

PAL6-01

Shapers of Sun and Stone

A One Round D&D Living Greyhawk® Theocracy of the Pale Regional Adventure

Version 1.1

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In the Stonelands, the former Duchy of Tenh, the people and land are in desperate need of assistance. The people are slowly returning and their care is being provided by the Church of the One True Path. The land is another story, but there are those seeking to assist the land in its return as well, but what happens when two sides of the same coin oppose each other? What happens when those trying to help need their own help? An adventure for those who enjoy the outdoors of APLs 2 to 12, especially for PCs in the Shapers of Sun and Stone meta-organization.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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 judge), 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 judge) 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 judge 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 bold italics. 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 judge fill out the RPGA Tracking Sheet. The judge 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.

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

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

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

Pale Holy Day

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

minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

Special Rules for the Pale

See Appendix One – Special Rules for the Pale.

Adventure Background

Tenh has long been a besieged land, invaded by the forces of Iuz then left by their leader to languish in virtual slavery under the Stoneholders and forces of Iuz for years. The Stoneholders and Iuzians were opposed by forces from the Pale and forces loyal to the exiled Duke of Tenh. In the midst of that, the Ether Threat came and left their once fertile land as nothing but dust.

With refugees flooding into the Pale, it was finally time for the loyal followers of Pholtus to step in and aid their neighbors to the west. At a great cost to the citizens of the Pale a war was fought for these people, in the end Eastern Tenh was liberated from the last of the Stoneholders, Iuzians, and bandits. The war continues as the Prelatal Army and the Faithful Flan strengthen their positions in this half of Tenh and prepare to liberate the other half of Tenh in the name of Law and order.

This victory, however, was not enough to truly restore the fertile land of Tenh to its former glory; the land itself is still dead from the ravages of the Ether Threat. The Church of the One True Path has set about finding a way to revitalize this land and the answer has come to them in the form of a devout follower of Pholtus, a half-elf acolyte-turned-druid named Kelder, who told them he believed his purpose was to heal the land of Tenh. He chose to revere Pholtus as the driving force of the heavens and the earth. What others call “nature”, he said, is simply the physical manifestation of the laws of Pholtus.

The Prelates were unsure what to do with this man at first, since his views bordered on heresy, but after much prayer it was decided that this was Pholtus' will. So Kelder was given the right to recruit others that thought as him as part of the Church, though he would have close supervision by Prelate Sental Tekis of Ogburg. Many of these Pholtan Druids might be less certain of the One True Path, thus more susceptible to influence by Chaos.

Within a year, Kelder had what he thought were enough followers and began to set up a network of outposts in the ravaged land of Tenh, so the work of healing it could begin. While these “Shapers of Sun and Stone” have the backing of the church, they ask for little aid of any kind from the Church. They believe they should rely on Pholtus to provide as he sees fit. The biggest problem with this more independent nature is that most of the group is quite young, and they are being severely tested in Tenh.

One such outpost, located between Oxton and the Griff Mountains, is headed by a Tenha man named Tanar. Tanar is an older Flan man that came to his calling fairly late in life; he was given the assignment because the area is near where his boyhood home once stood. Also stationed at the outpost were two young scouts, Morna and Ceit.

Unfortunately for them, that area had already been claimed by a crazed druid named Fiacra. Fiacra is a native Tenha that lived through the invasions by the Stoneholders, in which his father and brother were killed. He also managed to survive the Ether invasion, which destroyed most of his village (the same one that Tanar was from); during the time of the ethers his grove was destroyed. This caused him to become very distraught. When the Theocracy of the Pale started to move in after they liberated Tenh, he immediately resented them. He believed the Pale was not trying to help repair Tenh; he thought they were simply using the druids to make it appear that they were. After a few months of working against the Pale and their new druids in a mostly peaceful manner, his mind snapped from the stress of invader after invader coming to his land.

One day while on patrol, the two young scouts surprised Fiacra. Believing they were seeking to take over his lands, he attacked as they were beginning to greet him. Morna and Ceit were not expecting such a response and were unable to protect themselves from Fiacra's vicious attacks. After disposing of the two women's bodies, Fiacra followed their trail back to the outpost. Finding the new outpost so close to his new grove, and another druid there, he lost what little hold he still had on reality. He attacