid my fees. Maybe now they wish they'd let me do it.

- Surely there must be some clue

That's what everyone likes to think. Look, I'll tell you what though. If you're looking for them, there's a man who might know more. Gunthar Fletcher lives near Bestien's towers and if anyone knows the Nutherwood, it's him. He did some good work for some friends of mine before he went and got all ethical. It's possible he might know where your friends were headed.

Encounter One: Gunther

Gunther can be found outside the smokehouse, skinning a deer from his latest hunting expedition.

Kerianne can also be found there. Gunther found her on an expedition deep into the Nutherwood. Alone of the Copperheads, Kerianne was left for dead but managed to stabilize on her own and was lost and in the process of starving to death when Gunther found her. He brought her home and his mother and he have been caring for her. (They don't have the kind of money it would take to hire a healer—and they're worried that the bandits might come for her if word gets out that she lived through the experience. They've talked to a neighbor about some herbs for her sickness.) Unfortunately, recovery is a long road for her. Though initially, she was only recovering from injuries and starvation, her wounds became infected during her stay at Gunther's place and she is now down seven points of con, five points of Strength and four points of Dexterity. To top it off, she still has a particularly virulent (DC 17) form of filth fever.

If the PCs decide to heal and equip Kerianne, there is a town with a gp limit of 200gp nearby. The PCs may purchase anything from the PHB or to which the LGCS grants general access there—as long as it costs 200gp or less. They can also find a Pholtan priest (Trudeau, LN Clr 5 (Pholtus)) there who is able to cast cure disease and lesser restoration.

What they know:

Gunther knows where he found Kerianne—it's not far from the battlefield where the Copperheads were attacked. He found one dead body (Dalamar Meissel) and buried it. There were signs that a large group of people had ambushed a smaller group of people and then retreated deeper into the forest. They might have taken some prisoners too from the signs he read and were

headed northeast from the battleground. He can take the PCs to the site or give them directions, provided he is appropriately compensated for the effort and risk—he has a family to provide for and it's not like the PCs can't afford it. Since it's likely to take a few days, he wants 15gp to track a large and dangerous group of bandits. Directions are free but will require a DC 15 Survival check or a DC 20 Knowledge: Local: NMR or a DC 20 Knowledge Geography check to follow.

Kerianne can tell the story of how the Copperheads got into their predicament.

The rotten liars double-crossed us. They told us to leave our weapons and all the money we'd brought and we could leave with our lives. Well, we weren't having that, so we attacked them. I guess we overestimated our skill...

She wasn't conscious when Dalamar died so she can't tell the PCs who survived. She can, however, tell the PCs roughly how many bandits there were and how they were armed. She does want revenge, but her injuries and sickness—not to mention her lack of equipment—are such that she will be unable to help the PCs without a lot of help.

Encounter Two: The Battlefield

Getting here is easy with help from Gunther or magic. However, there is no longer very much here. The cairn where Gunther buried Dalamar Meissel lies on the north side of the clearing. Moss is already beginning to grow upon the stones. A thorough search of the area will turn up nothing more than a few broken arrows and a rusty dagger. The clearing has a peaceful and solemn feeling to it as though the trees mourned some great tragedy long since forgotten by the world of men.

From here, tracking the bandits is hard though possible for some legendary trackers at high APLs. (DC 63 (a large group over firm ground after forty days including twenty hours of rain)). However, if Gunther is with the PCs or gave them directions, simply moving in the direction of the bandits' camp will enable the PCs to come across more recent trails of the bandits, all of which lead in more or less the same direction: back to camp. The Survival DC to follow these more recent trails is 15, but the tracks may be found with a DC 10 Search check.

Encounter Three: The Blight

About a half mile out of the bandit camp, the terrain changes abruptly.

Ahead of you, the terrain changes abruptly. While behind you, the forest is green and growing, ahead of you it is dry and brown. Nothing moves or makes a sound ahead of you and every plant from the tallest tree to the lowliest blade of grass is dead. Not even crickets or ants seem to be moving.

This is the result of the pool's corruption. A DC 30 Knowledge: Arcana or Knowledge: Nature check will reveal that this blight is magical in nature and was caused by someone or something sucking the life out of the area in order to gain magical energy. It will also reveal that nothing will grow in the area until it is hallowed.

A DC 30 Knowledge: The Planes check will also reveal that the magical nature appears to be warping the fabric of reality. At APL 6-10, the only affect is a penalty to charisma checks for lawful or good characters. (Minor chaotic and minor evil dominance). At APL 12, magic is also impeded in the area: [Good],[Lawful], and [Light] spells can only be cast with a Spellcraft check (DC: 15 + Spell Level). At APLs 14 and 16, the area is also effectively unhallowed.

Encounter Four: The Bandit Camp

The location

The bandit camp is in an ancient ruin and is fortified and well-defended. The edge of the clearing is 200 feet from the wall of their encampment and all of the brush has been cleared away for that distance, leaving neither cover nor concealment between the wall and the edge of the blighted forest.

Any character that has played NMR5-01 Under the Boughs, can recognize this area with a DC 20 Wisdom or Intelligence check. It has changed quite a bit from then, with all of the overgrowth removed.

The camp is surrounded by 15-foot high walls. The portions of these walls corresponding to the outer sections of the buildings were ruined stone buildings that have now been repaired. At APLs 6 and 8, the remainder is a wooden palisade built from 9-inch thick wooden logs (hardness 5, and hp 90). At APLs 10-16, the rest are created by *wall of stone* spells. These sections of the wall look obviously newer than the rest. The outer gates are four inches thick, have a hardness of 5 and 40hp, and are secured with a wooden bar (DC 25 strength check to burst). The inner doors are two inches thick, have a hardness of 5 and 20hp, and are also secured with wooden bars (DC 25 strength check to burst).

There are six watchtowers. Each watchtower is 20 feet tall and provides a clear view of the surrounding area. Its low walls provide its occupant with cover

Inside the wall are several buildings. The outbuildings are simple shell structures either repaired or built with walls of stone. Three of them house the three prisoners. The rest are sleeping and eating quarters for the bandits. These all have low thatch roofs.

The center of the compound is a ruined manor house with a pillared façade. The pillars are now mostly broken

and the second floor is little more than a ruin, but the first floor has been repaired, as has the floor of the upper story which now serves as a roof for the building.

Behind the manor house, is a garden surrounded by a ten-foot wall. Portions of it are topped with tile, but the majority of it has been repaired with utilitarian magic.

Within the garden, there is a chained and mutilated oak tree and a pool of brackish and polluted water. A stream carries the pollution out the back, but iron bars block access through that route. That stream continues through the back wall of the complex where the waterway also flows through an iron grate.

The inner area within the manor house is warded by an alarm spells that cover both the arch from the front area of the manor and the doors from the garden. It is cast at Mord's caster level (APL+1) and, at APLs where it will not last all day, the inactive hours center around noon.

➤ **Alarm spell:** CR -; magical; *alarm* trigger; automatic reset; alerts Mord to intruders' presence; Search DC 26; Disable Device DC 26

At APL 12+, the entire complex is shrouded with a *Mordenkainen's private sanctum* spell. Thus, at those APLs, all that is visible from the outside is a dark, foggy mass. (A character with Spellcraft should get an *automatic* DC 30 spellcraft check). Note that the lookouts are able to see just fine, however, so they have no difficulty spotting someone crossing the blighted clearing unless that someone is invisible or has a way to hide in plain sight on the clear, blighted area. At these APLs, a DC 15 search check is sufficient to find tracks leading to the front gate that indicate that the area is rather commonly traveled.

The People

The bandits keep a constant watch following the schedule in Appendix XI. Every bandit in a tower carries a horn and a bell is attached to a long rope at the edge of each tower, allowing even a silenced archer to signal his companions by pulling the rope.

Sleeping bandits will be wearing a chain shirt. Their weapons and shields (if any) are within arm's reach.

Bandits who are at leisure are wearing their normal armor but are not wielding weapons or wearing shields. They must ready their arms before moving into position. One or two of them might be whittling in the courtyard, taunting the prisoners through the windows, or writing a letter or diary, but the rest are likely to be playing cards in the kitchen. Around mealtimes, one will usually be cooking.

Bandits who are on watch are fully equipped and are spread out among the watchtowers.

The Patrol

Every day, the bandits send out a hunting party that will hunt for a few hours (outside of the blighted area)

APL 6-10: [EL 6]

➤ **Bandit Hunter:** hp 30. See Appendix Two, Three or Four.

➤ **Bandit Warrior (2):** hp 21 each. See Appendix Two, Three or Four.

APL 12: [EL 10]

➤ **Bandit Hunter (2):** hp 30 each. See Appendix Five.

➤ **Bandit War Rogue:** hp 62. See Appendix Five.

APL 14-16 [EL 8]

➤ **Bandit Master Hunter (2):** hp 44 each. See Appendix Six.

If they spot the PCs' tracks, they will return to their headquarters immediately so that Mord can decide what to do. The Nutherwood is a mixture of soft and firm ground, so the DC is 12 (+5 if the PCs moved at half speed and tried to hide their trail, -1 if there are six PCs).

If the PCs attack the hunting party, they will sound a horn (each of them carries one) to alert the camp and attempt to flee and/or hide to the best of their ability. If the camp is alerted, Mord will immediately join any combat in the front courtyard.

If a group of PCs is spotted (either by a lookout or by the hunting party finding their tracks) but withdraws or otherwise does not attack, the bandits will investigate—using clairvoyance if Mord has an idea where the PCs are. Alternatively, if the PCs look likely to attack and include priests or other goodly sorts, the bandits may ask Jenna to heal Garrett then chain him to a pillar in the courtyard and begin torturing him to death in order to lure the PCs in.

If the PCs attack the main fort while the hunting party is away, it is likely that the alarm horn will alert the hunting party that the camp is under attack. It will take them a quarter the time they have been gone to return (to a maximum of 15 minutes). Upon their return, they may attack the PCs from behind (if they hear the sounds of combat) or they may flee and thank their dark gods that they were not in the camp when the PCs arrived (if the PCs look strong and successful).

Other Contingencies

If the PCs rush the fort, the bandits will begin shooting them as soon as they enter the open field surrounding it. If the PCs try sniping from the cover of the dead woods, they will return fire if they have a hope of success and take cover otherwise.

If the bandits are alerted to the PCs' presence, they will all be found awake and armed. Knowing the power of area-effect spells, however, most of the bandits will remain spread out until the PCs and some (generally melee types without good ranged capability) may remain in buildings for cover against area effect magic.

"Friendly" Fire:

Keep careful track of the areas of area effect spells like *cloudkill*, *fireball*, and *holy word*. The prisons have (barred) windows large enough to allow for line of effect, so it is quite possible that Jenna, Garret, or Aliana might be caught in a carelessly targeted spell—especially alignment based effects which PCs tend to be a bit more careless about. (Of the three, only Jenna is good aligned.)

The Traps

There are one or two traps in the entranceway to the Courtyard depending on APL. The first is just inside the double door entrance to the bandit lair. The second is beyond the left door of the double door entrance. The bandits take no particular tactical notice of the traps (except to avoid falling into them and to disable them when entering or exiting the fort out of combat); the bandits consider the traps a part of the gate's defenses and certainly will not wait until the PCs fall into one to attack. During combat, if it seems like the option available to them, they may also bull rush PCs into the pits or shoot PCs climbing out of them.

APL 6 [EL 9]

1 Spiked pit trap –position 1

↗ **Spiked Pit Trap:** CR 2; mechanical; touch trigger; repair reset; DC 20 Reflex save avoids; 10 feet deep (1d6, fall), multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 20

APL 8 [EL 11]:

1 Spiked pit trap –position 1

↗ **Spiked Pit Trap:** CR 2; mechanical; touch trigger; repair reset; DC 20 Reflex save avoids; 10 feet deep (1d6, fall), multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 20

APL 10 [EL 13]:

2 spiked pit traps

↗ **Spiked Pit Trap:** CR 2; mechanical; touch trigger; repair reset; DC 20 Reflex save avoids; 10 feet deep (1d6, fall), multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4

spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 20

APL 12 [EL 15]:

2 spiked pit traps

↗ **Spiked Pit Trap:** CR 2; mechanical; touch trigger; repair reset; DC 20 Reflex save avoids; 10 feet deep (1d6, fall), multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 20

APL 14 [EL 16+1 circumstance]:

2 deep spiked pit traps

↗ **Deep Spiked Pit Trap:** CR 2; mechanical; touch trigger; repair reset; DC 20 Reflex save avoids; 20 feet deep (2d6, fall), multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25

APL 16 [EL 18+1 circumstance]:

2 wide-mouthed spiked pit traps (See below)

↗ **Deep Spiked Pit Trap:** CR 2; mechanical; touch trigger; repair reset; DC 20 Reflex save avoids; 20 feet deep (2d6, fall), multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25

Note that the ELs of the traps are included in the following encounters.

The Courtyard

The following forces are inside the fortress depending on APL.

APL 6 [EL 9]

➤ **Bandit Warrior (3):** hp 21 each. See Appendix Two.

➤ **Bandit Hunter:** hp 30. See Appendix Two.

➤ **Bandit Fighter:** hp 36. See Appendix Two.

➤ **Bandit Bard:** hp 32. See Appendix Two.

Circumstances: Minor Evil and Minor Chaotic Dominant area.

APL 8 [EL 11]:

➤ **Bandit Warrior (3):** hp 21 each. See Appendix Three.

➤ **Bandit Fighter:** hp 36. See Appendix Three.

➤ **Bandit Hunter:** hp 30. See Appendix Three.

➤ **Bandit Brawler:** hp 57. See Appendix Three.

➤ **Bandit Bard:** hp 32. See Appendix Three.

➤ **Bandit Champion:** hp 62. See Appendix Three.

Circumstances: Minor Evil and Minor Chaotic Dominant area.

APL 10 [EL 13]:

➤ **Bandit Warriors (6):** hp 21 each. See Appendix Four.

➤ **Bandit Hunter (2):** hp 30 each. See Appendix Four.

➤ **Bandit Brawler:** hp 57. See Appendix Four.

➤ **Bandit War Bard:** hp 50. See Appendix Four.

➤ **Bandit Champion:** hp 62. See Appendix Four.

➤ **Bandit War Rogue:** hp 62. See Appendix Four.

Circumstances: Minor Evil and Minor Chaotic Dominant area.

APL 12 [EL 15]:

➤ **Bandit Hunter (4):** hp 30 each. See Appendix Five.

➤ **Bandit Fighter (4):** hp 36 each. See Appendix Five.

➤ **Bandit War Bard:** hp 50. See Appendix Five.

➤ **Bandit War Rogue:** hp 62. See Appendix Five.

➤ **Bandit Berserker:** hp 95. See Appendix Five.

➤ **Bandit Chief:** hp 100. See Appendix Five.

Circumstances: Minor Evil and Minor Chaotic Dominant area. Impeded Magic: [Good],[Lawful], and [Light] spells can only be cast with a DC 15+spell spellcraft check.

APL 14 [EL 16+1 circumstance]:

➤ **Bandit Master Hunter (5):** hp 44 each. See Appendix Six.

➤ **Bandit Champion (2):** hp 62 each. See Appendix Six.

➤ **Bandit War Bard:** hp 50. See Appendix Six.

➤ **Bandit War Rogue:** hp 62. See Appendix Six.

➤ **Bandit Berserker:** hp 95. See Appendix Six.

➤ **Bandit Chief:** hp 100. See Appendix Six.

Circumstances: Unhallow, Major Evil and Minor Chaotic Dominant area (-2 to cha checks for lawful characters, -2 to all checks for non-evil characters). Impeded Magic: [Good],[Lawful], and [Light] spells can only be cast with a DC 15+spell level Spellcraft check.

APL 16 [EL 18+1 circumstance]:

➤ **Bandit Master Hunter (6):** hp 44 each. See Appendix VII.

➤ **Bandit War Rogue (2):** hp 62 each. See Appendix VII.

➤ **Bandit Berserker Lord (2):** hp 113 each. See Appendix VII.

➤ **Bandit Battle Bard:** hp 76. See Appendix VII.

➤ **Bandit Chief:** hp 100. See Appendix VII.

➤ **Bound Nalfshanee:** hp 175. see *Monster Manual* page 45-46)

Circumstances: Unhallow, Major Evil and Minor Chaotic Dominant area (-2 to cha checks for non-chaotic characters, -2 to all checks for non-evil characters). Impeded Magic: [Good],[Lawful], and [Light] spells can only be cast with a DC 15+spell level caster level check.

Tactics:

The bandits would like to shoot the PCs to death while they are walking slowly across the open field or trying futilely to open the gates. Since most PCs are competent, however, they are unlikely to be able to finish the battle out there. Where they would prefer to fight PCs who breach the outer wall will depend upon the capabilities of the PCs.

Against strong ranged attackers, they will seek cover, possibly retreating to inside the manor house.

Against foes who are skilled in melee but lack ranged attacks, the bandits will seek to find and exploit bottlenecks where they can concentrate their ranged attacks and limit the number of PCs who can come to grips with them at once. The location between the two gates is one such place, and the entrance to the manor house, and the archway to the ruined manor is another.

Against foes with strong area effect attacks, the bandits will attempt to remain spread out except when engaging foes in melee, at which point, they will try to position themselves such that it is difficult for PCs to target with area effects without also damaging the PCs they engage. Where possible, they will also try to ready actions in order to prevent PCs from using any magic at all.

Tactics for the Nalfshanee:

Use Unholy Aura to enhance the bandits and protect himself.

Fly up to control the area of the smite ability (avoiding non-mook bandits is a priority, if only because they are likely to keep the enemy occupied and the demon alive)—at 30' elevation, the area on the ground is a 45' burst; at 45' elevation, the area on the ground is a 25' burst, at 50' the area on the ground is a 15' burst, and at 60' off the ground, the area on the ground is a 5' burst.

Feeblemind arcane casters, sneak attackers, or expertise/trip using fighter.

If his side looks to be getting in trouble, attempt to summon 1d4 Vrocks or 1 Glabrezu

He will also telepathically offer the PCs deals. “You’re obviously powerful; what is it that you desire?” “If it’s the prisoners; you can have them—my master and I have little use for them. Just go away and I will deliver you the bodies” (He is perfectly willing to deliver on this promise—to kill the prisoners and bring their bodies to the PCs in 50lb chunks).

Encounter Five: The Leader

Mord is in his quarters (# 7) when the PCs come knocking, working on the rituals of the pool. If they make enough noise for him to hear (listen at –10 for the walls between him and the PCs to hear the battle, he is likely to cast a few preparatory spells and come out to see what’s happening. If the PCs are not obviously slaughtering his bandits, he will let the bandits play with the PCs for another couple rounds while he finishes spelling up, but if the situation is obviously dire, he will jump in right away.

APL 6: [EL 8]

➤ **Mord:** hp 48. See Appendix Two.

APL 8: [EL 9]

➤ **Mord:** hp 54. See Appendix Three.

APL 10: [EL 11]

➤ **Mord:** hp 66. See Appendix Four.

APL 12: [EL 13]

➤ **Mord:** hp 78. See Appendix Five.

APL 14: [EL 15+1 circumstance]

➤ **Mord:** hp 105. See Appendix Six.

APL 16: [EL 17+1 circumstance]

➤ **Mord:** hp 119. See Appendix Seven.

Note: this brings the previous encounter to about EL=APL +4 if encountered at the same time—very tough (as fits a failed assault) but still doable. Even at APLs 14 and 16, this it is still only EL=APL+4 in the worst case since the circumstance modifier is already accounted for in the other encounter’s ELs.

If the PCs encounter Mord in his natural form, they may recognize him with a Knowledge: local check of DC 34-APL. (Yes, this does get easier as the PCs get more powerful and enemies of similar power (like Mord) get more powerful and less obscure).

- **DC:** Mord is no ordinary wizard, but uses arcane magic to enhance his fighting ability

- **DC +5:** Mord frequently uses a swift spell to make his weapons immaterial and bypass all armor then strikes as hard as he can.

- **DC +10:** Mord frequently uses a spell that allows him to know whenever anyone teleports near him and which delays their arrival for a short time.

Encounter Six: The Prisoners

Three separate ruined buildings house the prisoners—and Aliana and Jenna are on opposite ends of the camp. Their quarters are very spartan—just a writing desk, chamberpot, and pile of straw for Aliana. Jenna has the same but a potion brewing apparatus instead of a writing desk. Garret is chained to the wall in his cell and doesn’t have either a desk or an apparatus. He’s only alive as a bargaining chip with the spellcasters and a slave for possible sale in Stoink.

Encounter Seven: Exploring the Encampment

The bandits’ quarters contain all of what you might expect them to. The kitchen and mess hall has long trestle tables, a spit for roasting game, and a large iron pot for stew. The bandits quarters have sturdy bunks or cots, winter blankets, lanterns hanging from the ceiling, and chests where individual bandits keep what is theirs. (Most of these are locked with cheap locks (DC 20), but a few have average (DC 25) locks). In the chests, you may find a fancy feathered hat, letters to lovers or family, a book of grudges, a spare symbol of Iuz, or some nice clothes. Other than the prisons, two areas are different:

Room #6 – The Treasure Chamber

The door to the treasure chamber is locked, Arcane locked (at Mord’s caster level), and trapped.

All APLs-[EL 10]

- **Poison Needle Trap:** CR 10; mechanical; touch trigger; manual reset; multiple traps; Atk +15 ranged (1 plus wyvern poison), wyvern poison (injury DC 17, 2d6 con/2d6 con) and +7 ranged touch (nitharit poison), Nitharit (contact DC 13, 0/3d6 con); Search DC 29; Disable Device DC 28.

The password for the Arcane Lock can be had from the Mord, or the bandit champion, bandit war-rogue, or bandit chief through *Speak with Dead* or a successful Intimidate check.

Inside the treasure chamber are the bandits’ undivided takings: All of the Copperheads’ gear is here, as are several large bags of coins (2,500 gp belongs to the copperheads, and the other 1,000gp was stolen from

various other people who are either dead or difficult to track down).

Jenna's gear: +2 periapt of wisdom, +1 fullplate, +1 greatsword, wand of cure light wounds, masterwork light crossbow.

Garret's gear: +1 shock elven thinblade, masterwork chain shirt, masterwork buckler, masterwork thieves tools, dagger, masterwork mighty [+1] composite longbow.

Kerianne's gear: +1 studded leather armor, masterwork rapier, masterwork dagger, masterwork thieves' tools.

Aliana's gear: masterwork light crossbow, wand of cure light wounds.

Dalamar's gear: +1 longsword, +1 buckler, masterwork chain shirt, masterwork mighty [+1] composite longbow.

Other random loot: Masterwork (both ends) cold iron dwarven urgrosh, Masterwork mighty [+5] composite longbow (painted with orc lettering), a small box of potions of enlarge person (clvl 1) and cure light wounds (10 of each), a scrollcase with five scrolls of web inside it (in Aliana's handwriting), 3 falchions, a masterwork falchion, and 200 masterwork arrows.

Room #7 – Mord's quarters

Mord's quarters have a spartan aesthetic. A simple summoning circle is carved into the stone floor. On the opposite side of the room, a sturdy bed sits opposite a neatly regimented desk. A map of the area lies open on the desk with the various trade routes mapped out. A thick tome bound with the skin of a strange beast is stacked next to a series of books written in a variety of languages. The largest of these books are Mord's spellbooks and the rest cover various arcane topics and have titles like *The Use of Soul Larvae in Planar Bindings*, *The Life of Ivid I*, *The Hand, the Eye, and the Fiend-seeing Throne*, or *The Seven Places of Power*. A copy of *The Divine Man* can also be found here. Of particular interest is a scroll titled *Notes on the Pyronomicon*. A DC 20 Knowledge: Arcana or DC 25 Bardic Lore will reveal that this book is exceptionally rare and may be the only extant copy.

The only tome that is open (unless the PCs deliberately waited until they thought Mord would be preparing spells) is a beaten and damaged book written in a long-forgotten language. A Decipher Script (DC 30) check or a *comprehend languages* spell will enable the PCs to determine that it details magical rituals which, if performed precisely as described—and the description requires the summoning of demons at various points—will enable the one who performs the ritual to corrupt a bond with nature so that the spirit or person draws the life force of the surrounding area into herself. If the creature is then sacrificed with the aid of a demon of at

least the fourth order, the tome promises that the sacrifice will unleash the power to alter reality merely by wishing. The last pages seem to detail a ritual to reverse the process of corruption, but the page is torn. The language of the book matches the script of Talerad's Incantation (from NMR 5-02).

Encounter Eight: The corrupted pool

The giant tree that dominates this area has been cruelly topped and burned. It is bound with chain of cold iron and sap leaks out where long spikes are driven into its bark. The once-clear water of the pool now bubbles with dark corruption. Even the stones that line its edge are covered with a thick slime. All around, the once lush vegetation of this ruined garden is dry and desiccated.

A Knowledge: Nature check (DC 17) will recognize the tree as the kind of tree that might hold a dryad. A DC 30 knowledge: Arcana check will also recognize that the pollution is not merely physical, but is of a kind that would extend to the spirits of the location as well.

When the fey sense the PCs' presence, they attack, hoping to feed on their death.

The water in the pool is quite deep—at the edges it is waist deep on a normal human and deepens to over six feet deep in the center.

A shapely form begins to rise out of the pool. At first, she appears as the fairest of mortal women, but as her wet hair drips water over her eyes, you can see the shadows on her unclad form and behind her veil take on a dark and hungry life of their own. At the same time, a woman emerges from the oak tree. She is unclothed save for an black iron ring that seems to have been hammered onto her finger and a sharply spined iron amulet around her neck. Small trickles of blood drip from her throat where the amulet rests against her skin. As she moves forward, her upraised hands come out from behind the chain that binds her tree and a smaller, but otherwise identical chain rests in them, covered with cruel barbs.

APL 6:

➤ **Corrupted Nymph:** hp 48. See Appendix Two

➤ **Corrupted Dryad:** hp 48. See Appendix Two

APL 8:

➤ **Corrupted Nymph:** hp 67. See Appendix Three

➤ **Corrupted Dryad:** hp 60. See Appendix Three

APL 10:

➤ **Corrupted Nymph:** hp 81. See Appendix Four

➤ **Corrupted Dryad:** hp 70. See Appendix Four

APL 12:

➤ **Corrupted Nymph:** hp 94. See Appendix Five

➤ **Corrupted Dryad:** hp 82. See Appendix Five

APL 14:

➤ **Corrupted Nymph:** hp 108. See Appendix Six

➤ **Corrupted Dryad:** hp 94. See Appendix Six

APL 16:

➤ **Corrupted Nymph:** hp 116. See Appendix VII

➤ **Corrupted Dryad:** hp 112. See Appendix VII

Note

Neither the Nymph or the Druid will harm Mord if they are pulled into the fray earlier by events – the rituals have tied them to him. However, they have no such compunctions about the other bandits and may or may not include them in area effect spells and the like, although they will not specifically go after the bandits.

Tactical Considerations

Corrupted Nymph

- Use repel wood at an angle including the doorway to prevent archers (the most dangerous foe to the nymph) or any characters with wooden equipment from entering the courtyard and to tear the doors off their hinges and possibly bull-rush characters in their path
- Use anti-life shell to prevent melee characters from approaching her
- Use acid fog and/or wall of fire to split the party and prevent retreat

Consider keeping the Nymph in the water in order to gain cover from the water and make it difficult to approach her. Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Corrupted Dryad

- Use tree stride to step into the tree as an alternative to withdrawing. While in the tree, she cannot see foes, but she cannot be attacked either (a five foot wide tree has

hardness 5, 600 hit points, and it is likely that only weapons such as axes are effective against it). Note that the effect ends (and needs to be reactivated) as soon as she exits a tree.

- Use *distract assailant* to enable her to sneak attack targets (or target enemies blinded or stunned by the corrupted nymph). If that doesn't work, use *wracking touch* to make a sneak attack
- Use the tree as cover from opponents trapped inside the building (or who choose to remain in the building).

Redeeming the Spirits of the Pool

The PCs may (correctly) conclude that the nymph and dryad were not willingly corrupted, but rather were corrupted by the rituals that Mord performed on the pool and tree that share their spirits. They may then attempt to free them. Before they attempt it, a DC 35 Knowledge: Arcana check will remind them that the fey are drawing life energy from the corruption and that removing it when they are severely injured is likely to kill them.

There are several ways to free the fey:

- *Dispel evil*, *break enchantment*, or *limited wish*. In order for this to succeed, the PC must succeed at a DC 30 caster level check.
- A Sacred Exorcist's Exorcism ability. Follow the normal rules, but adjudicate the difficulty as an exorcism attempt against the nymph or dryad's class levels and charisma modifier (do not include their fey HD).
- A wish or miracle spell will automatically succeed.
- A character with Talerad's Incantation, can compare it to the book in Mord's possession and determine a ritual that can be used to reverse the process with a DC 25 Knowledge: Arcana check. Any character with the *Stone of Good Luck* purchased with access from NMR5-01 that is made from part of the fountain gains a +10 bonus on this check.

The consequences of redemption:

- Once successfully redeemed, the fey immediately lose all of their class levels (and the attendant stat-bumps (which went to Charisma in both cases). Their hit points return to 24 (the dryad) and 36 (the nymph) which will kill them if their damage totals exceed their new hit points by ten or more. They regain their Chaotic Good alignment as well, though the Nymph will have to Atone in order to regain her druid spells.

NPC Spellcasting:

- Freeing the fey through NPC spellcasting is a difficult proposition. First, it is difficult because the dryad cannot be safely transported (she dies in 4d6 hours if she leaves the vicinity of her tree). And PCs who leave the fey unconscious by the pool can expect them to be fully

recovered by the time they return (unless, of course, the PCs teleport).

- Second, there are no NPC spellcasters both sufficiently powerful and willing to reverse the corruption in the vicinity. In fact, there are no sufficiently powerful NPC spellcasters in the immediate vicinity at all. If PCs leave the Nutherwood, they can find sufficiently powerful clerics of Pholtus in Midmeadow and the Theocracy of the Pale but most of them aren't interested in returning creatures to Chaotic Good. (It may be better to be a thief than a thief and a murderer, but we'd prefer not to have either, thank you very much). A DC 20 Gather Information check will locate a heterodox priest who could be persuaded to cast the spells for the usual price with a DC 40 Diplomacy check (sufficient to change an attitude from Unfriendly to Helpful—be sure to apply appropriate circumstance modifiers—such as -4 for a character following St. Cuthbert or a Chaotic deity, or the bonuses associated with various Pale and Nyronid meta-orgs, etc). It takes 1 TU to find such a cleric and travel back to the pool without the aid of magic. There are also priests of Hextor in the region (thanks to the new Emperor), but none of them are interested in helping for love or money.

- Characters with the ability to teleport can travel to Greyhawk city, the Duchy of Urnst, or anywhere else they are familiar with in search of a priest. Since there is both risk and travel involved, convincing most priests to help requires a DC 30 diplomacy check (Indifferent to helpful). Convincing clerics of Good nature deities such as Ehlonna to help only requires a DC 20 diplomacy check (and a Knowledge: Local-NMR check (DC 18) will reveal that there is such a priestess of Ehlenestra in the vicinity of Nellix), but they will do so without charge. Similarly, a cleric of a freedom focused deity such as Tritherion can be convinced to free the fey without charge with a DC 20 diplomacy check. The characters may also go to the Celadon Forest and use the Uillepham Favor to convince a Priestess of Ehlenestra to return with them and free the fey free of charge.

Conclusion

House Meissel will resurrect Dalamar if the PCs bring his body (or part of it) back. This earns the PCs the favor of Aldor Meissel.

If the PCs rescue Aliana, they earn the favor of Master Vorinar.

If the PCs rescue Garrett, they earn the gratitude of Liam Dawnlight.

If the PCs rescue all of the Copperheads without killing any of them in the process (or getting them killed in the case of Kerianne), and return their equipment, they earn the favor of the Copperheads.

Note that all PCs gain these favors, regardless of which introduction they chose.

If the PCs offer the potions and scrolls that Mord and his bandits forced Aliana and Jenna to make back to them, they thank the PCs for the offer but don't wish to carry reminders of the time with them and give them to the PCs as a gesture of gratitude.

If the PCs managed to reverse the corruption of the dryad and the nymph, before they leave, the dryad will gather the sap from the wounds left in her tree by the spikes and carve an amulet from it for each of the PCs as a token of her gratitude.

The End

Experience Point Summary

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

Encounter Four

Defeating the bandits

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

APL14 510 xp

APL16 570 xp

Encounter Five

Defeating Mord

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

APL14 450 xp

APL16 510 xp

Encounter Seven

Defeat the trap

All APLs 300 xp

Encounter Eight

Defeating or redeeming the corrupted fey

- APL6 240 xp
- APL8 300 xp
- APL10 360 xp
- APL12 420 xp
- APL14 480 xp
- APL16 540 xp

Story Award

All of the Copperheads rescued:

- APL6 45 xp
- APL8 56 xp
- APL10 67 xp
- APL12 77 xp
- APL14 90 xp
- APL16 101 xp

The fey redeemed:

- APL6 45 xp
- APL8 56 xp
- APL10 67 xp
- APL12 77 xp
- APL14 90 xp
- APL16 101 xp

Discretionary roleplaying award

- APL6 90 xp
- APL8 112 xp
- APL10 135 xp
- APL12 157 xp
- APL14 180 xp
- APL16 202 xp

Total possible experience:

- APL6 900 xp
- APL8 1125 xp
- APL10 1350 xp
- APL12 1575 xp
- APL14 1800 xp

APL16 2025 xp

Note that the total possible xp is less than the sum of all the xp that can be gained. This is because the scenario provides a variety of different ways to reach the PCs' various goals and it is possible to bypass or otherwise avoid some of the challenges and still gain the full amount of XP.

Treasure Summary

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

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

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

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

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

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

Encounter Four:

APL 6: L: 271 gp; C: 0 gp; M: 307 gp – 3 potions of cure moderate wounds, +1 banded mail, +1 cloak of resistance, scroll of haste

APL 8: L: 343 gp; C: 0 gp; M: 1400 gp – 4 potions of cure moderate wounds, +1 banded mail, +1 chain shirt, 2 potions of enlarge person (clvl 1), +1 cloak of resistance, scroll of haste, +1 full plate with armor spikes, +1 ring of protection, +2 cloak of resistance, +1 heavy flail

APL 10: L: 458 gp; C: 0 gp; M: 2799 gp – 4 potions of cure moderate wounds, +1 banded mail, 3 +1 chain shirts, potion of enlarge person (clvl 1), +1 ring of protection, 2 +2 cloaks of resistance, 2 scrolls of shield, 2 scrolls of haste, potion of cure serious wounds, scroll of cure light wounds, +1 cloak of resistance, +1 frost longsword, potion of invisibility, steadfast boots

APL 12: L: 652 gp; C: 0 gp; M: 4916gp – 12 potions of cure moderate wounds, 5 suits of +1 banded mail, 4 +1 chain shirts, 3 +2 cloaks of resistance, scroll of haste, scroll of cure light wounds, 2 +1 rings of protection, potion of displacement, 2 potions of cure serious wounds, gauntlets of ogre power, +1 greatsword, +1 cloak of resistance, +1 frost longsword, potion of invisibility, steadfast boots, +1 battle axe

APL 14: L: 630 gp; C: 0 gp; M: 6076 gp – 9 potions of cure moderate wounds, 4 +1 rings of protection, 5 +2 cloaks of resistance, scroll of shield, scroll of haste, 3 potions of cure serious wounds, 4 +1 chain shirts, gauntlets of ogre power, scroll of cure light wounds, potion of displacement, +1 greatsword, +1 cloak of resistance, +1 frost longsword, potion of invisibility, steadfast boots, +1 battle axe, 2 potions of enlarge person (clvl 1), 2 suits of +1 spiked full plate

APL 16: L: 841 gp; C: 0 gp; M: 10613 gp – 7 potions of cure moderate wounds, 2 potions of enlarge person (clvl 1), 2 +1 rings of protection, 5 +2 cloaks of resistance, scroll of haste, 5 potions of cure serious wounds, 3 +1 chain shirts, scroll of cure light wounds, 2 potions of displacement, 2 potions of fly, 2 gauntlets of ogre power, 2 +1 greatswords, 2 +1 cloaks of resistance, 2 +1 frost longswords, 2 potions of invisibility, 2 pairs of steadfast boots, +1 battle axe, cloak of charisma +2

Encounter Five:

APL 6: L: 226 gp; C: 0 gp; M: 1396 gp – +1 Spell Storing Heavy Flail, Ring of Counterspells, scroll of haste, potion of invisibility, potion of cure serious wounds, lesser metamagic rod of extend spell.

APL 8: L: 226 gp; C: 0 gp; M: 1396 gp – +1 Spell Storing Heavy Flail, Ring of Counterspells, scroll of haste, potion of invisibility, potion of cure serious wounds, lesser metamagic rod of extend spell.

APL 10: L: 126 gp; C: 0 gp; M: 2293 gp – +1 Spell Storing Heavy Flail, Ring of Counterspells, +2 headband of intellect, +2 cloak of resistance, +1 ring of protection, scroll of haste, potion of invisibility, 2 potions of cure serious wounds, lesser metamagic rod of extend spell.

APL 12: L: 264 gp; C: 0 gp; M: 2896 – +1 Axiomatic Spell Storing Heavy Flail, Ring of Counterspells, +2 headband of intellect, +2 cloak of resistance, scroll of haste, potion of invisibility, potion of cure serious wounds, lesser metamagic rod of extend spell.

APL 14: L: 427 gp; C: 0 gp; M: 3896 gp – +1 Axiomatic Spell Storing Heavy Flail, 2 Rings of Counterspells, +2 headband of intellect, +2 cloak of resistance, +2 amulet of health, +2 gloves of dexterity, scroll of haste, potion of invisibility, potion of cure serious wounds, lesser metamagic rod of extend spell.

APL 16: L: 531 gp; C: 0 gp; M: 6338 gp – +1 Axiomatic Spell Storing Heavy Flail, 2 Rings of Counterspells, +4 headband of intellect, +2 cloak of resistance, +2 amulet of health, +2 gloves of dexterity, Stone of Good Luck, scroll of haste, potion of invisibility, potion of cure serious wounds, lesser metamagic rod of extend spell.

Encounter Seven:

All APLs: L: 278 gp; C: 83 gp; M: 1063 gp – 10 potions of enlarge person (clvl 1), 10 potions of cure light wounds, 5 scrolls of web

Encounter Eight:

APL 6: L: 25 gp; C: 0 gp; M: 194 gp – +1 spiked chain

APL 8: L: 25 gp; C: 0 gp; M: 347 gp – +1 spiked chain, ring of protection +1 (167 gp each)

APL 10: L: 25 gp; C: 0 gp; M: 861 gp +1 spiked chain, ring of protection +2 (667 gp each)

APL 12: L: 25 gp; C: 0 gp; M: 1528 gp – +1 spiked chain, ring of protection +2 (667 gp each), amulet of natural armor +2 (667 gp each)

APL 14: L: 25 gp; C: 0 gp; M: 3000 gp –ring of protection +3 (1500 gp each), amulet of natural armor +3 (1500 gp each)

APL 16: L: 25 gp; C: 0 gp; M: 5334 gp –ring of protection +4 (2667 gp each), amulet of natural armor +4 (2667 gp each)

Total Possible Treasure

APL A: L: 12 gp; C: 50 gp; M: 13 gp - Total: 75 gp

APL B: L: 25 gp; C: 100 gp; M: 180 gp - Total: 305 gp

APL C: L: 16 gp; C: 150 gp; M: 214 gp - Total: 380 gp

Note that even though it is possible to find this much treasure in the module, characters may only gain wealth up to the treasure cap listed on the AR. Other items and wealth may be used in the scenario (or for raise dead spells).

Items for the Adventure Record

Favor of the Copperheads: The Copperheads are grateful that you rescued them from death (or near certain death) and will attempt to return the favor. If you are ever sold into slavery, they will rescue you and recover your equipment after 2 TUs. If your body is ever irrecoverably lost, they will mount a recovery expedition and bring either your body or whatever remains they can find to a priest who will raise you from the dead (at normal cost). They have a 10%-5xAPL chance of success. Either use discharges this favor.

Favor of Aldor Meissel: For recovering his cousin's body and avenging his death, Aldor Meissel will arrange special deals for you. You may discharge this favor in order to gain access: any to any one regional (Duchy of Urnst) or metaregional (NMR) access item from one of your ARs for one adventure. Favor used ____ for access from AR ____.

Favor of Master Vorinar: Master Vorinar arranges for you to have one-time access to the fire resistance armor enhancement (Used AR ____) and the bane (aberration, construct, elemental, evil outsider, magical beast, orc, plant, or undead) weapon enhancement (Used AR ____).

Gratitude of Liam Dawnlight: The templar of Pelor does not have wealth, but what he does have, he shares with you. You may spend this favor for access to the *undead bane weapon* spell from Libris Mortis.

The Dryad's Amber Amulet: As a token of her gratitude for redeeming her from corruption, a dryad in the Nutherwood has given you this amulet, carved from the sap that oozed from her tree's wounds.

Notes on the Pyronomicon: This scroll contains fragmentary notes on the Pyronomicon, a book on Elemental Fire written by the legendary tyrant-wizard Keraptis.

The Tome: This beaten and damaged book written in a long-forgotten language contains ancient rituals of a mysterious nature.

Item Access

APL 6

Any: Scroll of Restoration

Adventure: Potion of Enlarge Person, clvl 1 (50gp)

Adventure: +1 spell storing light flail

Adventure: lesser metamagic rod of extend spell

Adventure: Masterwork Mighty [+5] composite longbow

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

Adventure: Ring of Counterspells

Adventure: Cloak of Resistance +2

APL 10 (all of APL s 6-8 plus the following):

Adventure: +1 frost longspear

Adventure: Steadfast Boots (AEG)

Adventure: Ring of protection +2

APL 12 (all of APL S 6-10 plus the following):

Adventure: +1 axiomatic spell storing light flail

Adventure: Amulet of natural armor +2

APL 14 (all of APL S 6-12 plus the following):

Adventure: Amulet of natural armor +3

Adventure: Ring of protection +3

APL 16 (all of APL S 6-14 plus the following):

Adventure: Amulet of natural armor +4

Adventure: Headband of Intellect +4

Adventure: Ring of protection +4

Adventure: Stone of Good Luck

Adventure: +2 vest of resistance

Appendix One – Untiered NPCs

Gunther Fletcher: male half-orc Rgr 6/Exp 2; CR 7; HD 6d8+2d6-8; hp 25; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; BAB: +7; Grap: +9; Atk: +10 melee (1d8+2, x3, battle axe), or +11 ranged [+12 with masterwork arrows] (1d8+2 composite longbow); Full Atk: +10/+5 melee (1d8+2 x3, battle axe), or +9/+9/+4 ranged [+10/+10/+5 with masterwork arrows] (1d8+2 composite longbow); SQ: Animal Companion, Darkvision, Favored Enemy: Magical Beasts +2, Animals +4, Wild Empathy +6; AL LN; SV Fort +6, Ref +8, Will +7; Str 15, Dex 16, Con 9, Int 11, Wis 15, Cha 11.

Skills and Feats: Handle Animal +9 gr, Hide +6 4r, Knowledge: Geography +9 gr, Knowledge: Local +11 11r, Knowledge: Nature +7 5r, Listen +9 7r, Move Silently +6 4r, Spot +9 7r, Survival +12 [+14 above ground] 10r; Endurance (b), Manyshot (b), Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b), Weapon Focus: Longbow.

Spells Prepared (2 base DC 12+spell level): 1st—Endure Elements, Entangle

Possessions: Masterwork battle axe, masterwork chain shirt, masterwork buckler, dagger, Mighty [+2] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, potion of cure light wounds, wooden holy symbol of Pholtus.

Tenacity: Animal companion riding dog; medium animal; HD 4d8+8; hp 31; Init +3; Spd 40 ft.; AC 19 (touch 13, flat-footed 19) [+3 dex, +6 natural]; BAB: +3, Grap +6, Atk/Full atk: +7 melee (1d6+4 bite); SA: Trip; SQ: Low light vision, scent, evasion, link, share spells; AL N; SV Fort +7, Ref +8, Will +2; Str 16, Dex 16, Con 15, Int 2, Wis 12, Chr 6

Skills and Feats: Jump +11, Listen +5, Spot +5, Swim +4, Survival +1; Alertness, Track, Weapon Focus: bite.

Personality: Gunther has mellowed since his youth, but he has retained his fascination with geography and local lore. There is a touch of sadness in his eyes and he tends to wait and take time to consider and weigh his answers before responding to any question or request.

Description: In his youth, Gunther was tall and imposing with thick black hair and only the hint of fangs to reveal his shameful heritage. His orcish heritage still has power over him, however, and, though Gunther is only in his forties, he is degenerating. His hair is now a thin and graying fringe around the side of his head; the top of his head sports only a wisp of hair near his forehead. While he is still strong, he is not as muscular as he once was and his clothing now strains to contain his belly. His old bow is now too strong for him to draw comfortably and it rests above his fireplace and, when he hunts, he wields a

newer bow of lesser draw and lesser quality—it is sufficient for his needs.

Motivation & Goals: Gunther sees his end approaching and wants to be sure that he has lived in accordance with the One True Path sufficiently to make up for the indiscretions of his youth. He also wants to make sure that his family is provided for and protected. His son is not yet an adolescent and his mother is likely to outlive him (she is still in her mid-fifties and is quite healthy).

Family: Magda—his mother is widowed and lives with Gunther in his cottage. She cures the hides of the animals he kills and smokes their meat in the smokehouse. Rhys—his ten year old son idolizes his father and is already a fair shot with a shortbow though he is unable to draw any of his fathers' bows yet. He looks almost completely human (and as a ¼ orc, is mechanically human).

Resources: Gunther knows the Nutherwood better than anybody. In his younger days, he served the royal legions and helped them to track down bandits in the Nutherwood. He's been hunting and exploring throughout nearly every acre of the wood and there's no better guide to its depths. He has also collected all sorts of local lore.

Jenna of Mowbrenn: female human Clr 7; CR 7; HD 7d8+14; hp 52; Init +0; Spd 30 ft.; AC 10; BAB: +5; Grap: +7; Atk/Full Atk: +7 melee (1d3+2, nonlethal, unarmed); SA: Turn Undead 4/day, SQ: Domain Powers; AL CG; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +12 10r, Diplomacy +5 4r, Heal +8 5r, Knowledge: Religion +5 5r, Sense Motive +6 3r cc; Brew Potion, Cleave, Martial Weapon Proficiency: Greatsword, Power Attack.

Spells Prepared (6/5+1/4+1/3+1/2+1 base DC 12+spell level):

0th—create water x3, light, purify food and drink x2; 1st—Command, Comprehend Languages x2, Endure Elements x2, Enlarge Person*; 2nd—Bull's Strength*, Delay Poison, Lesser Restoration, Make Whole x2; 3rd—Continual Flame, Remove Blindness/Deafness x2, Magic Vestment*; 4th—Neutralize Poison, Restoration, Spell Immunity*

*Domain Spell (Domains: Strength (Feat of Strength: +7 enhancement bonus to strength 1/day); Luck (Roll one die once per day))

Possessions: ragged clothes.

Description: A dirty, blood-stained rag is still tied around Jenna's head, though now it serves to keep her long, blonde tresses out of her eyes rather than to bind her head-wound. She wears a ragged peasant's dress that's torn in a few places and looks like it was made for a much shorter woman.

Garret: male human Ftr 4/Rog 4; CR 8; HD 4d10+4d6+16; hp 58; Init +3; Spd 30 ft.; AC 13 (touch 13, flatfooted 13) [+3 dex]; BAB: +7; Grap: +8; Atk: +8 melee (1d3+1 unarmed); Full Atk: +8/+3 melee (1d3+1, nonlethal, unarmed); SA: Sneak Attack +2d6, SQ: Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; AL N; SV Fort +7, Ref +8, Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +12 7r, Bluff +9 7r, Climb +6 5r, Diplomacy +9 5r, Disable Device +8 7r, Jump +6 5r, Knowledge: Local-NMR +3 2r, Listen +7 7r, Open Lock +10 7r, Ride +8 5r, Swim +2 1r, Search +8 7r, Sense Motive +7 7r, Spot +7 7r, Tumble +14 7r; Combat Expertise, Dodge, Exotic Weapon Proficiency: Elven thinblade, Mobility, Spring Attack, Weapon Focus: Elven Thinblade, Weapon Specialization: Elven Thinblade

Possessions: ragged clothes.

Description: In better circumstances, Garret would probably be thought to have roguish good looks. Now, however, he's a wreck. His left hand is heavily bandaged, concealing the fact that he's missing the top two knuckles of his pinky. Dirty, blood-soaked bandages partially cover a crudely stitched gash in his leg and his right eye is nearly swollen shut.

Kerianne: female half-elf Rog 7; CR 7; HD 7d6+7; hp 37; Init +8; Spd 30 ft.; AC 14 (touch 14, flatfooted 14) [+4 dex]; BAB: +5; Grap: +5; Atk/full atk: +5 melee (1d4+1 dagger); SA: Sneak Attack +4d6, SQ: Evasion, Improved Uncanny Dodge, Trapfinding, Trap Sense +2, Uncanny Dodge; AL CN; SV Fort +3, Ref +9, Will +3; Str 11, Dex 18, Con 12, Int 11, Wis 12, Cha 8.

Skills and Feats: Disable Device +15 10r, Intimidate +9 10r, Knowledge: Local +2 2r, Listen +12 10r, Open Lock +16 10r, Sleight of Hand +14 10r, Search +17 10r, Spot +12 10r, Tumble+14 10r; Improved Initiative, Skill Focus: Disable Device, Skill Focus: Search

Possessions: peasant's outfit, dagger.

Description: Kerianne is a small, lithe woman whose close-cropped black hair and sharp features give her a pixie-like appearance. An old scar over one eye gives her a sober appearance and, at the moment, she seems to be covered in half-healed wounds that are red with infection.

Other Details: Though none of her companions know it and she would never admit it without magical compulsion, in addition to her role as the Copperheads' primary locksmith and trap-disabler, Kerianne has, from time to time, worked as an agent for the Underly Network, a network of spies in the County of Urnst though her loyalty is more to coin than to country. After leaving Starkwall, she was supposed to gather information on the situation in Nyronde.

Aliana: Female human (Flan/Suel) Sor 5; CR 5; Medium humanoid (human); HD 5d4+5; hp 21; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +2/+2; Atk/Full Atk: +0 melee (1d3 unarmed); SA spells; SQ —; AL N(G); SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 16.

Skills and Feats: Bluff +11, Concentration +9, Craft (furniture) +5, Knowledge: Arcana +6, Listen +1, Spellcraft +6, Spot +3; Alertness, Improved Initiative, Scribe Scroll.

Languages: Common, Nyronde.

Sorcerer Spells Known (6/7/5 per day; base DC = 12 + spell level): 0—*dancing lights, detect magic, ghost sound, mage hand, prestidigitation, read magic*; 1st—*grease, magic missile, shield, true strike*; 2nd—*scorching ray, web*

Possessions: ragged clothes.

Description: A young, raven-haired girl with green, almond-shaped eyes, wearing a clean but oversized peasant's girl's dress, Aliana could almost be mistaken for the romantic interest orphan or noble slave-girl from one of the Rel Mord theater productions. Even imprisoned, she has kept herself clean and her hair combed though there was nothing she could do for the long, livid scar along her forearm or the half-healed claw-marks on her neck.

Dalamar Meissel: male human Ftr 4/Brd 3; CR 7; HD 4d10+3d6+14; hp 52 (currently -10); Init +2; Spd 30 ft.; AC 12 (touch 12, flatfooted 10) [+2 dex]; BAB: +6; Grap: +9; Atk: +9 melee (1d3+3 unarmed); Full Atk: +9/+4 melee (1d3+3, unarmed); SA: - SQ: Bardic Music 3/day, Bardic Knowledge +5, Countersong, *Fascinate*, Inspire Courage +1, Inspire Competence; AL NG; SV Fort +7, Ref +6, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Bluff +8 6r, Diplomacy +10 6r, Gather Information +6 4r, Jump +8 5r, Knowledge: Appraise +1 1r, History +5 5r, Knowledge Local: NMR +1, Perform: Wind Instruments +3 1r, Perform: Stringed Instruments +7 5r, Perform: Vocal +8 6, Ride +7 5r, Sense Motive +7 6r, Tumble +5 1r cc; Cleave, Dodge, Elusive Target, Mobility, Power Attack,

Weapon Focus: Longsword, Weapon Specialization:
Longsword.

Bard Spells Known (3/1 per day; base DC = 12 + spell level): 0—*dancing lights, daze, detect magic, mage hand, mending, message*; 1st—*cure light wounds, feather fall, expeditious retreat*

Possessions: rotten grave-shroud.

Description: At the moment, the best that can be said for Dalamar is that he is only mildly decomposed. Before his death, however, he combined a superb physique with dashing good looks and, when not wearing his armor, could be found in the inns and taverns wearing a fancy vest and an ornate sword with a wide-brimmed red velvet hat. When he is raised, he will look much the same though the experience of death and resurrection may sober him a bit.

Appendix Two – APL 6

Encounter Four

Bandit Warrior: Male human War 3; CR 2; HD 3d8+3; HP: 21; Init +3; Spd 20 ft.; AC 19 [+5 breastplate, +1 buckler, +3 dex] (touch 13, flat-footed 16); Base Attack/Grapple: +3/+5; Atk/Full atk: +5 melee (1d8+2 Long Sword) or +8 (1d8+2 composite longbow); AL: CE; SV Fort +4, Ref +4, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump -3 (6 ranks), Intimidate +5 (6 ranks), Survival +3 (3 ranks cc); Point Blank Shot, Precise Shot, Weapon Focus: longbow.

Possessions: Breastplate, long sword, dagger, buckler, mighty [+2] composite longbow, 20 masterwork arrows.

Bandit Hunter: male wood elf Rgr 2/Ftr 2; CR 4; HD 2d10+2d8+4; hp 30; Init +4; Spd 30 ft.; AC 19 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; Base Atk/Grp: +4/+7; Atk: +7 melee (1d8+3 battle axe), or +11 ranged (1d8+5 composite longbow); Full Atk: +7 melee (1d8+3 battle axe), or +9/+9 ranged (1d8+5 composite longbow); SA: Favored Enemy: human +2; SQ: Elf Qualities, Wild Empathy +1; AL CE; SV Fort +7, Ref +7, Will +0; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4 4r, Intimidate +3 4r, Jump +4 4r, Listen +11 7r, Spot +11 7r, Survival +4 4r, swim +1 4r; Alertness, Point Blank Shot, Precise Shot, Rapid Shot (b), Weapon Focus: Composite Longbow, Track (b)

Possessions: battle axe, chain shirt, buckler, dagger, Masterwork Mighty [+3] composite longbow; 20 normal arrows, 10 silvered arrows, 10 +2 arrows (from Mord's *greater magic weapon* spell), potion of *cure moderate wounds*.

Bandit Fighter: male human Ftr 4; CR 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+7 banded mail, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +9 melee (1d10+6 halberd), or +5 ranged (1d6+3 javalin); AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +6 [7 ranks], Jump -1 [7 ranks], Spot +4 [3.5 ranks cc], Survival +4 [3.5 ranks cc]; Combat Expertise, Improved Trip, Power Attack, Quickdraw, Weapon Focus: Halberd, Weapon Specialization: Halberd

Possessions: +1 banded mail, Masterwork halberd, heavy flail, dagger, 3 javalins, potion of *cure moderate wounds*, potion of *enlarge person* (clvl 1).

Bandit Bard: male high elf Brd 6; CR 6; HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +4/+5; Atk/Full Atk: +6 melee (1d6+1 rapier), or +8 ranged (1d6+1 shortbow); SQ: Bardic Music, Bardic Knowledge, Inspire Courage +1, Countersong, Inspire Competence, Suggestion; AL CN; SV Fort +4, Ref +9, Will +6; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +12 (9 ranks), Diplomacy +16 (9 ranks), Listen +11 (9 ranks), Perform: Oratory +7 (4 ranks), Perform: stringed instruments +12 (9 ranks), Perform: Vocal +12 (9 ranks), Search +2, Sense Motive +5 (5 ranks), Spot +2; Greater Spell Focus: Enchantment, Improved Initiative, Spell Focus: Enchantment.

Spells Per Day (3/4/3 base DC 13+spell level, 15+ spell level: enchantment)

Spells Known: 6/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Rage, Silence.

Possessions: mighty [+1] shortbow, 20 masterwork arrows, chain shirt, masterwork rapier, masterwork buckler, *cloak of resistance* +1, potion of *cure moderate wounds*, scroll of *haste*.

Encounter Five

Mord: male human Ftr 1/Wizard 6/Eldritch Knight 1; CR 8; HD 1d10+6d4+1d6+16; hp 48; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 dex, +4 mage armor]; Base Atk/Grp: +5/+7; Atk/Full Atk: +9 melee (1d8+4 light flail) or +7 ranged (1d6+2 javalin); AL NE; SV Fort +8, Ref +6, Will +5; Str 14, Dex 14, Con 14, Int 17, Wis 10, Cha 12.

Skills and Feats: Concentration +11 (9 ranks), Gather Information +3 (0 ranks), Handle Animal +6 (5 ranks), Intimidate +5 (4 ranks), Jump +7 (5 ranks), Knowledge: Arcana +11 (8 ranks), Knowledge: Dungeoneering +4 (1 rank), Knowledge: Local +8 (5 ranks), Knowledge: Nobility and Royalty +5 (2 ranks), Knowledge: The Planes +8 (5 ranks), Ride +8 (4 ranks), Spellcraft +13 (8 ranks), Tumble +6 (2 ranks cc); Cleave (Ftr 1), Combat Expertise (1), Improved Trip (EK 1), Power Attack (Hum), Practiced Spellcaster (3),

Quicken Spell (Wiz 5), Scribe Scroll (Wiz 1), Weapon Focus: Light flail (6)

Possessions: +1 Spell Storing Light flail (Vampiric Touch), Ring of Counterspells (Dispel Magic), masterwork spiked locking gauntlet, dagger, scroll of haste, potion of invisibility, potion of cure serious wounds, spell component pouch, weasel familiar, lesser metamagic rod of extend spell.

Spells Prepared (4+1/4+1/4+1/3+1) Base DC = 13+spell level; Divination Specialist, Illusion prohibited)

0—Acid Splash, Dancing Lights, Detect Magic, Mage Hand, Touch of Fatigue; 1st—Alarm, ~~Mage Armor~~, Ray of Enfeeblement, Shield, True Strike; 2nd—~~False Life~~, See Invisibility, Web, Wraithstrike x2; 3rd—Blink, clairaudience/clairvoyance, Dispel Magic, Vampiric Touch.

He has pre-cast *mage armor*, and *false life* (14 temporary hit points) as a part of his daily routine.

Spellbook: 0—all non-illusion PHB spells; 1st—Alarm, Detect Secret Doors, Mage Armor, Protection from Good, Ray of Enfeeblement, Shield, True Strike; 2nd—Detect Thoughts, False Life, See Invisibility, Touch of Idiocy, Wraithstrike; 3rd—Arcane Sight, Blink, Clairaudience/Clairvoyance, Dispel Magic, Flame Arrow, Greater Magic Weapon, Vampiric Touch.

Tactics:

Defensive: *shield* and *see invisibility* at the first sign of trouble, *blink* as he enters the battlefield.

Offensive: Follow up *ray of enfeeblement* with an Improved Trip attack; *wraithstrike* or *true strike* followed by a full Power Attack.

Encounter Eight

Corrupted Nymph: Female Fey Fighter 2; CR 9; HD 6d6+2d10+16; hp 48; Init +9; Spd 30 ft.; AC 21 (touch 21, flat-footed 16) [+5 dex, 6 deflection]; Base Atk/Grp: +5/+4; Atk: +11 melee (1d4-1 masterwork dagger); Full Atk: +11 melee (1d4-1 masterwork dagger); SA: Blinding Beauty, spells, spell-like abilities, stunning glance; SQ: DR 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CE; SV Fort +13, Ref +16, Will +17; Str 8, Dex 20, Con 14, Int 16, Wis 22, Cha 22.

Skills and Feats: Concentration +11, Diplomacy +8, Escape Artist+14, Handle Animal +15, Heal +15, Hide +14, Listen +15, Move Silently +14, Ride +7, Sense Motive +15, Spellcraft +3 (1/2 rank crossclass), Spot +15, Swim +15, Survival +7, Use Rope +5 (+7 with bindings); Combat Casting, Dodge, Improved Initiative, Improved Unarmed Strike, Weapon Finesse, Deflect Arrows

Blinding Beauty (Su): All who look directly at the nymph must make a DC 19 fort save or be permanently blinded.

Spell-Like Abilities: *dimension door*, clvl 7, 1/day

Stunning Glance (Su): DC 19 fort or be stunned for 2d4 rounds—standard action

Unearthly Grace (Su): Cha bonus to AC (deflection) and saves.

Spells Prepared (6/6/5/3/2) Base DC = 16+spell level) Caster Level: 7 0—*detect magic* x2, *guidance* x2, *resistance* x2; 1st—*produce flame* x3, *faerie fire* x1, *cure light wounds* x2; 2nd—*warp wood* x2, *cat grace*, *spider climb*, *barkskin*; 3rd—*contagion*, *dispel magic*, *cure moderate wounds*; 4th—*flame strike*, *cure serious wounds*;

Possessions: masterwork dagger

Corrupted Dryad: Female Fey Sor 2/Rog 2; CR 5; HD 6d6+2d4+16; hp 48; Init +6; Spd 30 ft.; AC 23 (touch 16, flat-footed 17) [+6 dex, +4 mage armor, +3 natural]; Base Atk/Grp: +4/+6; Atk/Full Atk: +11 (2d4+4 spiked chain); SA: Sneak Attack +1d6, Spell-like abilities; SQ: DR 5/cold iron, evasion, tree-dependent, wild empathy; AL CE; SV Fort +5, Ref +13, Will +9; Str 14, Dex 22, Con 14, Int 14, Wis 14, Cha 21.

Skills and Feats: Concentrate+7, Balance+13, Escape Artist +14, Handle Animal +12, Hide +13, Knowledge: Nature +11, Knowledge Religion+3, Listen +12, Move Silently +13, Ride +8, Spot +12, Spellcraft +3, Survival +9, Tumble +14, Use Rope +6 (+8 with bindings); Exotic Weapon Proficiency: Spiked Chain, Great Fortitude, Weapon Finesse.

Spell-like Abilities: At will—entangle (DC 13), speak with plants, tree shape; 3/day—charm person (DC 13), deep slumber (DC 15), tree stride; 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature except that the dryad has a +6 racial bonus to the check.

Sorcerer spells per day (6/6) Base DC = 15+spell level) 0th—*acid splash*, *dancing lights*, *daze*, *flare*; 1st—*distract assailant* (CV), *mage armor*.

Possessions: +1 spiked chain

Distract Assailant (Ass1, Sor/Wiz1) Enchantment (compulsion, mind affecting) VSM 1 swift action, Range: Close, Target: 1 creature. Will Negates, SR=Yes. A creature affected by this spell is flat-footed until the beginning of its next turn.

Appendix Three – APL 8

Encounter Four

Bandit Warrior: Male human War 3; CR 2; HD 3d8+3; HP: 21; Init +3; Spd 20 ft.; AC 19 [+5 breastplate, +1 buckler, +3 dex] (touch 13, flat-footed 16); Base Attack/Grapple: +3/+5; Atk/Full atk: +5 melee (1d8+2 Long Sword) or +9 (1d8+4 composite longbow); AL: CE; SV Fort +4, Ref +4, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump -3 (6 ranks), Intimidate +5 (6 ranks), Survival +3 (3 ranks cc); Point Blank Shot, Precise Shot, Weapon Focus: longbow.

Possessions: Breastplate, long sword, dagger, buckler, mighty [+2] composite longbow, 10 +2 arrows (created by *Greater Magic Weapon*), 10 normal arrows.

Bandit Hunter: male wood elf Rgr 2/Ftr 2; CR 4; HD 2d10+2d8+4; hp 30; Init +4; Spd 30 ft.; AC 19 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; Base Atk/Grp: +4/+7; Atk: +7 melee (1d8+3 battle axe), or +10 ranged (1d8+3 composite longbow); Full Atk: +7 melee (1d8+3 battle axe), or +8/+8 ranged (1d8+3 composite longbow); SA: Favored Enemy: human +2; SQ: Elf Qualities, Wild Empathy +1; AL CE; SV Fort +7, Ref +7, Will +0; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4 4r, Intimidate +3 4r, Jump +4 4r, Listen +11 7r, Spot +11 7r, Survival +4 4r, swim +1 4r; Alertness, Point Blank Shot, Precise Shot, Rapid Shot (b), Weapon Focus: Composite Longbow, Track (b)

Possessions: battle axe, chain shirt, buckler, dagger, Masterwork Mighty [+3] composite longbow; 20 normal arrows, 10 silvered arrows, 20 +2 arrows, potion of *cure moderate wounds*.

Bandit Fighter: male human Ftr 4; CR 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+7 banded mail, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +9 melee (1d10+6 halberd), or +5 ranged (1d6+3 javalin); AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +6 [7 ranks], Jump -1 [7 ranks], Spot +4 [3.5 ranks cc], Survival +4 [3.5 ranks cc]; Combat Expertise, Improved Trip, Power Attack, Quick draw, Weapon Focus: Halberd, Weapon Specialization: Halberd

Possessions: +1 banded mail, Masterwork halberd, heavy flail, dagger, 3 javelins, potion of *cure moderate wounds*, potion of *enlarge person* (clvl 1).

Bandit Brawler: male half-orc Ex-Monk 3/Bbn 3; CR 6; HD 3d8+3d12+18; hp 57; Init +6; Spd 40 ft. (50 ft. unarmored); AC 19 (touch 12, flat-footed 19) [+5 chain shirt, +2 heavy shield, +2 dex]; Base Atk/Grp: +5/+13; Atk/Full Atk: +9 melee (1d6+4 unarmed strike), or +10 melee (1d6+4 armor spikes), or +7 ranged (1d6+4 javalin); SQ: Fast Movement, Rage 1/day, Trap Sense +1, Uncanny Dodge, Flurry of Blows, Evasion, Still Mind, AL NE; SV Fort +8, Ref +6, Will +4; Str 18, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Diplomacy +3 [4 ranks], Intimidate +4 [5 ranks], Hide +4 [5 ranks], Jump +11 [6 ranks], Knowledge: Arcana +0 [1 rank], Survival +3 [3 ranks], Tumble +4 (3 ranks); Deflect Arrows, Improved Grapple, Improved Initiative, Improved Toughness, Improved Unarmed Strike (b), Stunning Fist (3/day, DC 13)

Possessions: +1 chain shirt with masterwork armor spikes, heavy wooden shield, dagger, 3 javelins, potion of *enlarge person* (clvl 1), potion of *cure moderate wounds*.

Rage: male half-orc Ex-Monk 3/Bbn 3; CR 4; HD 3d8+3d12+30; hp 69; Init +6; Spd 40 ft. (50 ft. unarmored); AC 17 (touch 10, flat-footed 17); Base Atk/Grp: +5/+15; Atk/Full Atk: +11 melee (1d6+6 unarmed strike), or +12 melee (1d6+6 armor spikes), or +7 ranged (1d6+6 javalin); SQ: Fast Movement, Rage 1/day, Trap Sense +1, Uncanny Dodge, Flurry of Blows, Evasion, Still Mind, AL NE; SV Fort +10, Ref +6, Will +6; Str 22, Dex 14, Con 18, Int 9, Wis 10, Cha 8.

Bandit Bard: male high elf Brd 6; CR 6; HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +4/+5; Atk/Full Atk: +6 melee (1d6+1 rapier), or +8 ranged (1d6+1 shortbow); SQ: Bardic Music, Bardic Knowledge, Inspire Courage +1, Countersong, Inspire Competence, Suggestion; AL CN; SV Fort +4, Ref +9, Will +6; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +12 (9 ranks), Diplomacy +16 (9 ranks), Listen +11 (9 ranks), Perform: Oratory +7 (4 ranks), Perform: stringed instruments +12 (9 ranks), Perform: Vocal +12 (9 ranks), Search +2, Sense Motive +5 (5 ranks), Spot +2; Greater Spell Focus: Enchantment, Improved Initiative, Spell Focus: Enchantment.

Possessions: mighty [+1] shortbow, 20 masterwork arrows, chain shirt, masterwork rapier, masterwork buckler, *cloak of resistance* +1, potion of *cure moderate wounds*, scroll of *haste*.

Spells Per Day (3/4/3 base DC 13+spell level, 15+ spell level: enchantment)

Spells Known: 6/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Rage, Silence.

Bandit Champion: male dwarf Ftr 2/Rog 6; CR 8; HD 6d6+2d10+24; hp 62; Init +0; Spd 20 ft.; AC 20 (touch 11, flat-footed 20) [+9 fullplate, +1 deflection]; Base Atk/Grp: +6/+10; Atk: +11 (1d10+7 heavy flail) or +6 ranged (1d6+4 javalin); Full Atk: +11/+6 melee (1d10+7 Heavy Flail), or +6 ranged (1d6+4 javalin); SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL CE; SV Fort +10, Ref +7, Will +6; Str 18, Dex 10, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +11 (11 ranks), Diplomacy +15 (11 ranks), Disable Device +14 (11 ranks), Gather Information +13 (11 ranks), Intimidate +13 (11 ranks), Jump -1 (6 ranks), Knowledge: Local +6 (5 ranks), Open Lock: +6 (4 ranks), Search +12 (11 ranks), Sense Motive +6 (6 ranks); Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Iron Will

Possessions: +1 full plate with armor spikes, +1 ring of protection, +2 cloak of resistance, +1 heavy flail, dagger, 3 javelins, potion of enlarge person (clvl 1), potion of cure moderate wounds, masterwork thieves' tools.

Encounter Five

Mord: male human Ftr 1/Wizard 6/Eldritch Knight 2; CR 9; HD 1d10+6d4+2d6+18; hp 54; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 dex, +4 mage armor]; Base Atk/Grp: +6/+8; Atk: +10 melee (1d8+4 light flail) or +8 ranged (1d6+2 javalin); Full Atk: +10/+5 melee (1d8+4 light flail) or +8 ranged (1d6+2 javalin); AL NE; SV Fort +9, Ref +6, Will +5; Str 14, Dex 14, Con 14, Int 17, Wis 10, Cha 12.

Skills and Feats: Concentration +14 (12 ranks), Diplomacy +3 (0 ranks), Gather Information +3 (0 ranks), Handle Animal +6 (5 ranks), Intimidate +5 (4 ranks), Jump +7 (5 ranks), Knowledge: Arcana +11 (8 ranks), Knowledge: Dungeoneering +4 (1 rank), Knowledge: Local +8 (5 ranks), Knowledge: Nobility and Royalty +8 (5 ranks), Knowledge: The Planes +8 (5 ranks), Ride +8 (4 ranks), Spellcraft +13 (8 ranks), Tumble +6 (2 ranks cc); Arcane Strike, Cleave (Ftr 1), Combat Expertise (1), Improved Trip (EK 1), Power Attack (Hum), Practiced Spellcaster (3), Quicken Spell (Wiz 5), Scribe Scroll (Wiz 1), Weapon Focus: Light flail (6)

Possessions: +1 Spell Storing Light flail (Vampiric Touch), Ring of Counterspells (Dispel Magic), masterwork spiked locking gauntlet, dagger, scroll of haste, potion of invisibility, potion of cure serious wounds, spell component pouch, necessary expensive material components and spell foci, weasel familiar, lesser metamagic rod of extend spell.

Spells Prepared (4+1/5+1/4+1/3+1/1+1) Base DC = 13+spell level; Divination Specialist, Illusion prohibited)

0—Acid Splash, Dancing Lights, Detect Magic, Mage Hand, Touch of Fatigue; 1st—Alarm, ~~Mage Armor~~, Ray of Enfeeblement, Shield, True Strike; 2nd—alter self, ~~False Life~~, See Invisibility, Wraithstrike x2; 3rd—Blink, clairaudience/clairvoyance, Dispel Magic, ~~greater magic weapon~~, Vampiric Touch; 4th—~~anticipate teleportation~~, ~~evard's black tentacles~~

He has pre-cast *anticipate teleportation*, *mage armor*, *false life* (15 temporary hit points), and *greater magic weapon* (on his followers' arrows) as a part of his daily routine.

Spellbook: 0—all non-illusion PHB spells; 1st—Alarm, Detect Secret Doors, Mage Armor, Protection from Good, Ray of Enfeeblement, Shield, True Strike; 2nd—Alter Self, Detect Thoughts, False Life, See Invisibility, Touch of Idiocy, Wraithstrike; 3rd—Arcane Sight, Blink, Clairaudience/Clairvoyance, Dispel Magic, Flame Arrow, Greater Magic Weapon, Vampiric Touch; 4th—Anticipate Teleportation, Dimension Door, Evard's Black Tentacles

Tactics:

Defensive: alter self, see invisibility, and shield at the first sign of trouble, blink as he enters the battlefield.

Offensive: Follow up ray of enfeeblement with an improved trip attack; wraithstrike or true strike followed by a full Power Attack while using Arcane Strike to turn a spell that isn't useful at the time into extra damage.

Use *evard's black tentacles* to delay clumps of enemies.

Teleportation response: Cast *evard's black tentacles* in the area where the teleporters will arrive, then move out of line of sight. (So that he can return to line of sight on his terms).

Encounter Eight

Corrupted Nymph: Female Fey Fighter 1/Blighter 4; CR 9; HD 6d6+1d10+4d8+22; hp 67; Init +9; Spd 30 ft.; AC 21 (touch 21, flat-footed 16) [+5 dex, 6 deflection]; Base Atk/Grp: +7/+6; Atk: +13 melee (1d4-1 masterwork dagger); Full Atk: +13/+8 melee (1d4-1 masterwork dagger); SA: Blightfire, Blinding Beauty, spells, spell-like abilities, stunning glance; SQ: DR 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CE; SV Fort +16, Ref +17, Will +21; Str 8, Dex 20, Con 14, Int 16, Wis 22, Cha 22.

Skills and Feats: Concentration +16, Diplomacy +8, Escape Artist+14, Handle Animal +15, Heal +14, Hide +14, Listen +17, Move Silently +14, Ride +7, Sense Motive +15, Spellcraft +14, Spot +17, Swim +14, Survival +13, Use Rope +5 (+7 with bindings); Combat Casting, Dodge, Improved Initiative, Improved

Unarmed Strike, Practiced Spellcaster (Blighter), Weapon Finesse, Still Spell

Spells Prepared (6/5/4/2/1) Base DC = 16+spell level) Caster Level: 8 0—*detect magic* x2, *ghost sound* x2, *touch of fatigue* x2; 1st—*ray of enfeeblement* x2, *stilled touch of fatigue*, *inflict light wounds* x2; 2nd—*warp wood*, *produce flame* x2, *stilled ray of enfeeblement*; 3rd—*contagion*, *vampiric touch*; 4th—*flame strike*

Blinding Beauty (Su): All who look directly at the nymph must make a DC 19 fort save or be permanently blinded.

Spell-Like Abilities: *dimension door*, clvl 7, 1/day

Stunning Glance (Su): DC 19 fort or be stunned for 2d4 rounds—standard action

Unearthly Grace: Cha bonus to AC and saves.

Deforestation (sp): kills all nonsentient plants within 20 feet. Nothing can grow until a hallow or similar spell is cast in the area.

Blightfire: Standard action, 5d6 damage to all within 10 feet, Ref DC 20 half)

Speak with Dead Animal (as Speak With Dead)

Medium Undead wild shape 2/day: as wildshape except add the skeleton template to the animal

- Type changes to undead. Lose all Nymph bonuses to AC, Saves, DR.
- Natural armor bonus becomes +0 (tiny), +1 (small), or +2 (med or large), or +3 (huge)
- +2 Dexterity and no Constitution
- Immunity to cold, DR 5/Bludgeoning

Wildshaped Corrupted Nymph: Undead (Skeleton) Black Bear hp67; Spd 40'; AC 14 (+2 dex, +2 natural); Base Atk/Grp: +7/+11 Atk +11 melee (1d4+4 Claw); Full Atk +11x2 melee (1d4+4 2 claws), +6 melee (1d6+2 bite); SV Fort +8 Ref +8 Will +15; Str 18, Dex14, Con -, Int 16, Wis 22, Cha 22

Possessions: masterwork dagger

Corrupted Dryad: Female Fey Sor 2/Rog 4; CR 7; HD 8d6+2d4+20; hp 60; Init +6; Spd 30 ft.; AC 24 (touch 17, flat-footed 24) [+6 dex, +4 mage armor, +3 natural, +1 deflection]; Base Atk/Grp: +6/+8; Atk: +13 (2d4+4 spiked chain); Full Atk: +13/+8 (2d4+4 spiked chain); SA: Sneak Attack +2d6, Spell-like abilities; SQ: DR 5/cold iron, evasion, tree-dependent, uncanny dodge, wild empathy; AL CE; SV Fort +6, Ref +14, Will +10; Str 14, Dex 22, Con 14, Int 14, Wis 14, Cha 22.

Skills and Feats: Concentrate+7, Balance+13, Escape Artist +19, Handle Animal +13, Hide +16, Knowledge: Nature +11, Knowledge Religion+3, Listen +12, Move

Silently +16, Ride +8, Spot +12, Spellcraft +3, Survival +9, Tumble +19, Use Rope +10 (+12 with bindings); Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Great Fortitude, Weapon Finesse.

Spell-like Abilities: At will—*entangle* (DC 13), *speak with plants*, *tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature except that the dryad has a +6 racial bonus to the check.

Sorcerer spells per day (6/6) Base DC = 16+spell level) 0th—*acid splash*, *dancing lights*, *daze*, *flare*; 1st—*distract assailant* (CV), *mage armor*

Distract Assailant (Ass1, Sor/Wiz1) Enchantment (compulsion, mind affecting) VSM 1 swift action, Range: Close, Target: 1 creature. Will Negates, SR=Yes. A creature affected by this spell is flat-footed until the beginning of its next turn.

Possessions: +1 spiked chain, +1 ring of protection

Appendix Four – APL 10

Encounter Four

Bandit Warrior: Male human War 3; CR 2; HD 3d8+3; HP: 21; Init +3; Spd 20 ft.; AC 19 [+5 breastplate, +1 buckler, +3 dex] (touch 13, flat-footed 16); Base Attack/Grapple: +3/+5; Atk/Full atk: +5 melee (1d8+2 Long Sword) or +9 (1d8+4 composite longbow); AL: CE; SV Fort +4, Ref +4, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump -3 (6 ranks), Intimidate +5 (6 ranks), Survival +3 (3 ranks cc); Point Blank Shot, Precise Shot, Weapon Focus: longbow.

Possessions: Breastplate, long sword, dagger, buckler, mighty [+2] composite longbow, 10 +2 arrows (created by *Greater Magic Weapon*), 10 normal arrows.

Bandit Hunter: male wood elf Rgr 2/Ftr 2; CR 4; HD 2d10+2d8+4; hp 30; Init +4; Spd 30 ft.; AC 19 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; Base Atk/Grp: +4/+7; Atk: +7 melee (1d8+3 battle axe), or +11 ranged (1d8+5 composite longbow); Full Atk: +7 melee (1d8+3 battle axe), or +9/+9 ranged (1d8+5 composite longbow); SA: Favored Enemy: human +2; SQ: Elf Qualities, Wild Empathy +1; AL CE; SV Fort +7, Ref +7, Will +0; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4 4r, Intimidate +3 4r, Jump +4 4r, Listen +11 7r, Spot +11 7r, Survival +4 4r, swim +1 4r; Alertness, Point Blank Shot, Precise Shot, Rapid Shot (b), Weapon Focus: Composite Longbow, Track (b)

Possessions: battle axe, chain shirt, buckler, dagger, Masterwork Mighty [+3] composite longbow; 20 normal arrows, 10 silvered arrows, 10 +2 arrows (from Mord's *greater magic weapon* spell), potion of *cure moderate wounds*.

Bandit Fighter: male human Ftr 4; CR 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+7 banded mail, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +9 melee (1d10+6 halberd), or +5 ranged (1d6+3 javalin); AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +6 [7 ranks], Jump -1 [7 ranks], Spot +4 [3.5 ranks cc], Survival +4 [3.5 ranks cc]; Combat Expertise, Improved Trip, Power Attack, Quickdraw, Weapon Focus: Halberd, Weapon Specialization: Halberd

Possessions: +1 banded mail, Masterwork halberd, heavy flail, dagger, 3 javelins, potion of *cure moderate wounds*, potion of *enlarge person* (clvl 1).

Bandit Brawler: male half-orc Ex-Monk 3/Bbn 3; CR 6; HD 3d8+3d12+18; hp 57; Init +6; Spd 40 ft. (50 ft. unarmored); AC 19 (touch 12, flat-footed 19) [+5 chain shirt, +2 heavy shield, +2 dex]; Base Atk/Grp: +5/+13; Atk/Full Atk: +9 melee (1d6+4 unarmed strike), or +10 melee (1d6+4 armor spikes), or +7 ranged (1d6+4 javalin); SQ: Fast Movement, Rage 1/day, Trap Sense +1, Uncanny Dodge, Flurry of Blows, Evasion, Still Mind, AL NE; SV Fort +8, Ref +6, Will +4; Str 18, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Diplomacy +3 [4 ranks], Intimidate +4 [5 ranks], Hide +4 [5 ranks], Jump +11 [6 ranks], Knowledge: Arcana +0 [1 rank], Survival +3 [3 ranks], Tumble +4 (3 ranks); Deflect Arrows, Improved Grapple, Improved Initiative, Improved Toughness, Improved Unarmed Strike (b), Stunning Fist (3/day, DC 13)

Possessions: +1 chain shirt with masterwork armor spikes, heavy wooden shield, dagger, 3 javelins, potion of *enlarge person* (clvl 1), potion of *cure moderate wounds*.

Rage: male half-orc Ex-Monk 3/Bbn 3; CR 4; HD 3d8+3d12+30; hp 69; Init +6; Spd 40 ft. (50 ft. unarmored); AC 17 (touch 10, flat-footed 17); Base Atk/Grp: +5/+15; Atk/Full Atk: +11 melee (1d6+6 unarmed strike), or +12 melee (1d6+6 armor spikes), or +7 ranged (1d6+6 javalin); SQ: Fast Movement, Rage 1/day, Trap Sense +1, Uncanny Dodge, Flurry of Blows, Evasion, Still Mind, AL NE; SV Fort +10, Ref +6, Will +6; Str 22, Dex 14, Con 18, Int 9, Wis 10, Cha 8.

Bandit War Bard: male high elf Brd 8; CR 8; HD 8d6+16; hp 50; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +6/+7; Atk +8 melee (1d6+1 rapier), or +10 ranged (1d6+1 shortbow); Full Atk: +8+3 melee (1d6+1 rapier), or +10/+5 ranged (1d6+1 shortbow); SQ: Bardic Music, Bardic Knowledge, Inspire Courage +2, Countersong, Inspire Competence, Suggestion; AL CN; SV Fort +5, Ref +10, Will +7; Str 12, Dex 16, Con 12 (14), Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +14 (11 ranks), Diplomacy +18 (11 ranks), Listen +13 (11 ranks), Perform: Oratory +7 (4 ranks), Perform: stringed instruments +12 (9 ranks), Perform: Vocal +14 (11 ranks), Search +2, Sense Motive +9 (9 ranks), Spot +2; Greater Spell Focus: Enchantment, Improved Initiative, Spell Focus: Enchantment.

Spells Per Day (3/4/4/2 base DC 13+spell level, 15+ spell level: enchantment)

Spells Known: 6/4/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Glitterdust, Rage, Silence; 3rd—Confusion, Displacement, Fear

Possessions: mighty [+1] shortbow, 20 masterwork arrows, chain shirt, masterwork rapier, masterwork buckler, *amulet of health* +2, +1 *cloak of resistance*, potion of *cure moderate wounds*, scroll of *see invisibility*, scroll of *haste*.

Bandit Champion: male dwarf Ftr 2/Rog 6; CR 8; HD 6d6+2d10+24; hp 62; Init +0; Spd 20 ft.; AC 20 (touch 11, flat-footed 20) [+9 fullplate, +1 deflection]; Base Atk/Grp: +6/+10; Atk: +11 (1d10+7 heavy flail) or +6 ranged (1d6+4 javalin); Full Atk: +11/+6 melee (1d10+7 Heavy Flail), or +6 ranged (1d6+4 javalin); SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL CE; SV Fort +10, Ref +7, Will +6; Str 18, Dex 10, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +11 (11 ranks), Diplomacy +15 (11 ranks), Disable Device +14 (11 ranks), Gather Information +13 (11 ranks), Intimidate +13 (11 ranks), Jump -1 (6 ranks), Knowledge: Local +6 (5 ranks), Open Lock: +6 (4 ranks), Search +12 (11 ranks), Sense Motive +6 (6 ranks); Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Iron Will

Possessions: +1 *full plate* with armor spikes, *ring of protection* +1, *cloak of resistance* +2, +1 *heavy flail*, dagger, 3 javelins, potion of *enlarge person* (clvl 1), potion of *cure moderate wounds*, masterwork thieves' tools.

Bandit War-Rogue: female human Rog 10; CR 10; HD 10d6+20; hp 62; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+5 chain shirt, +4 dex]; Base Atk/Grp: +7/+9; Atk: +10 (1d8+4 +1d6 cold longspear) or +11 ranged (1d6+2 javalin); Full Atk: +10/+5 melee (1d8+4 +1d6 cold longspear), or +11 ranged (1d6+2 javalin); SA: Sneak Attack +5d6; SQ: Evasion, Improved Uncanny Dodge, Opportunist, Trap Sense +3, Uncanny Dodge; AL CE; SV Fort +6, Ref +12, Will +4; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +10 (5 ranks), Bluff +5 (5 ranks), Diplomacy +6 (2 ranks), Disable Device +15 (13 ranks), Hide +16 (13 ranks), Jump +8 (5 ranks), Listen +13 (13 ranks), Move Silently +16 (13 ranks), Open Lock +10 (4 ranks), Search +13 (13 ranks), Sense Motive +5 (5 ranks), Spot +13 (13 ranks), Tumble +20 (13 ranks); Combat Reflexes, Dodge, Elusive Target, Hold the Line, Mobility

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's

attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Possessions: +1 *chain shirt* with armor spikes, +1 *frost longspear*, +1 *cloak of resistance*, dagger, 3 javelins, *Steadfast Boots*, potion of *cure moderate wounds*, potion of *invisibility*, masterwork thieves' tools.

Encounter Five

Mord: male human Ftr 1/Wizard 6/Eldritch Knight 4; CR 11; HD 1d10+6d4+4d6+22; hp 66; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 dex, +4 mage armor]; Base Atk/Grp: +8/+10; Atk: +12 melee (1d8+4 light flail) or +10 ranged (1d6+2 javalin); Full Atk: +12/+7 melee (1d8+4 light flail) or +10 ranged (1d6+2 javalin); AL NE; SV Fort +12, Ref +9, Will +8; Str 14, Dex 14, Con 14, Int 17 (19), Wis 10, Cha 12.

Skills and Feats: Concentration +16 (14 ranks), Diplomacy +5 (0 ranks), Gather Information +3 (0 ranks), Handle Animal +6 (5 ranks), Intimidate +5 (4 ranks), Jump +7 (5 ranks), Knowledge: Arcana +14 (10 ranks), Knowledge: Dungeoneering +5 (1 rank), Knowledge: Local +9 (5 ranks), Knowledge: Nobility and Royalty +9 (5 ranks), Knowledge: The Planes +9 (5 ranks), Ride +8 (4 ranks), Sense Motive +6 (6 ranks), Spellcraft +16 (10 ranks), Tumble +6 (2 ranks cc); Arcane Strike, Cleave (Ftr 1), Combat Expertise (1), Improved Trip (EK 1), Power Attack (Hum), Practiced Spellcaster (3), Quicken Spell (Wiz 5), Scribe Scroll (Wiz 1), Weapon Focus: Light flail (6)

Possessions: +1 *Spell Storing Light Flail* (Vampiric Touch), *Ring of Counterspells* (Dispel Magic), +2 *headband of intellect*, +2 *cloak of resistance*, +1 *ring of protection*, masterwork spiked locking gauntlet, dagger, scroll of *haste*, potion of *invisibility*, potion of *cure serious wounds* x2, spell component pouch, necessary expensive material components and spell foci, weasel familiar, lesser metamagic rod of extend spell.

Spells Prepared (4+1/5+1/5+1/4+1/3+1/1+1) Base DC = 14+spell level; Divination Specialist, Illusion prohibited) 0—*Acid Splash*, *Dancing Lights*, *Detect Magic*, *Mage Hand*, *Touch of Fatigue*; 1st—*Alarm*, *Mage Armor*, *Ray of Enfeeblement*, *Shield*, *True Strike* x2; 2nd—*alter self*, *False Life*, *See Invisibility*, *Wraithstrike* x3; 3rd—*Blink*, *clairaudience/clairvoyance*, *Dispel Magic*, *greater magic weapon* x1, *Vampiric Touch*; 4th—*anticipate teleportation*, *dimension door*, *evard's black tentacles*, *fire shield*; 5th—*quicken true strike*, *wall of force*.

He has pre-cast *anticipate teleportation*, *mage armor*, *false life* (16 temporary hit points), and *greater magic weapon* (on his followers' arrows) as a part of his daily routine.

Spellbook: 0—all non-illusion PHB spells; 1st—*Alarm*, *Detect Secret Doors*, *Mage Armor*, *Protection from Good*, *Ray of Enfeeblement*, *Shield*, *True Strike*; 2nd—*Alter*

Self, Detect Thoughts, False Life, See Invisibility, Touch of Idiocy, Wraithstrike; 3rd—Arcane Sight, Blink, Clairaudience/Clairvoyance, Dispel Magic, Flame Arrow, Greater Magic Weapon, Vampiric Touch; 4th—Anticipate Teleportation, Dimension Door, Evard's Black Tentacles, Fire Shield, Scrying; 5th—Contact Other Plane, Wall of Force, Wall of Stone.

Tactics:

Defensive: alter self, see invisibility, and shield at the first sign of trouble, blink or fire shield (blink against ranged attackers, fire shield against a melee heavy group) as he enters the battlefield.

Offensive: Follow up ray of enfeeblement with an improved trip attack; wraithstrike or true strike followed by a full Power Attack while using Arcane Strike to turn a spell that isn't useful at the time into extra damage. Use the quickened true strike in place of wraithstrike to defeat concealment from displacement, etc.

Use evard's black tentacles to delay clumps of enemies or wall of force to cut part of the group off from another part. (This combines well with the anticipate teleportation trick, allowing him to move next to the PCs' back rank and then immediately prevent the front rank from assisting with a wall of force.

Use dimension door to travel to an advantageous location within the area of his anticipate teleportation spell. He will not appear until immediately before his initiative, possibly misleading the PCs into thinking that he has fled the scene and preventing him from being targeted until he delivers his attack.

Teleportation response: Cast evard's black tentacles in the area where the teleporters will arrive, then move out of line of sight. (So that he can return to line of sight on his terms).

Encounter Eight

Corrupted Nymph: Female Fey Fighter 1/Blighter 6; CR 11; HD 6d6+1d10+6d8+26; hp 81; Init +9; Spd 30 ft.; AC 21 (touch 21, flat-footed 16) [+5 dex, 6 deflection]; Base Atk/Grp: +8/+7; Atk: +14 melee (1d4-1 masterwork dagger); Full Atk: +14/+9 melee (1d4-1 masterwork dagger); SA: Blightfire, Blinding Beauty, spells, spell-like abilities, stunning glance; SQ: DR 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CE; SV Fort +17, Ref +18, Will +23; Str 8, Dex 20, Con 14, Int 16, Wis 22 (24), Cha 22.

Skills and Feats: Concentration +18, Diplomacy +10, Escape Artist +14, Handle Animal +15, Heal +16, Hide +14, Listen +22, Move Silently +14, Ride +7, Sense Motive +16, Spellcraft +16, Spot +22, Swim +14, Survival +12, Use Rope +5 (+7 with bindings); Combat Casting, Dodge, Improved Initiative, Improved

Unarmed Strike, Practiced Spellcaster (Blighter), Weapon Finesse, Still Spell

Blinding Beauty (Su): All who look directly at the nymph must make a DC 19 fort save or be permanently blinded.

Spell-Like Abilities: dimension door, clvl 7, 1/day

Stunning Glance (Su): DC 19 fort or be stunned for 2d4 rounds—standard action

Unearthly Grace: Cha bonus to AC and saves.

Deforestation (sp): kills all nonsentient plants within 20 feet. Nothing can grow until a hallow or similar spell is cast in the area.

Blightfire: Standard action, 5d6 damage to all within 10 feet, Ref DC 23 half

Contagious Touch 1/day (As Contagion) DC 23

Speak with Dead Animal 1/day (as Speak With Dead)

Animate Dead Animal 1/day (as Animate Dead but no material component required)

Large Undead wild shape 3/day: as wildshape except add the skeleton template to the animal

- Type changes to undead. Lose all Nymph bonuses to AC, Saves, DR.

- Natural armor bonus becomes +0 (tiny), +1 (small), or +2 (med or large), or +3 (huge)

- +2 Dexterity and no Constitution

- Immunity to cold, DR 5/Bludgeoning

Wildshaped Corrupted Nymph: Undead (Skeleton) Dire Bear hp81; Spd 40'; AC 13 (+2 dex, +2 natural, -1 size); Base Atk/Grp: +8/+22 Atk +18 melee (2d4+10 Claw); Full Atk +18x2 melee (2d4+10 2 claws), +13 melee (2d6+5 bite); SV Fort +9 Ref +9 Will +17; Str 31, Dex15, Con -, Int 16, Wis 22(24), Cha 22

Spells Prepared (6/6/5/5/3/2/1) Base DC = 17+spell level) Caster Level: 10. 0—detect magic x2, ghost sound x2, touch of fatigue x2; 1st—ray of enfeeblement x2, stilled touch of fatigue x2, inflict light wounds x2; 2nd—warp wood x2, stilled ray of enfeeblement, produce flame x2; 3rd—contagion, dispel magic, vampiric touch x2, stilled inflict moderate wounds; 4th—flame strike, stilled vampiric touch, wall of fire; 5th—antilife shell, repel wood, stilled flame strike; 6th—acid fog

Possessions: +2 periapt of wisdom, masterwork dagger

Corrupted Dryad: Female Fey Sor 4/Rog 4; CR 9; HD 8d6+4d4+24; hp 70; Init +6; Spd 30 ft.; AC 25 (touch 18, flat-footed 25) [+6 dex, +4 mage armor, +3 natural, +2 deflection]; Base Atk/Grp: +7/+9; Atk: +14 (2d4+4 spiked chain) or +14 touch spell; Full Atk: +14/+9 (2d4+4 spiked chain); SA: Sneak Attack +2d6, Spell-like

abilities; SQ: DR 5/cold iron, evasion, tree-dependent, uncanny dodge, wild empathy; AL CE; SV Fort +7, Ref +15, Will +11; Str 14, Dex 22, Con 14, Int 14, Wis 14, Cha 23.

Skills and Feats: Concentrate+15, Balance+13, Escape Artist +19, Handle Animal +13, Hide +16, Knowledge: Nature +11, Knowledge Religion+3, Listen +12, Move Silently +16, Ride +8, Spot +12, Spellcraft +3, Survival +9, Tumble +19, Use Rope +10 (+12 with bindings); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Great Fortitude, Weapon Finesse.

Spell-like Abilities: At will—entangle (DC 13), speak with plants, tree shape; 3/day—charm person (DC 13), deep slumber (DC 15), tree stride; 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature except that the dryad has a +6 racial bonus to the check.

Sorcerer spells per day (6/8/5) Base DC = 16+spell level) 0th—acid splash, dancing lights, daze, flare; 1st—distract assailant (CV), mage armor, shield; 2nd—wracking touch

Possessions: +1 spiked chain, +2 ring of protection

Appendix Five – APL 12

Encounter Four

Bandit Hunter: male wood elf Rgr 2/Ftr 2; CR 4; HD 2d10+2d8+4; hp 30; Init +4; Spd 30 ft.; AC 19 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; Base Atk/Grp: +4/+7; Atk: +7 melee (1d8+3 battle axe), or +12 ranged (1d8+6 composite longbow); Full Atk: +7 melee (1d8+3 battle axe), or +10/+10 ranged (1d8+6 composite longbow); SA: Favored Enemy: human +2; SQ: Elf Qualities, Wild Empathy +1; AL CE; SV Fort +7, Ref +7, Will +0; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4 4r, Intimidate +3 4r, Jump +4 4r, Listen +11 7r, Spot +11 7r, Survival +4 4r, swim +1 4r; Alertness, Point Blank Shot, Precise Shot, Rapid Shot (b), Weapon Focus: Composite Longbow, Track (b)

Possessions: battle axe, chain shirt, buckler, dagger, Masterwork Mighty [+3] composite longbow; 20 normal arrows, 10 silvered arrows, 10 +3 arrows (from Mord's *greater magic weapon* spell), potion of *cure moderate wounds*.

Bandit Fighter: male human Ftr 4; CR 4; HD 4d10+8; hp 36; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [+7 banded mail, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +9 melee (1d10+6 halberd), or +5 ranged (1d6+3 javalin); AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Intimidate +6 [7 ranks], Jump -1 [7 ranks], Spot +4 [3.5 ranks cc], Survival +4 [3.5 ranks cc]; Combat Expertise, Improved Trip, Power Attack, Quickdraw, Weapon Focus: Halberd, Weapon Specialization: Halberd

Possessions: +1 banded mail, Masterwork halberd, heavy flail, dagger, 3 javelins, potion of *cure moderate wounds*, potion of *enlarge person* (clvl 1).

Bandit Brawler: male half-orc Ex-Monk 3/Bbn 3; CR 6; HD 3d8+3d12+18; hp 57; Init +6; Spd 40 ft. (50 ft. unarmored); AC 19 (touch 12, flat-footed 19) [+5 chain shirt, +2 heavy shield, +2 dex]; Base Atk/Grp: +5/+13; Atk/Full Atk: +9 melee (1d6+4 unarmed strike), or +10 melee (1d6+4 armor spikes), or +7 ranged (1d6+4 javalin); SQ: Fast Movement, Rage 1/day, Trap Sense +1, Uncanny Dodge, Flurry of Blows, Evasion, Still Mind, AL NE; SV Fort +8, Ref +6, Will +4; Str 18, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Diplomacy +3 [4 ranks], Intimidate +4 [5 ranks], Hide +4 [5 ranks], Jump +11 [6 ranks], Knowledge: Arcana +0 [1 rank], Survival +3 [3 ranks],

Tumble +4 (3 ranks); Deflect Arrows, Improved Grapple, Improved Initiative, Improved Toughness, Improved Unarmed Strike (b), Stunning Fist (3/day, DC 13)

Possessions: +1 chain shirt with masterwork armor spikes, heavy wooden shield, dagger, 3 javelins, potion of *enlarge person* (clvl 1), potion of *cure moderate wounds*.

Rage: male half-orc Ex-Monk 3/Bbn 3; CR 4; HD 3d8+3d12+30; hp 69; Init +6; Spd 40 ft. (50 ft. unarmored); AC 17 (touch 10, flat-footed 17); Base Atk/Grp: +5/+15; Atk/Full Atk: +11 melee (1d6+6 unarmed strike), or +12 melee (1d6+6 armor spikes), or +7 ranged (1d6+6 javalin); SQ: Fast Movement, Rage 1/day, Trap Sense +1, Uncanny Dodge, Flurry of Blows, Evasion, Still Mind, AL NE; SV Fort +10, Ref +6, Will +6; Str 22, Dex 14, Con 18, Int 9, Wis 10, Cha 8.

Bandit War Bard: male high elf Brd 8; CR 8; HD 8d6+16; hp 50; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +6/+7; Atk +8 melee (1d6+1 rapier), or +10 ranged (1d6+1 shortbow); Full Atk: +8/+3 melee (1d6+1 rapier), or +10/+5 ranged (1d6+1 shortbow); SQ: Bardic Music, Bardic Knowledge, Inspire Courage +2, Countersong, Inspire Competence, Suggestion; AL CN; SV Fort +5, Ref +10, Will +7; Str 12, Dex 16, Con 12 (14), Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +14 (11 ranks), Diplomacy +18 (11 ranks), Listen +13 (11 ranks), Perform: Oratory +7 (4 ranks), Perform: stringed instruments +12 (9 ranks), Perform: Vocal +14 (11 ranks), Search +2, Sense Motive +9 (9 ranks), Spot +2; Greater Spell Focus: Enchantment, Improved Initiative, Spell Focus: Enchantment.

Possessions: mighty [+1] shortbow, 20 masterwork arrows, chain shirt, masterwork rapier, masterwork buckler, +2 amulet of health, +1 cloak of resistance, potion of *cure moderate wounds*, scroll of *see invisibility*, scroll of *haste*.

Spells Per Day (3/4/4/2 base DC 13+spell level, 15+ spell level: enchantment)

Spells Known: 6/4/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st-Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd-Blindness/Deafness, Glitterdust, Rage, Silence; 3rd-Confusion, Displacement, Fear

Bandit Champion: male dwarf Ftr 2/Rog 6; CR 8; HD 6d6+2d10+24; hp 62; Init +0; Spd 20 ft.; AC 20 (touch 11, flat-footed 20) [+9 fullplate, +1 deflection]; Base

Atk/Grp: +6/+10; Atk: +11 (1d10+7 heavy flail) or +6 ranged (1d6+4 javalin); Full Atk: +11/+6 melee (1d10+7 Heavy Flail), or +6 ranged (1d6+4 javalin); SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL CE; SV Fort +10, Ref +7, Will +6; Str 18, Dex 10, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +11 (11 ranks), Diplomacy +15 (11 ranks), Disable Device +14 (11 ranks), Gather Information +13 (11 ranks), Intimidate +13 (11 ranks), Jump -1 (6 ranks), Knowledge: Local +6 (5 ranks), Open Lock: +6 (4 ranks), Search +12 (11 ranks), Sense Motive +6 (6 ranks); Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Iron Will

Possessions: +1 full plate with armor spikes, +1 ring of protection, +2 cloak of resistance, +1 heavy flail, dagger, 3 javelins, potion of enlarge person (clvl 1), potion of cure moderate wounds, masterwork thieves' tools.

Bandit War-Rogue: female human Rog 10; CR 10; HD 10d6+20; hp 62; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+5 chain shirt, +4 dex]; Base Atk/Grp: +7/+9; Atk: +10 (1d8+4 +1d6 cold longspear) or +11 ranged (1d6+2 javalin); Full Atk: +10/+5 melee (1d8+4 +1d6 cold longspear), or +11 ranged (1d6+2 javalin); SA: Sneak Attack +5d6; SQ: Evasion, Improved Uncanny Dodge, Opportunist, Trap Sense +3, Uncanny Dodge; AL CE; SV Fort +6, Ref +12, Will +4; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +10 (5 ranks), Bluff +5 (5 ranks), Diplomacy +6 (2 ranks), Disable Device +15 (13 ranks), Hide +16 (13 ranks), Jump +8 (5 ranks), Listen +13 (13 ranks), Move Silently +16 (13 ranks), Open Lock +10 (4 ranks), Search +13 (13 ranks), Sense Motive +5 (5 ranks), Spot +13 (13 ranks), Tumble +20 (13 ranks); Combat Reflexes, Dodge, Elusive Target, Hold the Line, Mobility

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Possessions: +1 chain shirt with armor spikes, +1 frost longspear, +1 cloak of resistance, dagger, 3 javelins, Steadfast Boots, potion of cure moderate wounds, potion of invisibility, masterwork thieves' tools.

Bandit Berserker: male half-orc Bbn 10; CR 10; HD 10d12+20; hp 95; Init +2; Spd 40 ft.; AC 18 (touch 13, flat-footed 18) [+2 dex, +5 chain shirt, +1 deflection]; Base Atk/Grp: +10/+16; Atk: +18 (2d6+10 17-20 greatsword) or +15 ranged (1d8+8 composite longbow), or +12 ranged (1d6+6 javalin); Full Atk: +18/+13 melee (2d6+10 17-20 greatsword), or +15/+10 ranged (1d8+8 composite longbow), or +12 ranged (1d6+6 javalin); SQ: DR 2/-, Fast Movement, Improved Uncanny Dodge, Rage 3/day, Trap Sense +3, Uncanny Dodge; AL CE; SV

Fort +11, Ref +7, Will +7; Str 20 (22), Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +12 (13 ranks), Jump +10 (1 rank), Listen +12 (12 ranks) Survival +13 (13 ranks); Improved Critical: Greatsword, Iron Will, Power Attack, Weapon Focus: Greatsword.

Possessions: +1 Greatsword, masterwork mighty [+5] composite longbow, 6 +3 arrows (from Mord's greater magic weapon), 14 normal arrows, longsword, +1 chain shirt with armor spikes, +1 ring of protection, gauntlets of ogre power, +2 cloak of resistance, 3 javelins, dagger, potion of displacement, potion of cure serious wounds

Rage: HD 10d12+40; hp 115; Init +2; Spd 40 ft.; AC 16 (touch 11, flat-footed 16) [+2 dex, +5 chain shirt, +1 deflection, -2 rage]; Base Atk/Grp: +10/+18; Atk: +20 (2d6+13 17-20 greatsword), or +15 ranged (1d8+8 composite longbow), or +12 ranged (1d6+8 javalin); Full Atk: +20/+15 melee (2d6+13 17-20 greatsword), or +15/+10 ranged (1d8+8 composite longbow), or +12 ranged (1d6+7 javalin); SQ: DR 2/-, Fast Movement, Improved Uncanny Dodge, Rage 3/day, Trap Sense +3, Uncanny Dodge; AL CE; SV Fort +13, Ref +7, Will +9; Str 24 (26), Dex 14, Con 18, Int 10, Wis 10, Cha 8

Bandit Chief: male half-elf Ftr 12; CR 12; HD 12d10+24; hp 100; Init +4; Spd 30 ft.; AC 21 (touch 15, flat-footed 17) [+4 dex, +5 chain shirt, +1 deflection, +1 buckler]; Base Atk/Grp: +12/+15; Atk: +19 (1d8+8 +2d6 vs. good 19-20/x3 composite longbow) or +16 melee (1d8+4 battle axe); Full Atk: +17/+17/+12/+7 ranged (1d8+8 +2d6 vs good 19-20/x3 composite longbow), or +16/+11/+6 melee (1d8+4 battle axe); AL NE; SV Fort +12, Ref +10, Will +8; Str 16, Dex 18, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Diplomacy: +6 (1 rank cc), Intimidate +12 (11 ranks), Jump +6 (5 ranks), Sense Motive +5 (5 ranks cc), Tumble +7 (1 rank cc); Greater Weapon Focus: Composite Longbow, Greater Weapon Specialization: Composite Longbow, Improved Critical: Composite Longbow, Improved Precise Shot, Iron Will, Point Blank Shot, Power Attack, Quickdraw, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

Possessions: +1 Unholy mighty [+3] composite longbow, +2 cloak of resistance, +1 ring of protection, +1 chain shirt with masterwork armor spikes, buckler, +1 battle axe, dagger, potion of cure serious wounds x2, 12 cold iron arrows, 12 silver arrows, 24 +3 arrows (Mord's greater magic weapon).

With +3 arrows, attacks at:

Atk: +21 (1d8+10 +2d6 vs. good 19-20/x3 composite longbow) or +16 melee (1d8+4 battle axe); Full Atk: +19/+19/+14/+9 ranged (1d8+10 +2d6 vs good 19-20/x3

composite longbow), or +16/+11/+6 melee (1d8+4 battle axe)

Encounter Five

Mord: male human Ftr 1/Wizard 6/Eldritch Knight 6; CR 13; HD 1d10+6d4+6d6+26; hp 78; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 dex, +4 mage armor]; Base Atk/Grp: +10/+12; Atk: +16 melee (1d8+6 +2d6 vs. chaotic, 19-20 light flail) or +12 ranged (1d6+2 javalin); Full Atk: +16/+11 melee (1d8+6 +2d6 vs. chaotic, 19-20 light flail) or +12 ranged (1d6+2 javalin); AL NE; SV Fort +13, Ref +10, Will +9; Str 14, Dex 14, Con 14, Int 18 (20), Wis 10, Cha 12.

Skills and Feats: Concentration +18 (16 ranks), Diplomacy +5 (0 ranks), Gather Information +3 (0 ranks), Handle Animal +6 (5 ranks), Intimidate +5 (4 ranks), Jump +7 (5 ranks), Knowledge: Arcana +19 (14 ranks), Knowledge: Dungeoneering +6 (1 rank), Knowledge: Local +10 (5 ranks), Knowledge: Nobility and Royalty +10 (5 ranks), Knowledge: The Planes +10 (5 ranks), Ride +8 (4 ranks), Sense Motive +10 (10 ranks), Spellcraft +21 (14 ranks), Tumble +6 (2 ranks cc); Arcane Strike, Cleave (Ftr 1), Combat Expertise (1), Improved Critical: Light Flail, Improved Trip (EK 1), Power Attack (Hum), Practiced Spellcaster (3), Quicken Spell (Wiz 5), Scribe Scroll (Wiz 1), Weapon Focus: Light flail (6)

Possessions: +1 Axiomatic Spell Storing Light Flail (Vampiric Touch), Ring of Counterspells (Greater Dispelling), +2 headband of intellect, +2 cloak of resistance, masterwork spiked locking gauntlet, dagger, scroll of haste, potion of invisibility, potion of cure serious wounds, spell component pouch, necessary expensive material components and spell foci, weasel familiar, lesser metamagic rod of extend spell.

Spells Prepared (4+1/ 6+1/ 5+1/ 4+1/ 3+1/ 1+1) Base DC = 15+spell level; Divination Specialist, Illusion prohibited). o—Acid Splash, Dancing Lights, Detect Magic, Mage Hand, Touch of Fatigue; 1st— Alarm, ~~Mage Armor x2~~, Ray of Enfeeblement, Shield, True Strike; 2nd— alter self, ~~False Life~~, See Invisibility, Wraithstrike; 3rd— Blink, clairaudience/clairvoyance, Dispel Magic, ~~greater magic weapon x2~~, Vampiric Touch; 4th—~~anticipate teleportation~~, dimension door x2, evard's black tentacles; 5th— quickened ray of enfeeblement, quickened true strike, ~~mordenkainen's private sanctum~~, wall of force; 6th— quickened scorching ray, true seeing.

He has pre-cast *anticipate teleportation*, *mage armor*, *false life* (16 temporary hit points), *mordenkainen's private sanctum* (to protect the fort from scrying and observation since he does not know of the effects of the rituals, and *greater magic weapon* (on his followers' arrows and his flail) as a part of his daily routine.

His contingency casts *fire shield* (cold version) as soon he is targeted with an attack.

Spellbook: o—all non-illusion PHB spells; 1st— Alarm, Detect Secret Doors, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, True Strike; 2nd—Alter Self, Detect Thoughts, False Life, Scorching Ray, See Invisibility, Touch of Idiocy, Wraithstrike; 3rd— Arcane Sight, Blink, Clairaudience/Clairvoyance, Dispel Magic, Flame Arrow, Greater Magic Weapon, Vampiric Touch; 4th—Anticipate Teleportation, Dimension Door, Evard's Black Tentacles, Fire Shield, Scrying; 5th—Contact Other Plane, Mordenkainen's Private Sanctum, Prying Eyes, Wall of Force, Wall of Stone; 6th— Analyze Dweomer Contingency, Greater Dispelling, True Seeing.

Tactics:

Defensive: alter self, true seeing, and shield at the first sign of trouble, blink as he enters the battlefield.

Offensive: Follow up a quickened ray of enfeeblement with an improved trip attack; wraithstrike or true strike followed by a full Power Attack while using Arcane Strike to turn a spell that isn't useful at the time into extra damage (his high level divinations often fill this role). This is best done with a full attack action.

Use evard's black tentacles to delay clumps of enemies or wall of force to cut part of the group off from another part. (This combines well with the *anticipate teleportation trick*, allowing him to move next to the PCs' back rank and then immediately prevent the front rank from assisting with a wall of force.

Teleportation response: Cast evard's black tentacles in the area where the teleporters will arrive, then move out of line of sight. (So that he can return to line of sight on his terms).

Encounter Eight

Corrupted Nymph: Female Fey Fighter 1/Blighter 8; CR 13; HD 6d6+1d10+8d8+30; hp 94; Init +9; Spd 30 ft.; AC 21 (touch 21, flat-footed 16) [+5 dex, 6 deflection]; Base Atk/Grp: +10/+9; Atk: +16 melee (1d4-1 masterwork dagger); Full Atk: +16/+11 melee (1d4-1 masterwork dagger); SA: Blightfire, Blinding Beauty, spells, spell-like abilities, stunning glance; SQ: DR 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CE; SV Fort +18, Ref +18, Will +24; Str 8, Dex 20, Con 14, Int 16, Wis 23 (25), Cha 22.

Skills and Feats: Concentration +20, Diplomacy +12, Escape Artist +14, Handle Animal +15, Heal +16, Hide +14, Listen +24, Move Silently +14, Ride +7, Sense Motive +16, Spellcraft +18, Spot +24, Swim +14, Survival +16, Use Rope +5 (+7 with bindings); Combat Casting, Dodge, Improved Initiative, Improved Unarmed Strike, Practiced Spellcaster (Blighter), Weapon Finesse, Silent Spell, Still Spell

Possessions: +2 periapt of wisdom, masterwork dagger

Spells Prepared (6/6/6/5/4/4/3/2/0/0) Base DC = 17+spell level) Caster Level: 12. o—detect magic x2,

ghost sound x2, touch of fatigue x2; 1st—ray of enfeeblement x2, stilled touch of fatigue x2, inflict light wounds x2; 2nd—warp wood x2, stilled ray of enfeeblement, silent ray of enfeeblement, darkness, produce flame; 3rd—contagion, dispel magic, vampiric touch, stilled and silent ray of enfeeblement, stilled and silent inflict light wounds; 4th—flame strike x2, stilled vampiric touch, stilled and silent inflict moderate wounds, wall of fire; 5th—antilife shell, repel wood, stilled flame strike, stilled and silent vampiric touch; 6th—acid fog, finger of death, stilled and silent flamestrike; 7th—silent finger of death, stilled and silent harm;

Blinding Beauty (SU): All who look directly at the nymph must make a DC 19 fort save or be permanently blinded.

Spell-Like Abilities: *dimension door*, clvl 7, 1/day

Stunning Glance, DC 19 fort or be stunned for 2d4 rounds—standard action

Unearthly Grace: Cha bonus to AC and saves.

Deforestation (sp): kills all nonsentient plants within 20 feet. Nothing can grow until a hallow or similar spell is cast in the area.

Blightfire: Standard action, 5d6 damage to all within 10 feet, Ref DC 25 half)

Contagious Touch 2/day (As Contagion) DC 25

Speak with Dead Animal 1/day (as Speak With Dead)

Animate Dead Animal 1/day (as Animate Dead but no material component required)

Unbond 1/day separate a bonded animal or magical beast from its master (eg, familiar, animal companion, mount). Master must be in 40' range, will save DC25. If master fails, it is as if the servitor had died except familiar loss does not cause experience loss. Animal behaves normally per type if unbonded, and the bond remains broken for 8 minutes.

Large Undead wild shape 4/day: as wildshape except add the skeleton template to the animal

- Type changes to undead. Lose all Nymph bonuses to AC, Saves, DR.
- Natural armor bonus becomes +0 (tiny), +1 (small), or +2 (med or large), or +3 (huge)
- +2 Dexterity and no Constitution
- Immunity to cold, DR 5/Bludgeoning

Wildshaped Corrupted Nymph: Undead (Skeleton) Dire Bear hp94; Spd 40'; AC 13 (+2 dex, +2 natural, -1 size); Base Atk/Grp: +10/+24 Atk +20 melee (2d4+10 Claw); Full Atk +20x2 melee (2d4+10 2 claws), +15 melee (2d6+5 bite); SV Fort +10 Ref +9 Will +18; Str 31, Dex15, Con -, Int 16, Wis 23(25), Cha 22

Corrupted Dryad: Female Fey Sor 4/Rog 6; CR 11; HD 10d6+4d4+28; hp 82; Init +6; Spd 30 ft.; AC 27 (touch 18, flat-footed 27) [+6 dex, +4 mage armor, +5 natural, +2 deflection]; Base Atk/Grp: +8/+10; Atk: +15 (2d4+4 spiked chain) or +15 touch spell; Full Atk: +15/+10 (2d4+4 spiked chain); SA: Sneak Attack +3d6, Spell-like abilities; SQ: DR 5/cold iron, evasion, tree-dependent, uncanny dodge, wild empathy; AL CE; SV Fort +8, Ref +16, Will +12; Str 14, Dex 22, Con 14, Int 14, Wis 14, Cha 23.

Skills and Feats: Concentrate+15, Balance+15, Escape Artist +23, Handle Animal +13, Hide +18, Knowledge: Nature +11, Knowledge Religion+3, Listen +14, Move Silently +18, Ride +8, Spot +14, Spellcraft +3, Survival +9, Tumble +23, Use Rope +12 (+14 with bindings); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Great Fortitude, Weapon Finesse.

Spell-like Abilities: At will—entangle (DC 13), speak with plants, tree shape; 3/day—charm person (DC 13), deep slumber (DC 15), tree stride; 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature except that the dryad has a +6 racial bonus to the check.

Sorcerer spells per day (6/8/5) Base DC = 16+spell level). 0th—acid splash, dancing lights, daze, flare; 1st—distract assailant (CV), mage armor, shield; 2nd—wracking touch

Possessions: +1 spiked chain, +2 ring of protection, +2 amulet of natural armor

Distract Assailant (Ass1, Sor/Wiz1) Enchantment (compulsion, mind affecting) VSM 1 swift action, Range: Close, Target: 1 creature. Will Negates, SR=Yes. A creature affected by this spell is flat-footed until the beginning of its next turn.

Wracking Touch (Dr/Sor2) Necromancy VS 1 std action, target creature touched. Fortitude Half, SR=Yes. Lay your hand upon a creature and deal 1d6 points of damage +1 per caster level (max+10). In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless it is immune to extra damage from critical hits. The creature still takes spell damage even if it does not take sneak attack damage. Unlike a normal use of sneak attack the target need not be flanked or denied its Dexterity bonus to AC to take sneak attack damage from this spell. Appendix Six – APL 14

Appendix Six – APL 14

Encounter Four

Bandit Master Hunter: male wood elf Rgr 2/Ftr 4; CR 6; HD 4d10+2d8+6; hp 44; Init +4; Spd 30 ft.; AC 19 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; Base Atk/Grp: +6/+9; Atk: +10 melee (1d8+3 battle axe), or +14 ranged (1d8+9 composite longbow); Full Atk: +10/+5 melee (1d8+3 battle axe), or +12/+12/+7 ranged (1d8+9 composite longbow); SA: Favored Enemy: human +2; SQ: Elf Qualities, Wild Empathy +1; AL CE; SV Fort +8, Ref +10, Will +1; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4 4r, Intimidate +3 4r, Jump +4 4r, Listen +12 7r+1r cc, Spot +12 7r+1r cc, Survival +4 4r, swim +1 4r; Alertness, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b), Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

Possessions: masterwork battle axe, chain shirt, buckler, dagger, Masterwork Mighty [+3] composite longbow; 20 normal arrows, 10 silvered arrows, 10 +3 arrows (from Mord's greater magic weapon spell), potion of cure moderate wounds.

Bandit War Bard: male high elf Brd 8; CR 8; HD 8d6+16; hp 50; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +6/+7; Atk +8 melee (1d6+1 rapier), or +10 ranged (1d6+1 shortbow); Full Atk: +8/+3 melee (1d6+1 rapier), or +10/+5 ranged (1d6+1 shortbow); SQ: Bardic Music, Bardic Knowledge, Inspire Courage +2, Countersong, Inspire Competence, Suggestion; AL CN; SV Fort +5, Ref +10, Will +7; Str 12, Dex 16, Con 12 (14), Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +14 (11 ranks), Diplomacy +18 (11 ranks), Listen +13 (11 ranks), Perform: Oratory +7 (4 ranks), Perform: stringed instruments +12 (9 ranks), Perform: Vocal +14 (11 ranks), Search +2, Sense Motive +9 (9 ranks), Spot +2; Greater Spell Focus: Enchantment, Improved Initiative, Spell Focus: Enchantment.

Possessions: mighty [+1] shortbow, 20 masterwork arrows, chain shirt, masterwork rapier, masterwork buckler, +2 amulet of health, +1 cloak of resistance, potion of cure moderate wounds, scroll of see invisibility, scroll of haste.

Spells Per Day (3/4/4/2 base DC 13+spell level, 15+ spell level: enchantment)

Spells Known: 6/4/4/3; 0th-Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—

Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Glitterdust, Rage, Silence; 3rd—Confusion, Displacement, Fear

Bandit Champion: male dwarf Ftr 2/Rog 6; CR 8; HD 6d6+2d10+24; hp 62; Init +0; Spd 20 ft.; AC 20 (touch 11, flat-footed 20) [+9 fullplate, +1 deflection]; Base Atk/Grp: +6/+10; Atk: +11 (1d10+7 heavy flail) or +6 ranged (1d6+4 javalin); Full Atk: +11/+6 melee (1d10+7 Heavy Flail), or +6 ranged (1d6+4 javalin); SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL CE; SV Fort +10, Ref +7, Will +6; Str 18, Dex 10, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +11 (11 ranks), Diplomacy +15 (11 ranks), Disable Device +14 (11 ranks), Gather Information +13 (11 ranks), Intimidate +13 (11 ranks), Jump -1 (6 ranks), Knowledge: Local +6 (5 ranks), Open Lock: +6 (4 ranks), Search +12 (11 ranks), Sense Motive +6 (6 ranks); Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Iron Will

Possessions: +1 full plate with armor spikes, +1 ring of protection, +2 cloak of resistance, +1 heavy flail, dagger, 3 javelins, potion of enlarge person (clvl 1), potion of cure moderate wounds, masterwork thieves' tools.

Bandit War-Rogue: female human Rog 10; CR 10; HD 10d6+20; hp 62; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+5 chain shirt, +4 dex]; Base Atk/Grp: +7/+9; Atk: +10 (1d8+4 +1d6 cold longspear) or +11 ranged (1d6+2 javalin); Full Atk: +10/+5 melee (1d8+4 +1d6 cold longspear), or +11 ranged (1d6+2 javalin); SA: Sneak Attack +5d6; SQ: Evasion, Improved Uncanny Dodge, Opportunist, Trap Sense +3, Uncanny Dodge; AL CE; SV Fort +6, Ref +12, Will +4; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +10 (5 ranks), Bluff +5 (5 ranks), Diplomacy +6 (2 ranks), Disable Device +15 (13 ranks), Hide +16 (13 ranks), Jump +8 (5 ranks), Listen +13 (13 ranks), Move Silently +16 (13 ranks), Open Lock +10 (4 ranks), Search +13 (13 ranks), Sense Motive +5 (5 ranks), Spot +13 (13 ranks), Tumble +20 (13 ranks); Combat Reflexes, Dodge, Elusive Target, Hold the Line, Mobility

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Possessions: +1 chain shirt with armor spikes, +1 frost longspear, +1 cloak of resistance, dagger, 3 javelins, Steadfast Boots, potion of cure moderate wounds, potion of invisibility, masterwork thieves' tools.

Bandit Berserker: male half-orc Bbn 10; CR 10; HD 10d12+20; hp 95; Init +2; Spd 40 ft.; AC 18 (touch 13, flat-footed 18) [+2 dex, +5 chain shirt, +1 deflection]; Base Atk/Grp: +10/+16; Atk: +18 (2d6+10 17-20 greatsword) or +15 ranged (1d8+8 composite longbow), or +12 ranged (1d6+6 javalin); Full Atk: +18/+13 melee (2d6+10 17-20 greatsword), or +15/+10 ranged (1d8+8 composite longbow), or +12 ranged (1d6+6 javalin); SQ: DR 2/-, Fast Movement, Improved Uncanny Dodge, Rage 3/day, Trap Sense +3, Uncanny Dodge; AL CE; SV Fort +11, Ref +7, Will +7; Str 20 (22), Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +12 (13 ranks), Jump +10 (1 rank), Listen +12 (12 ranks) Survival +13 (13 ranks); Improved Critical: Greatsword, Iron Will, Power Attack, Weapon Focus: Greatsword.

Possessions: +1 Greatsword, masterwork mighty [+5] composite longbow, 6 +3 arrows (from Mord's greater magic weapon), 14 normal arrows, longsword, +1 chain shirt with armor spikes, +1 ring of protection, gauntlets of ogre power, +2 cloak of resistance, 3 javelins, dagger, potion of displacement, potion of cure serious wounds

Rage: HD 10d12+40; hp 115; Init +2; Spd 40 ft.; AC 16 (touch 11, flat-footed 16) [+2 dex, +5 chain shirt, +1 deflection, -2 rage]; Base Atk/Grp: +10/+18; Atk: +20 (2d6+13 17-20 greatsword), or +15 ranged (1d8+8 composite longbow), or +12 ranged (1d6+8 javalin); Full Atk: +20/+15 melee (2d6+13 17-20 greatsword), or +15/+10 ranged (1d8+8 composite longbow), or +12 ranged (1d6+7 javalin); SQ: DR 2/-, Fast Movement, Improved Uncanny Dodge, Rage 3/day, Trap Sense +3, Uncanny Dodge; AL CE; SV Fort +13, Ref +7, Will +9; Str 24 (26), Dex 14, Con 18, Int 10, Wis 10, Cha 8

Bandit Chief: male half-elf Ftr 12; CR 12; HD 12d10+24; hp 100; Init +4; Spd 30 ft.; AC 21 (touch 15, flat-footed 17) [+4 dex, +5 chain shirt, +1 deflection, +1 buckler]; Base Atk/Grp: +12/+15; Atk: +21 (1d8+10 +2d6 vs. good 19-20/x3 composite longbow) or +16 melee (1d8+4 battle axe); Full Atk: +19/+19/+14/+9 ranged (1d8+10 +2d6 vs good 19-20/x3 composite longbow), or +16/+11/+6 melee (1d8+4 battle axe); AL NE; SV Fort +12, Ref +10, Will +8; Str 16, Dex 18, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Diplomacy: +6 (1 rank cc), Intimidate +12 (11 ranks), Jump +6 (5 ranks), Sense Motive +5 (5 ranks cc), Tumble +5 (1 rank cc); Greater Weapon Focus: Composite Longbow, Greater Weapon Specialization: Composite Longbow, Improved Critical: Composite Longbow, Improved Precise Shot, Iron Will, Point Blank Shot, Power Attack, Quickdraw, Precise Shot, Rapid Shot, Weapon Focus: Composite

Longbow, Weapon Specialization: Composite Longbow.

Possessions: +1 Unholy mighty [+3] composite longbow, +2 cloak of resistance, +1 ring of protection, +1 chain shirt with masterwork armor spikes, buckler, +1 battle axe, dagger, potion of cure serious wounds x2, 12 cold iron arrows, 12 silver arrows, 24 +3 arrows (Mord's greater magic weapon).

Encounter Five

Mord: male human Ftr 1/Wizard 6/Eldritch Knight 8; CR 15; HD 1d10+6d4+8d6+45; hp 105; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 mage armor]; Base Atk/Grp: +12/+14; Atk: +18 melee (1d8+6 +2d6 vs. chaotic, 19-20 light flail) or +15 ranged (1d6+2 javalin); Full Atk: +18/+13/+8 melee (1d8+6 +2d6 vs. chaotic, 19-20 light flail) or +15 ranged (1d6+2 javalin); AL NE; SV Fort +15, Ref +11, Will +9; Str 14, Dex 14 (16), Con 14 (16), Int 18 (20), Wis 10, Cha 12.

Skills and Feats: Concentration +21 (18 ranks), Diplomacy +5 (0 ranks), Gather Information +3 (0 ranks), Handle Animal +6 (5 ranks), Intimidate +5 (4 ranks), Jump +7 (5 ranks), Knowledge: Arcana +23 (18 ranks), Knowledge: Dungeoneering +6 (1 rank), Knowledge: Local +10 (5 ranks), Knowledge: Nobility and Royalty +10 (5 ranks), Knowledge: The Planes +10 (5 ranks), Ride +9 (4 ranks), Sense Motive +14 (14 ranks), Spellcraft +25 (18 ranks), Tumble +7 (2 ranks cc); Arcane Strike, Cleave (Ftr 1), Combat Expertise (1), Empower Spell, Improved Critical: Light Flail, Improved Trip (EK 1), Power Attack (Hum), Practiced Spellcaster (3), Quicken Spell (Wiz 5), Scribe Scroll (Wiz 1), Weapon Focus: Light flail (6)

Possessions: +1 Axiomatic Spell Storing Light Flail (empowered shocking grasp), 2 Rings of Counterspells (greater dispelling, feblemind), +2 headband of intellect, +2 cloak of resistance, +2 amulet of health, +2 gloves of dexterity, masterwork spiked locking gauntlet, dagger, scroll of haste, potion of invisibility, potion of cure serious wounds, spell component pouch, necessary expensive material components and spell foci, weasel familiar, lesser metamagic rod of extend spell.

Spells Prepared (4+1/ 6+1/ 5+1/ 5+1/ 4+1/ 2+1/ 1+1) Base DC = 15+spell level; Divination Specialist, Illusion prohibited) o—Acid Splash, Dancing Lights, Detect Magic, Mage Hand, Touch of Fatigue; 1st—Alarm, ~~Mage Armor~~ x2, Ray of Enfeeblement, Shield, True Strike x2; 2nd—alter self, See Invisibility, scorching ray, Wraithstrike x3; 3rd—Clairaudience/Clairvoyance, Dispel Magic, ~~greater magic weapon~~ x3, Vampiric Touch; 4th—~~anticipate teleportation~~, dimension door x2, ~~empowered false life~~, evard's black tentacles; 5th—quicken ray of enfeeblement, quickened true strike, ~~mordenkainen's private sanctum~~, wall of force x2; 6th—empowered fire shield, greater dispelling, true seeing; 7th—bigby's grasping hand, greater arcane sight

He has pre-cast *anticipate teleportation*, *mage armor*, *empowered false life* (24 temporary hit points), *mordenkeinen's private sanctum* (to protect the fort from scrying and observation since he does not know of the effects of the rituals, and *greater magic weapon* (on his followers' arrows and his flail) as a part of his daily routine.

His contingency casts *blink* as soon he is targeted with an attack or spell.

Spellbook: 0—all non-illusion PHB spells; 1st—*Alarm*, *Detect Secret Doors*, *Mage Armor*, *Magic Missile*, *Protection from Good*, *Ray of Enfeeblement*, *Shield*, *Shocking Grasp*, *True Strike*; 2nd—*Alter Self*, *Detect Thoughts*, *False Life*, *Scorching Ray*, *See Invisibility*, *Touch of Idiocy*, *Wraithstrike*; 3rd—*Arcane Sight*, *Blink*, *Clairaudience/Clairvoyance*, *Dispel Magic*, *Flame Arrow*, *Greater Magic Weapon*, *Vampiric Touch*; 4th—*Anticipate Teleportation*, *Dimension Door*, *Evard's Black Tentacles*, *Fire Shield*, *Scrying*; 5th—*Contact Other Plane*, *Mordenkeinen's Private Sanctum*, *Prying Eyes*, *Wall of Force*, *Wall of Stone*; 6th—*Analyze Dweomer Contingency*, *Greater Dispelling*, *True Seeing*; 7th—*Bigby's Grasping Hand*, *Greater Arcane Sight*

Tactics:

Defensive: *alter self*, *true seeing*, and *shield* at the first sign of trouble, *greater arcane sight* right before entering the battlefield, and *empowered fire shield (cold)* as he enters the battlefield.

Offensive: Follow up a *quicken ray of enfeeblement* with an improved trip attack; *wraithstrike* or *true strike* followed by a full Power Attack while using *Arcane Strike* to turn a spell that isn't useful at the time into extra damage (his high level divinations often fill this role). This is best done with a full attack action.

Use *greater arcane sight* to evaluate the danger posed by enemy spellcasters as well as to find good targets for *greater dispelling* and to ensure that he doesn't fall prey to *spell turning*.

Use *evard's black tentacles* to delay clumps of enemies or *wall of force* to cut part of the group off from another part. (This combines well with the *anticipate teleportation trick*, allowing him to move next to the PCs' back rank and then immediately prevent the front rank from assisting with a *wall of force*.)

Teleportation response: Cast *evard's black tentacles* in the area where the teleporters will arrive, then move out of line of sight. (So that he can return to line of sight on his terms).

Encounter Eight

Corrupted Nymph: Female Fey Fighter 1/Blighter 10; CR 15; HD 6d6+1d10+10d8+34; hp 108; Init +9; Spd 30 ft.; AC 21 (touch 21, flat-footed 16) [+5 dex, 6 deflection]; Base Atk/Grp: +11/+10; Atk: +17 melee

(1d4-1 masterwork dagger); Full Atk: +17/+12/+7 melee (1d4-1 masterwork dagger); SA: Blightfire, Blinding Beauty, spells, spell-like abilities, stunning glance; SQ: DR 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CE; SV Fort +19, Ref +19, Will +26; Str 8, Dex 20, Con 14, Int 16, Wis 24 (26), Cha 22.

Skills and Feats: Concentration +22, Diplomacy +14, Escape Artist+14, Handle Animal +15, Heal +17, Hide +14, Listen +28, Move Silently +14, Ride +7, Sense Motive +17, Spellcraft +20, Spot +28, Swim +14, Survival +19, Use Rope +5 (+7 with bindings); Combat Casting, Dodge, Improved Initiative, Improved Unarmed Strike, Practiced Spellcaster (Blighter), Weapon Finesse, Silent Spell, Still Spell

Blinding Beauty (Su): All who look directly at the nymph must make a DC 19 fort save or be permanently blinded.

Spell-like Abilities: Dimension door, clvl 7, 1/day. Speak with Dead Animal 1/day (as Speak With Dead) Animate Dead Animal 1/day (as Animate Dead but no material component required)

Stunning Glance: DC 19 fort or be stunned for 2d4 rounds—standard action

Unearthly Grace: Cha bonus to AC and saves.

Deforestation (Sp): kills all nonsentient plants within 20 feet. Nothing can grow until a hallow or similar spell is cast in the area.

Blightfire (Su): Standard action, 5d6 damage to all within 10 feet, Ref DC 28 half

Contagious Touch 2/day (As Contagion) DC 28

Unbond: 1/day separate a bonded animal or magical beast from its master (eg, familiar, animal companion, mount). Master must be in 40' range, will save DC28. If master fails, it is as if the servitor had died except familiar loss does not cause experience loss. Animal behaves normally per type if unbonded, and the bond remains broken for 8 minutes.

Huge Undead wild shape 4/day: as wildshape except add the skeleton template to the animal

- Type changes to undead. Lose all Nymph bonuses to AC, Saves, DR.
- Natural armor bonus becomes +0 (tiny), +1 (small), or +2 (med or large), or +3 (huge)
- +2 Dexterity and no Constitution
- Immunity to cold, DR 5/Bludgeoning

Spells Prepared (6/7/7/6/5/5/4/4/2/1) Base DC = 18+spell level) Caster Level: 14 0—*detect magic* x2, *ghost sound* x2, *touch of fatigue* x2; 1st—*ray of enfeeblement* x3, *stilled touch of fatigue* x2, *inflict light wounds* x2; 2nd—*warp wood* x2, *stilled and silent touch of fatigue*, *stilled ray of*

enfeeblement, silent ray of enfeeblement, darkness, death knell; 3rd—contagion, dispel magic, vampiric touch, stilled and silent ray of enfeeblement, stilled and silent inflict light wounds, protection from elements; 4th—flame strike, stilled vampiric touch, stilled and silent inflict moderate wounds, wall of fire, death ward; 5th—antilife shell, repel wood, stilled flame strike, stilled and silent vampiric touch, waves of fatigue; 6th—acid fog, stilled repel wood, stilled and silent flameshield, greater dispel magic; 7th—silent finger of death, stilled and silent harmx2, repel metal or stone; 8th—horrid wilting, stilled and silent finger of death; 9th—implosion

Possessions: +2 periapt of wisdom, masterwork dagger

Wildshaped Corrupted Nymph: Undead (Skeleton) Dire Bear hp108; Spd 40'; AC 13 (+2 dex, +2 natural, -1 size); Base Atk/Grp: +11/+25 Atk +22 melee (2d4+10 Claw); Full Atk +21x2 melee (2d4+10 2 claws), +16 melee (2d6+5 bite); SV Fort +11 Ref +10 Will +20; Str 31, Dex15, Con -, Int 16, Wis 24(26), Cha 22

Corrupted Dryad: Female Fey Sor 4/Rog 8; CR 13; HD 12d6+4d4+32; hp 94; Init +6; Spd 30 ft.; AC 29 (touch 19, flat-footed 29) [+6 dex, +4 mage armor, +6 natural, +3 deflection]; Base Atk/Grp: +10/+12; Atk: +17 (2d4+4 +2d6 vs. good spiked chain); or +17 touch spell; Full Atk: +17/+12 (2d4+4 +2d6 vs. good spiked chain); SA: Sneak Attack +4d6, Spell-like abilities; SQ: DR 5/cold iron, evasion, improved uncanny dodge, tree-dependent, uncanny dodge, wild empathy; AL CE; SV Fort +8, Ref +17, Will +12; Str 14, Dex 22, Con 14, Int 14, Wis 14, Cha 24.

Skills and Feats: Concentrate+16, Balance+19, Escape Artist +25, Handle Animal +14, Hide +20, Knowledge: Nature +11, Knowledge Religion+3, Listen +16, Move Silently +20, Ride +8, Spot +16, Spellcraft +3, Survival +9, Tumble +25, Use Rope +15 (+17 with bindings); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Great Fortitude, Weapon Finesse.

Spell-like Abilities: At will—entangle (DC 13), speak with plants, tree shape; 3/day—charm person (DC 13), deep slumber (DC 15), tree stride; 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature except that the dryad has a +6 racial bonus to the check.

Sorcerer spells per day (6/8/5) Base DC = 17+spell level) 0th—acid splash, dancing lights, daze, flare; 1st—distract assailant (CV), mage armor, shield; 2nd—wracking touch

Distract Assailant (Ass1, Sor/Wiz1) Enchantment (compulsion, mind affecting) VSM 1 swift action, Range: Close, Target: 1 creature. Will Negates, SR=Yes. A creature affected by this spell is flat-footed until the beginning of its next turn.

Wracking Touch (Dr/Sor2) Necromancy VS 1 std action, target creature touched. Fortitude Half, SR=Yes. Lay your hand upon a creature and deal 1d6 points of damage +1 per caster level (max+10). In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless it is immune to extra damage from critical hits. The creature still takes spell damage even if it does not take sneak attack damage. Unlike a normal use of sneak attack the target need not be flanked or denied its Dexterity bonus to AC to take sneak attack damage from this spell.

Possessions: +1 unholy spiked chain, +3 ring of protection, +3 amulet of natural armor

Appendix Seven – APL 16

Encounter Four

Bandit Master Hunter: male wood elf Rgr 2/Ftr 4; CR 6; HD 4d10+2d8+6; hp 44; Init +4; Spd 30 ft.; AC 19 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; Base Atk/Grp: +6/+9; Atk: +10 melee (1d8+3 battle axe), or +15 ranged (1d8+9 composite longbow); Full Atk: +10/+5 melee (1d8+3 battle axe), or +13/+13/+8 ranged (1d8+9 composite longbow); SA: Favored Enemy: human +2; SQ: Elf Qualities, Wild Empathy +1; AL CE; SV Fort +8, Ref +10, Will +1; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4 4r, Intimidate +3 4r, Jump +4 4r, Listen +12 7r+1r cc, Spot +12 7r+1r cc, Survival +4 4r, swim +1 4r; Alertness, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot (b), Track (b), Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

Possessions: masterwork battle axe, chain shirt, buckler, dagger, Masterwork Mighty [+3] composite longbow; 20 normal arrows, 10 silvered arrows, 10 +4 arrows (from Mord's *greater magic weapon* spell), potion of *cure moderate wounds*.

Bandit Battle Bard: male high elf Brd 12; CR 12; HD 12d6+24; hp 76; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +9/+10; Atk +11 melee (1d6+1 rapier), or +13 ranged (1d6+1 shortbow); Full Atk: +11/+6 melee (1d6+1 rapier), or +13/+8 ranged (1d6+1 shortbow); SQ: Bardic Music, Bardic Knowledge +12, Inspire Courage +2, Inspire Greatness (2 targets), Song of Freedom Countersong, Inspire Competence, Suggestion; AL CN; SV Fort +8, Ref +13, Will +12; Str 12, Dex 16, Con 12 (14), Int 10, Wis 10, Cha 18 (20).

Skills and Feats: Bluff +20 (15 ranks), Diplomacy +24 (15 ranks), Listen +17 (15 ranks), Perform: Oratory +9 (4 ranks), Perform: stringed instruments +16 (11 ranks), Perform: Vocal +20 (15 ranks), Search +2, Sense Motive +15 (15 ranks), Spot +2; Greater Spell Focus: Enchantment, Improved Initiative, Iron Will, Spell Focus: Enchantment.

Possessions: mighty [+1] shortbow, 20 masterwork arrows, chain shirt, masterwork rapier, masterwork buckler, +2 *amulet of health*, +2 *vest of resistance*, +2 *cloak of charisma*, potion of *cure serious wounds*, scroll of *see invisibility*, scroll of *web*, scroll of *haste*, scroll of *cure critical wounds*.

Spells Per Day (3/5/4/4/3 base DC 15+spell level, 17+ spell level: enchantment)

Spells Known: 6/4/4/4/3; 0th—Dancing Lights, Mending, Message, Open/Close, Prestidigitation, Read Magic; 1st—Cure Light Wounds, Lesser Confusion, Tasha's Hideous Laughter, Undetectable Alignment; 2nd—Blindness/Deafness, Glitterdust, Rage, Silence; 3rd—Blink, Confusion, Displacement, Fear; 4th—Freedom of Movement, Greater Invisibility, Hold Monster

Bandit War-Rogue: female human Rog 10; CR 10; HD 10d6+20; hp 62; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+5 chain shirt, +4 dex]; Base Atk/Grp: +7/+9; Atk: +10 (1d8+4 +1d6 cold longspear) or +11 ranged (1d6+2 javalin); Full Atk: +10/+5 melee (1d8+4 +1d6 cold longspear), or +11 ranged (1d6+2 javalin); SA: Sneak Attack +5d6; SQ: Evasion, Improved Uncanny Dodge, Opportunist, Trap Sense +3, Uncanny Dodge; AL CE; SV Fort +6, Ref +12, Will +4; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +10 (5 ranks), Bluff +5 (5 ranks), Diplomacy +6 (2 ranks), Disable Device +15 (13 ranks), Hide +16 (13 ranks), Jump +8 (5 ranks), Listen +13 (13 ranks), Move Silently +16 (13 ranks), Open Lock +10 (4 ranks), Search +13 (13 ranks), Sense Motive +5 (5 ranks), Spot +13 (13 ranks), Tumble +20 (13 ranks); Combat Reflexes, Dodge, Elusive Target, Hold the Line, Mobility

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Possessions: +1 chain shirt with armor spikes, +1 frost longspear, +1 cloak of resistance, dagger, 3 javelins, Steadfast Boots, potion of *cure moderate wounds*, potion of *invisibility*, masterwork thieves' tools.

Bandit Berserker Lord: male half-orc Bbn 12; CR 12; HD 12d12+24; hp 113; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 20) [+2 dex, +5 chain shirt, +3 natural]; Base Atk/Grp: +12/+18; Atk: +20 (2d6+10 17-20 greatsword) or +18 ranged (1d8+9 composite longbow), or +14 ranged (1d6+6 javalin); Full Atk: +20/+15/+10 melee (2d6+10 17-20 greatsword), +18/+13/+8 ranged (1d8+9 composite longbow), or +12 ranged (1d6+6 javalin); SQ: DR 2/-, Fast Movement, Greater Rage, Improved Uncanny Dodge, Rage 3/day, Trap Sense +4, Uncanny Dodge; AL CE; SV Fort +12, Ref +8, Will +8; Str 21 (23), Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +13 (14 ranks), Jump +10 (1 rank), Listen +15 (15 ranks) Survival +15 (15 ranks); Blindfight, Improved Critical: Greatsword, Iron Will, Power Attack, Weapon Focus: Greatsword.

Possessions: +1 Greatsword, +1 chain shirt with armor spikes, masterwork mighty [+5] composite longbow, 6 +4 arrows (from Mord's greater magic weapon), 14 normal arrows, longsword, +3 amulet of natural armor, gauntlets of ogre power, +2 cloak of resistance, 3 javelins, dagger, potion of displacement, potion of cure serious wounds, potion of fly, potion of enlarge person (clvl 1).

Greater Rage: HD 12d12+50; hp 149; Init +2; Spd 40 ft.; AC 18 (touch 10, flat-footed 18) [+2 dex, +5 chain shirt, +3 natural, -2 rage]; Base Atk/Grp: +12/+19; Atk: +23 (2d6+14 17-20 greatsword), +18 ranged (1d8+9 composite longbow), or +14 ranged (1d6+9 javalin); Full Atk: +23/+18/+13 melee (2d6+14 17-20 greatsword), or +18/+13/+8 ranged (1d8+9 composite longbow), or +12 ranged (1d6+9 javalin); SQ: DR 2/-, Fast Movement, Greater Rage, Improved Uncanny Dodge, Rage 3/day, Trap Sense +4, Uncanny Dodge; AL CE; SV Fort +15, Ref +10, Will +11; Str 27 (29), Dex 14, Con 20, Int 8, Wis 10, Cha 8.

Bandit Chief: male half-elf Ftr 12; CR 12; HD 12d10+24; hp 100; Init +4; Spd 30 ft.; AC 21 (touch 15, flat-footed 17) [+4 dex, +5 chain shirt, +1 deflection, +1 buckler]; Base Atk/Grp: +12/+15; Atk: +22 (1d8+11 +2d6 vs. good 19-20/x3 composite longbow) or +16 melee (1d8+4 battle axe); Full Atk: +20/+20/+15/+10 ranged (1d8+11 +2d6 vs good 19-20/x3 composite longbow), or +16/+11/+6 melee (1d8+4 battle axe); AL NE; SV Fort +12, Ref +10, Will +8; Str 16, Dex 18, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Diplomacy: +6 (1 rank cc), Intimidate +12 (11 ranks), Jump +6 (5 ranks), Sense Motive +5 (5 ranks cc), Tumble +5 (1 rank cc); Greater Weapon Focus: Composite Longbow, Greater Weapon Specialization: Composite Longbow, Improved Critical: Composite Longbow, Improved Precise Shot, Iron Will, Point Blank Shot, Power Attack, Quickdraw, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow.

Possessions: +1 Unholy mighty [+3] composite longbow, +2 cloak of resistance, +1 ring of protection, +1 chain shirt with masterwork armor spikes, buckler, +1 battle axe, dagger, potion of cure serious wounds x2, 12 cold iron arrows, 12 silver arrows, 24 +4 arrows (Mord's greater magic weapon).

Encounter Five

Mord: male human Ftr 1/Wizard 6/Eldritch Knight 10; CR 17; HD 1d10+6d4+10d6+51; hp 119; Init +4; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 dex, +4 mage armor]; Base Atk/Grp: +14/+16; Atk: +21 melee (1d8+7 +2d6 vs. chaotic, 19-20 light flail) or +17 ranged (1d6+2

javalin); Full Atk: +21/+16/+11 melee (1d8+7 +2d6 vs. chaotic, 19-20 light flail) or +17 ranged (1d6+2 javalin); AL NE; SV Fort +17, Ref +13, Will +11; Str 14, Dex 14 (16), Con 14 (16), Int 19 (23), Wis 10, Cha 12.

Skills and Feats: Concentration +24 (20 ranks), Diplomacy +6 (0 ranks), Gather Information +4 (0 ranks), Handle Animal +7 (5 ranks), Intimidate +6 (4 ranks), Jump +10 (7 ranks), Knowledge: Arcana +27 (20 ranks), Knowledge: Dungeoneering +8 (1 rank), Knowledge: Local +12 (5 ranks), Knowledge: Nobility and Royalty +12 (5 ranks), Knowledge: The Planes +12 (5 ranks), Ride +10 (4 ranks), Sense Motive +21 (20 ranks), Spellcraft +29 (20 ranks), Tumble +8 (2 ranks cc); Arcane Strike, Cleave (Ftr 1), Combat Expertise (1), Empower Spell, Improved Critical: Light Flail, Improved Trip (EK 1), Power Attack (Hum), Practiced Spellcaster (3), Quicken Spell (Wiz 5), Scribe Scroll (Wiz 1), Weapon Focus: Light flail (6)

Possessions: +1 Axiomatic Spell Storing Heavy Flail (empowered shocking grasp), 2 Rings of Counterspells (greater dispelling, feeblemind), +4 headband of intellect, +2 cloak of resistance, +2 amulet of health, +2 gloves of dexterity, Stone of Good Luck, masterwork spiked locking gauntlet, dagger, scroll of haste, potion of invisibility, potion of cure serious wounds, spell component pouch, necessary expensive material components and spell foci, weasel familiar, lesser metamagic rod of extend spell.

Spells Prepared (4+1/ 6+1/ 6+1/ 5+1/ 5+1/ 5+1/ 4+1/ 2+1/ 1+1) Base DC = 16+spell level; Divination Specialist, Illusion prohibited) 0—Acid Splash, Dancing Lights, Detect Magic, Mage Hand, Touch of Fatigue; 1st— Alarm, ~~Mage Armor~~ x2, Ray of Enfeeblement, Shield, True Strike x2; 2nd—alter self, scorching ray x2, See Invisibility, Wraithstrike x3; 3rd—clairaudience/clairvoyance, ~~greater magic weapon~~ x3, heroism, Vampiric Touch; 4th—~~anticipate teleportation~~, dimension door x2, ~~empowered false life~~, evard's black tentacles; 5th—quicken ray of enfeeblement, quickened magic missile, quickened true strike, ~~mordenkeinen's private sanctum~~, wall of force x2; 6th—greater dispelling, empowered fire shield, quickened scorching ray, true seeing; 7th—bigby's grasping hand, greater arcane sight, power word: blind; 8th—~~moment of prescience~~, Otto's irresistible dance

He has pre-cast *anticipate teleportation*, *mage armor*, *empowered false life* (24 temporary hit points), *mordenkeinen's private sanctum* (to protect the fort from scrying and observation since he does not know the effects of the rituals, *moment of prescience*, and *greater magic weapon* (on his followers' arrows and his flail) as a part of his daily routine.

His contingency casts *blink* as soon he is targeted with an attack or spell.

Spellbook: 0—all non-illusion PHB spells; 1st—Alarm, Detect Secret Doors, Mage Armor, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, Shocking Grasp, True Strike; 2nd—Alter Self, Detect Thoughts, False

Life, Scorching Ray, See Invisibility, Touch of Idiocy, Wraithstrike; 3rd—Arcane Sight, Blink, Clairaudience/Clairvoyance, Dispel Magic, Flame Arrow, Greater Magic Weapon, Heroism, Vampiric Touch; 4th—Anticipate Teleportation, Dimension Door, Evard's Black Tentacles, Fire Shield, Scrying; 5th—Contact Other Plane, Mordenkeinen's Private Sanctum, Prying Eyes, Wall of Force, Wall of Stone; 6th—Analyze Dweomer Contingency, Greater Dispelling, Planar Binding, Symbol of Fear, True Seeing; 7th—Bigby's Grasping Hand, Greater Arcane Sight, Greater Scrying, Power Word: Blind; 8th—Moment of Prescience, Otto's Irresistable Dance

Tactics:

Defensive: alter self, true seeing, heroism, and shield at the first sign of trouble, and arcane sight and empowered fire shield (cold) as he enters the battlefield.

Offensive: Follow up a quickened ray of enfeeblement with an improved trip attack; wraithstrike or true strike followed by a full Power Attack while using Arcane Strike to turn a spell that isn't useful at the time into extra damage (his high level divinations often fill this role). This is best done with a full attack action.

Use greater arcane sight to evaluate the danger posed by enemy spellcasters as well as to find good targets for greater dispelling and to ensure that he doesn't fall prey to spell turning. Use evard's black tentacles to delay clumps of enemies or wall of force to cut part of the group off from another part. (This combines well with the anticipate teleportation trick, allowing him to move next to the PCs' back rank and then immediately prevent the front rank from assisting with a wall of force.

Use Otto's irresistable dance to eliminate the most convenient target—preferably near the Bandit Berserker Lords or War Rogues who can then take full advantage of the AoOs the victim provokes.

Teleportation response: Cast evard's black tentacles in the area where the teleporters will arrive, then move out of line of sight. (So that he can return to line of sight on his terms).

Encounter Eight

Corrupted Nymph: Female Fey Fighter 2/Blighter 10; CR 16; HD 6d6+2d10+10d8+36; hp 116; Init +9; Spd 30 ft.; AC 21 (touch 21, flat-footed 16) [+5 dex, 6 deflection]; Base Atk/Grp: +12/+11; Atk: +18 melee (1d4-1 masterwork dagger); Full Atk: +18/+13/+8 melee (1d4-1 masterwork dagger); SA: Blightfire, Blinding Beauty, spells, spell-like abilities, stunning glance; SQ: DR 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CE; SV Fort +20, Ref +19, Will +26; Str 8, Dex 20, Con 14, Int 16, Wis 24 (26), Cha 22.

Skills and Feats: Concentration +22, Diplomacy +14, Escape Artist +14, Handle Animal +15, Heal +17, Hide +14, Listen +28, Move Silently +14, Ride +7, Sense Motive +17, Spellcraft +20, Spot +28, Swim +19,

Survival +19, Use Rope +5 (+7 with bindings); Combat Casting, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Practiced Spellcaster (Blighter), Quicken Spell, Weapon Finesse, Silent Spell, Still Spell

Possessions: +2 periapt of wisdom, masterwork dagger

Spells Prepared (6/7/7/6/5/5/4/4/2/1) Base DC = 18+spell level) Caster Level: 14. 0—detect magic x2, ghost sound x2, touch of fatigue x2; 1st—ray of enfeeblement x3, stilled touch of fatigue x2, inflict light wounds x2; 2nd—warp wood x2, stilled and silent touch of fatigue, stilled ray of enfeeblement, silent ray of enfeeblement, darkness, death knell; 3rd—contagion, dispel magic, vampiric touch, stilled and silent ray of enfeeblement, stilled and silent inflict light wounds, protection from elements; 4th—flame strike, stilled vampiric touch, stilled and silent inflict moderate wounds, wall of fire, death ward; 5th—repel wood, stilled flame strike, stilled and silent vampiric touch, wave of fatigue, quickened ray of enfeeblement; 6th—acid fog, stilled repel wood, stilled and silent flamestrike, greater dispel magic; 7th—silent finger of death, stilled and silent harm, quickened protection from energy, repel metal or stone; 8th—horrid wilting, quickened flame strike; 9th—implosion

Blinding Beauty (SU): All who look directly at the nymph must make a DC 19 fort save or be permanently blinded.

Spell-Like Abilities: Dimension door, clvl 7, 1/day

Stunning Glance, DC 19 fort or be stunned for 2d4 rounds—standard action

Unearthly Grace: Cha bonus to AC and saves.

Deforestation (sp): kills all nonsentient plants within 20 feet. Nothing can grow until a hallow or similar spell is cast in the area.

Blightfire: Standard action, 5d6 damage to all within 10 feet, Ref DC 28 half)

Contagious Touch 2/day (As Contagion) DC 28

Speak with Dead Animal 1/day (as Speak With Dead)

Animate Dead Animal 1/day (as Animate Dead but no material component required)

Unbond 1/day separate a bonded animal or magical beast from its master (eg, familiar, animal companion, mount). Master must be in 40' range, will save DC28. If master fails, it is as if the servitor had died except familiar loss does not cause experience loss. Animal behaves normally per type if unbonded, and the bond remains broken for 8 minutes.

Huge Undead wild shape 4/day: as wildshape except add the skeleton template to the animal

• Type changes to undead. Lose all Nymph bonuses to AC, Saves, DR.

- Natural armor bonus becomes +0 (tiny), +1 (small), or +2 (med or large), or +3 (huge)
- +2 Dexterity and no Constitution
- Immunity to cold, DR 5/Bludgeoning

Wildshaped Corrupted Nymph: Undead (Skeleton) Dire Bear hp94; Spd 40; AC 13 (+2 dex, +2 natural, -1 size); Base Atk/Grp: +11/+25 Atk +22 melee (2d4+10 Claw); Full Atk +21x2 melee (2d4+10 2 claws), +16 melee (2d6+5 bite); SV Fort +11 Ref +10 Will +20; Str 31, Dex15, Con -, Int 16, Wis 24(26), Cha 22

Corrupted Dryad: Female Fey Sor 4/Rog 11; CR 16; HD 15d6+4d4+38; hp 112; Init +10; Spd 30 ft.; AC 31 (touch 20, flat-footed 31) [+6 dex, +4 mage armor, +7 natural, +4 deflection]; Base Atk/Grp: +12/+14; Atk: +19 (2d4+4 +2d6 vs. good, spiked chain) or +18 touch spell; Full Atk: +19/+14/+9 (2d4+4 +2d6 vs. good spiked chain); SA: Crippling Strike, Sneak Attack +6d6, Spell-like abilities; SQ: DR 5/cold iron, evasion, improved uncanny dodge, tree-dependent, uncanny dodge, wild empathy; AL CE; SV Fort +7, Ref +18, Will +13; Str 14, Dex 22, Con 14, Int 14, Wis 14, Cha 24.

Skills and Feats: Concentrate+16, Balance+20, Escape Artist +28, Handle Animal +14, Hide +22, Knowledge: Nature +11, Knowledge Religion+4, Listen +20, Move Silently +22, Ride +8, Spot +20, Spellcraft +7, Survival +9, Tumble +26, Use Rope +20 (+22 with bindings); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Great Fortitude, Improved Initiative, Weapon Finesse.

Spell-like Abilities: At will—entangle (DC 13), speak with plants, tree shape; 3/day—charm person (DC 13), deep slumber (DC 15), tree stride; 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature except that the dryad has a +6 racial bonus to the check.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Sorcerer spells per day (6/8/5) Base DC = 17+spell level) 0th—acid splash, dancing lights, daze, flare; 1st—distract assailant (CV), mage armor, shield; 2nd—wracking touch(CV)

Possessions: +1 unholy spiked chain, +4 ring of protection, +4 amulet of natural armor

Distract Assailant (Ass1, Sor/Wiz1) Enchantment (compulsion, mind affecting) VSM 1 swift action, Range: Close, Target: 1 creature. Will Negates, SR=Yes. A creature affected by this spell is flat-footed until the beginning of its next turn.

Wracking Touch (Dr/Sor2) Necromancy VS 1 std action, target creature touched. Fortitude Half, SR=Yes. Lay your hand upon a creature and deal 1d6 points of damage +1 per caster level (max+10). In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless it is immune to extra damage from critical hits. The creature still takes spell damage even if it does not take sneak attack damage. Unlike a normal use of sneak attack the target need not be flanked or denied its Dexterity bonus to AC to take sneak attack damage from this spell.

Appendix Eight – Dealing with Magic

There are a number of spells that can have a significant impact upon this scenario—here are a few of them:

Analyze Dweomer or Legend Lore

If cast on the nymph's pool, the chains or spike on the dryad's tree, or the nymph or dryad themselves, this will reveal that they have been corrupted through a complex ritual magic that involved summoning and possession and can be undone with a *dispel evil* or *break enchantment* if the caster can succeed at a DC 30 caster level check.

Divination:

Note that any divinations regarding the inhabitants of the bandit fortress will fail at APL 12+ since the Mordenkainen's Private Sanctum prevents divinations from working properly

- Where can we find Dalamar?

Seek his remains amid the untainted trees east of the wasteland's lifeblood.

- Are the copperheads still alive?

At least one of them is alive today; more than that, I cannot say.

- Is Aliana/Garret still alive?

At APL 6-10, "Though imprisoned and slaving in a lightless cell; the future holds hope, this I can tell."

At APL 12+, no answer—they are imprisoned within the Private Sanctum

- Is Dalamar still alive?

Though his soul sleeps, death need not still his song forever.

Discern Location

Since the party has neither seen any of the NPCs they seek (unless they re-appear in another module) and has none of their equipment, they can't use this spell to find them.

Scrying

Of the Copperheads, only Kerianne is in a location that would allow her to be scried. If she is scried, the spell will reveal the room in Gunther's house where she is recovering from her wounds.

The bandit camp cannot be scried upon. The rituals enacted to corrupt the dryad and nymph prevent any magic that would spy upon the area, including and not limited to *Scry*, or *Prying Eyes*.

Appendix Nine – Non–core rules

Classes:

Blighter

When a druid turns away from the land, the land turns away from her. Some ex-druids make peace with this change; others seek to restore the bond. A few, however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, bring desolation wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life. A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy. Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad. What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest forests of the land, even if it's only to destroy them. Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path. Legends say that a few elven druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

Adaptation: In many ways, the blighter is to the druid what the blackguard is to the paladin. While it's likely that blighters are loners, you could also develop a secret cult of blighters devoted to ruining the world's ecology.

Hit Die: d8

Requirements

To qualify as a blighter, a character must fulfill the following criteria.

Alignment: Any nongood.

Base Attack Bonus: +4

Special: The character must be an ex-druid previously capable of casting 3rd-level druid spells.

Class Skills

The blighter's class skills (and the key ability for each skill) are Concentration(Con), Craft(any)(Int), Diplomacy(Cha), Handle Animal(Cha), Heal(Wis), Knowledge(nature)(Int), Listen(Wis), Profession(herbalist)(Wis), Spellcraft(Int), Spot(Wis), Survival(Wis), and Swim(Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4+ Int modifier.

Class Features

The following are class features of the blighter prestige class.

Weapon and Armor Proficiency: Blighters gain no weapon or armor proficiencies.

Spells per Day: Since blighters are ex-druids, they lose their druid spellcasting abilities. However, they gain access to new, more destructive spells. At each

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	<i>Deforestation</i>
2 nd	+1	+3	+0	+3	<i>Blightfire, sustenance</i>
3 rd	+2	+3	+1	+3	<i>Undead wild shape 1/day</i>
4 th	+3	+4	+1	+4	<i>Speak with dead animal, undead wild shape 2/day</i>
5 th	+3	+4	+1	+4	<i>Contagious touch 1/day, undead wild shape (Large)</i>
6 th	+4	+5	+2	+5	<i>Animate dead animal, undead wild shape 3/day</i>
7 th	+5	+5	+2	+5	<i>Contagious touch 2/day</i>
8 th	+6	+6	+2	+6	<i>Unbond, undead wild shape 4/day</i>
9 th	+6	+6	+3	+6	<i>Contagious touch 3/day, undead wild shape (Huge)</i>
10 th	+7	+7	+3	+7	<i>Plague, undead wild shape 5/day</i>

blighter level, the character gains spells per day according to Table 2-3. She must choose her spells from the blighter spell list, below. The blighter's caster level is equal to her blighter level plus her druid level.

To cast a blighter spell, a blighter must have a Wisdom score of at least 10 + the spell's level, so a blighter with a Wisdom of 10 or lower cannot cast these spells. Blighter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blighter's Wisdom modifier. When the blighter gets 0 spells per day of a given level (for instance 2nd level spells for a 2nd level blighter), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The blighter's spell list appears below. A blighter has access to any spell on the list and can freely choose which to prepare, just as a druid. A blighter prepares and casts spells just as a druid does (though a blighter cannot spontaneously cast *summon* spells).

The blighter gains access to her daily spells through *deforestation* (see below). If she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or mistletoe. Any material component for a blighter's spell must have been dead for at least a day before use.

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as the druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours,

----- Spells per Day -----

Class Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	4	2	-	-	-	-	-	-	-	-
2 nd	5	3	0	-	-	-	-	-	-	-
3 rd	5	3	1	0	-	-	-	-	-	-
4 th	6	3	2	1	0	-	-	-	-	-
5 th	6	3	3	2	1	0	-	-	-	-
6 th	6	3	3	3	2	1	0	-	-	-
7 th	6	4	3	3	3	2	1	0	-	-
8 th	6	4	4	3	3	3	2	1	0	-
9 th	6	5	4	4	4	4	3	2	1	0
10 th	6	5	5	4	4	4	4	3	2	1

but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and is reseeded. Deforestation enables a blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environments with only sparse vegetation does not empower the character to cast spells.

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

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

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

- Type changes to undead.
- Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).
- +2 Dexterity, no Constitution score.
- Immunity to cold
- Damage reduction 5/bludgeoning.
- The blighter gains one extra use per day of this ability at every even blighter level after 3rd. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level and a Huge skeletal animal at 9th level.

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

• **Contagious Touch (Su):** At 5th level and higher, a blighter can produce an effect like that of a *contagious touch* spell once per day. She gains one extra use per day of this ability for every two additional blighter levels she acquires.

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

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

- **Plague (Su):** At 10th level and higher, a blighter can spread disease over a large area. This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius. Plague is usable once per day.

- Blighter Spell list

- 0 Level: detect magic, detect poison, flare, ghost sound, inflict minor wounds, read magic, touch of fatigue.

- 1st Level: bane, burning hands, curse water, decomposition, detect undead, doom, endure elements, inflict light wounds, invisibility to animals, ray of enfeeblement.

- 2nd Level: chill metal, chill touch, darkness, death knell, fire trap, flaming sphere, heat metal, inflict moderate wounds, produce flame, resist elements, warp wood.

- 3rd Level: contagion, deeper darkness, desecrate, diminish plants, dispel magic, inflict serious wounds, poison, protection from elements, stinking cloud, vampiric touch.

- 4th Level: animate dead, antiplant shell, blight, death ward, flame strike, inflict critical wounds, languor, repel vermin, rusting grasp, transmute mud to rock, transmute rock to mud, unhallow, wall of fire.

- 5th Level: antilife shell, contagious touch, create undead, forbiddance, repel wood, waves of fatigue.

- 6th Level: acid fog, antipathy, circle of death, finger of death, fireseeds, greater dispel magic, harm.

- 7th Level: control undead, control weather, earthquake, firestorm, miasma, repel metal or stone, repulsion.

- 8th Level: horrid wilting, mind blank, shambler, waves of exhaustion.

- 9th Level: antipathy, foresight, implosion, incendiary cloud, storm of vengeance.

Items:

Boots, Steadfast

These thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing *steadfast boots* cannot be tripped or pushed back by a bull rush. As long as the wearer carries a melee weapon that is Medium-size or larger, she also counts as being set against a charge. The weapon does not have to have reach. *Caster Level:* 3rd; *Prerequisites:* Craft Wonderous Item, *bull's strength*; *Market Price:* 6,000 gp; *Weight:* 1 lb.

Feats:

Arcane Strike [General] (Complete Warrior)

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all of your attack rolls for 1 round equal to the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice (his rapier).

Elusive Target [Tactical] (Complete Warrior)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving

out of a threatened square. If the foe misses you, you can make a free trip attempt against his foe, and the foe does not get a chance to trip you if your attempt fails.

Hold the Line [General] (Complete Warrior)

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Improved Toughness [General] (Complete Warrior)

You are significantly tougher than normal

Prerequisite: Base Fortitude save bonus +2

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

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

Practiced Spellcaster (Complete Arcane)

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

Prerequisite: Spellcraft 4 ranks

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

For example, a human 5th level sorcerer/3rd level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

New Spells

Anticipate Teleportation (Complete Arcane)

Abjuration

Level: Sor/Wiz 4

Components: Five, S, F

Casting Time: 1 round

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Distract Assailant (Complete Adventurer)

Enchantment (compulsion, mind affecting)

Level: Ass1, Sor/Wiz1

Components: Five, S, M

Casting Time: 1 swift action

Range: Close

Target: 1 creature

Save: Will Negates

Spell Resistance: Yes.

A creature affected by this spell is flat-footed until the beginning of its next turn.

Wracking Touch (Complete Adventurer)

Necromancy

Level: Dr/Sor2

Components: Five, S

Casting Time: 1 std action

Target: creature touched

Save: Fortitude Half

Spell Resistance: Yes.

Lay your hand upon a creature and deal 1d6 points of damage +1 per caster level (max+10). In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless it is immune to extra damage from critical hits. The creature still takes spell damage even if it does not take sneak attack damage. Unlike a normal use of sneak attack the target need not be flanked or denied its Dexterity bonus to AC to take sneak attack damage from this spell.

Wraithstrike (Complete Adventurer)

Transmutation

Level: Assassin 2, Sor/Wiz 2**Components:** Five, S**Casting Time:** 1 swift action**Range:** Personal**Target:** You**Duration:** 1 round

When you cast this spell, your melee weapons or natural weapons become ghostly for a brief time. While this spell is in effect, your melee attacks are resolved as melee touch attacks rather than normal melee attacks.

Decomposition

Necromancy

Level: Druid 2**Components:** Five, S, DF**Casting Time:** 1 standard action**Range:** 50 ft.

Area: All enemies within a 50-ft radius emanation centered on you.

Duration: 1 round/level**Saving Throw:** None**Spell Resistance:** Yes

Whenever an enemy within the area takes normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell. A successful Heal check (DC 15) or the application of any *cure* spell or other healing magic (*heal*, *healing circle*, and so on) stops the festering. Only one wound festers at a time; additional wounds suffered while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 1 points of damage from festering the next round, and another 1 point on the round after that. On the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round. The next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, inflicting 1 point of festering damage on the next round.

Languor

Transmutation

Level: Druid 4**Components:** Five, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Ray**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

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

Contagious Touch

Necromancy

Level: Druid 6**Components:** Five, S**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

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

Miasma

Evocation

Level: Druid 6**Components:** Five, S, DF**Casting Time:** 1 standard action**Range:** Close (25 ft + 5ft/2 levels)**Target:** One living creature**Duration:** 3 rounds/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

By filling the subject's mouth and throat with unbreathable gas, you prevent him from doing much more than coughing and spitting. The subject cannot speak. Conversation is impossible, spells with verbal components cannot be cast, bardic music cannot be performed, and no noise other than coughing and spitting is possible. The subject can hold his breath for 2 rounds per point of Constitution but must make a Constitution check (DC 10 + 1 per previous success)

each round thereafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp). On the next round, the subject drops to -1 hit points and is dying; on the third round, he suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*).

Appendix Ten – Map of the Compound



Appendix Eleven – The Bandit’s Watch Schedule

APL 6

8 AM – 4 PM

On watch: Bandit Fighter, Bandit warrior

Sleeping: Bandit Hunter (1/2)*, Bandit warrior

At leisure: Bandit bard, bandit warrior

4 PM – 12 AM

On watch: Bandit Bard, Bandit warrior

At leisure: Everyone else

12 AM – 8 AM

On watch: Bandit hunter, Bandit warrior

Sleeping: everyone else

APL 8

8 AM – 4 PM

On watch: Bandit Fighter, Bandit warrior

Sleeping: Bandit Hunter (1/2)*, Bandit warrior, Bandit Champion

At leisure: Bandit bard, bandit warrior, Bandit Brawler

4 PM – 12 AM

On watch: Bandit Bard, Bandit warrior, Bandit Brawler

At leisure: Everyone else

12 AM – 8 AM

On watch: Bandit hunter, Bandit warrior, Bandit Champion

Sleeping: everyone else

APL 10

8 AM – 4 PM

On watch: Bandit war rogue, Bandit warrior x2

Sleeping: Bandit Hunter (1/2)*, Bandit warrior x2

At leisure: everyone else

4 PM – 12 AM

On watch: Bandit War Bard, Bandit warrior x2, Bandit Brawler

At leisure: Everyone else

12 AM – 8 AM

On watch: Bandit hunter x2, Bandit warrior x2, Bandit Champion

Sleeping: everyone else

APL 12

8 AM – 4 PM

On watch: Bandit Chief, Bandit Fighter x2

Sleeping: Bandit hunter*, Bandit Berserker

At leisure: Bandit war bard, Bandit Warrior

4 PM – 12 AM

On watch: Bandit War Bard, Bandit Hunter x2, Bandit Fighter

At leisure: Everyone else

12 AM – 8 AM

On watch: Bandit hunter x2, Bandit Fighter, Bandit Berserker

Sleeping: everyone else

APL 14

8 AM – 4 PM

On watch: Bandit Chief, Bandit War Rogue, Bandit master Hunter x2

Sleeping: Bandit master hunter*, Bandit Berserker

At leisure: Everyone else

4 PM – 12 AM

On watch: Bandit War Bard, Bandit master hunter, Bandit Champion x2

At leisure: Everyone else

12 AM – 8 AM

On watch: Bandit master hunter x2, Bandit Berserker

Sleeping: everyone else

APL 16

8 AM – 4 PM

On watch: Bandit Chief, Bandit Hunter Master x2, Bandit War Rogue

Sleeping: Bandit master hunter*, Bandit Berserker Lord

At leisure: everyone else

4 PM – 12 AM

On watch: Bandit Berserker Lord, Bandit master hunter x2, Bandit Battle Bard

At leisure: Everyone else

12 AM – 8 AM

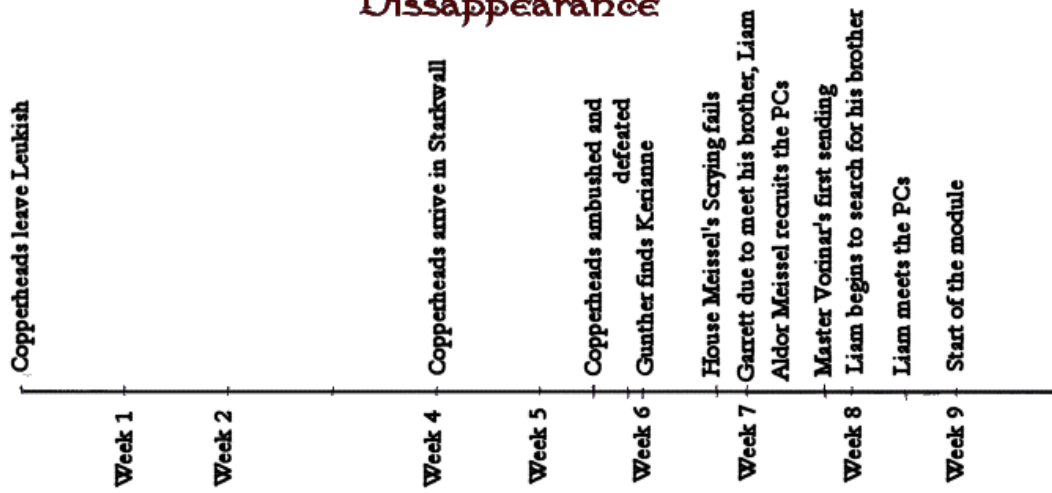
On watch: Bandit master hunter x2, Bandit Berserker Lord, Bandit War-Rogue

Sleeping: everyone else

*Since elves need only four hours of sleep per night, sleeping designations with an asterisk mean that, despite their being two such bandits who need sleep; only one of them is sleeping at any one point in the schedule. Portions noted (1/2) indicate that there is only one such bandit on that rotation, but since he requires only 4 hours of sleep, there is a 50% chance that he is awake and at leisure during the time.



Timeline of the Gopperheads' Disappearance



Player Handout #1—Working for House Meissel

For you, the adventure began two weeks ago. Aldor Meissel, a young scion of one of the most prosperous noble merchant houses in the Duchy of Urnst, lured you into his offices with the offer of a lucrative contract and made a generous offer for you to bring his cousin, Dalamar Meissel back to Leukish dead or alive. He did not mean dead or alive the way it is usually meant though. In this case, his cousin is missing and he would like you to find him and bring him back alive, or if he is dead, avenge his death and bring back his body to be resurrected. (He made it quite clear that, while he personally doesn't hold with such interventions by the so-called gods, Dalamar is family and he has to make some compromises for to accommodate that side of the family).

You were able to learn a little bit more from Aldor Meissel. Dalamar was travelling to Nyrond with a small company of adventurers known as the Copperheads—he spends far too much time with them and far too little time minding the house's business. Together, he and his companions sailed up the Artoonsemay on a keelboat called the Deadman's Tale and were planning to debark at Starkwall. That was the last any of the Meissels heard from Dalamar. He was supposed to have returned several weeks ago and neither scrying nor sending spells have been able to contact him.

Asking around town, you managed to turn up a bit more information. Before he left Leukish, Dalamar and some of his cousins in house Meissel had a rather public argument over the Duke's new policies toward the Imperium. From the not-so-discreet inquiries Dalamar was making around town, it appeared that he had been trying to buy enough weapons to supply a small army. None of your contacts said anything about him actually buying any weapons though, so it's quite possible that he didn't have enough money. Dalamar's companions were a motley crew of adventurers who have gained and lost at least a dozen members over the last five years: Jenna the suel priestess of Kord, Aliana the girl from a Palish wizard's guild, a Nyrondese swordsman by the name of Garret, and a battle-scarred woman named Kerianne were the rest of the group.

Following Dalamar's trail, you made it to Starkwall where a number of dock hands and one of the Deadman's Tales' crew who jumped ship there confirm he and his companions debarked. You are on your way to meet someone who you have heard might know what the Copperheads were up to in town.

Player Handout #2—Helping Master Vorinar

Master Vorinar of the Arcanist Guild asked for your help. That's why you're in Starkwall checking into all the local hives of scum and villainy in order to find his "friend." According to the arcanist, he first realized something was wrong when he sent a sending to sister Aliana. He never told you what he asked, only the response: "Master Vorinar! You've got to help me! It's all gone so wrong since we left Starkwall. Kerianne's contact was a trap; now they've captured us and..." It's too bad she was so distraught and inexperienced or she might have given a more useful response to the sending. Although a master in the guild, Vorinar is not a healthy or vigorous sort and the prospect of leaving his comfortable, cluttered study in Hawkburg was quite too much for him. And since scrying didn't work when he tried it, he has no idea how to find her. That's why he asked you to go and rescue this sister Aliana.

A few more sending spells enabled Aliana to say that she'd been with her adventuring party in Starkwall looking for a large supply of used weapons and armor. Kerianne had found some contacts that promised a full wagonload of weapons, but wanted to make the exchange in the Nutherwood. So, they went to the Nutherwood and, instead of selling them weapons, their supplier demanded that they hand over all their gold if they wanted to live. They chose to fight which is how Aliana ended up captured and imprisoned. She could tell Master Vorinar that Garret was alive a week ago because they brought him into her cell and started cutting off his fingers one knuckle at a time until she agreed to resume writing scrolls for them. She hadn't seen anyone else.

Asking around in Hawkburg filled out the edges of the picture. Aliana is not only a member of the Arcanist Guild, but she also recently joined an adventuring company that lost its last wizard in the depths of some ancient cairn. That group, the Copperheads, is a band of middling fame. Word is that they've done some business with the Baerth trading company and Morgan doesn't deal with nobodies. They're mostly from Nyrond—at least their leaders and only surviving founding members are. Jenna is either a warrior or a heathen priestess of some sort. Garret is a quick swordsman with some kind of fancy elf sword. Dalamar often did their negotiating when they were doing business. He's suel and is from the Duchy of Urnst, judging by his accent. Kerianne is the last member and is an unsavory sort of woman from the Bandit Kingdoms though the priests at the border let her cross so she can't be all bad. A few people said that Jenna swore to return to Nyrond and restore the king when she heard about the new "emperor."

Background information is nice, but the Nutherwood is a large place, which is why you ended up in Starkwall—the location where it all started to go "so wrong." At the moment, you're on your way to meet someone who you have heard has information about the Copperheads.

Player Handout #3—Helping Liam Dawnlight

It all began with a chance meeting in Midmeadow. An armored and mustachioed man carrying a blue steel mace at his side recognized you as new in town and asked if you had seen Garret or any of his companions, an adventuring company known as the Copperheads. You hadn't, and that's when it happened. A criss-cross pattern of hair-thin red lines appeared across his cheeks and forehead and blood began oozing across his skin. He clutched his head in pain and coughed.

"I cannot stay here any longer," he said as he finished coughing. "My oath compels me to return to Mowbrenn to guard the temple of the Sun Father as is my duty. I must obey. But, my brother Garret should have been here a month ago. Can you continue the search for me? I cannot offer you wealth in return for your aid, but these are dark times in our kingdom and men of good will must stand together."

Thus it was that you agreed to help Liam Dawnlight, templar of the Sun Father. Somehow, you knew that it was your fate to answer his simple request for aid—just one out of the dozens that you hear each day. He could tell you little other than that his brother had sent him a message from the Duchy of Urnst, asking to meet him in Midmeadow. He expected that Garret would be traveling up the Artonsemay river and travelling from Starkwall to Midmeadow by land—possibly with his adventuring company. Liam doesn't know too much about the adventuring company's current makeup. Originally, they were all from Mowbrenn—Garret, Jenna, Altimaar the magnificent, Cromlin the wise, and Serena Trueblade. Liam counts himself fortunate that Garret has not perished yet—over the past five years, Serena and Cromlin both fell in battle and Altimaar turned to darkness and left the group. Garret and Jenna recruited more companions to replace those who had left and had been traveling with some of them for a while. A slave woman they'd rescued from the Bandit Kingdoms had become a pillar of the group as had some nobleman from the Duchy of Urnst. Liam heard that the wizard who replaced Altimaar had died in the Gamboge last year, but doesn't know who replaced him.

On your way to Starkwall—Liam had not been there, for once he realized something was wrong, he knew there wasn't enough time to reach the city before his oath would compel him to return to Mowbrenn—you asked a lot of questions yourself. In Starkwall, you got answers. The Copperheads arrived two and a half months ago on a keelboat—the Deadman's Tale, to be specific. From what you hear, they spent a few days asking around for a large supply of low-cost weapons and armor. Even "slightly used, only one previous owner" studded leather was acceptable. Eventually, they must have contacted someone with a deal for them because they left for the Nutherwood about a week after they arrived in town. Exactly who they contacted is the information you're waiting for. That is how you ended up in Starkwall, at the end of a blind alley, waiting for a man who looked to be at least half goblin to unbolt a the door.

Player Handout #4—The Underly Network

A note from some of your acquaintances in the network was how this journey started. “Contact missing; last seen in Starkwall; now two weeks late. Will you investigate?” When you agreed, you obtained a bit more information—not everything you wanted to know, of course, but enough for you to do the task appointed to you. The network’s missing contact is a young half-elf woman. She told them her name was “Greed,” but your contacts tell you it was not hard to find out that her real name is Kerianne. She usually travels with a group of adventurers known as the Copperheads. While it isn’t necessary that you know the details of her mission, your contacts in the Network did reveal that she was supposed to meet an agent in Starkwall two weeks ago and relay some information to him. She never showed up. The network attempted to scry on her once and the attempt failed. A divination spell indicated that her fate was tied to an event that would be or is significant to the region. (Of course, they didn’t give you the exact question asked, the precise answer, or even what spell they used—that information must be privileged). That’s all of the specific information they gave you.

The network did give you some general background information on Kerianne and her companions. Kerianne is a former slave from the bandit kingdoms who the Copperheads rescued three years ago. Her primary skills are in interrogation, traps, and observation. Surreptitious magical detection revealed a faintly Chaotic aura but no evidence of Good or Evil. Her companions, the Copperheads, are a motley lot. Until the recent change in government, they maintained a charter as licensed adventurers in the Kingdom of Nyrond. They’ve been luckier than most adventuring bands and three of their six founding members are still alive though only two are still in the group. Jenna and Garrett of Mowbren are the remaining founding members. She is a priestess of Kord of notable, if not exceptional skill. He is, likewise, a warrior of considerable but not unparalleled skill. The only noble member of the group, Dalamar Miessel, is a minor scion of the Duchy of Urnst’s foremost trading house. The record indicates that another member of the group perished last year but doesn’t give any specifics.

For all that the network is short on information, it is long on resources. They arranged expeditious magical transportation to Starkwall where you began your investigations. The Copperheads arrived from Leukish about two months ago on a keelboat called the Deadman’s Tale. They spent almost a week trying to set up a deal to buy a large supply of weapons and armor. Eventually, they must have made the right contacts because they left Starkwall through the north gate and didn’t come back. Exactly who they contacted and where they were going is what you are about to find out. You’ve set up a meeting with Moreson, a local underworld figure who you are told knows everything that goes down. Right now, it’s twilight and you’re waiting for his messenger to return to the dark alley.

Player Handout #5—Map of the Surrounding Area

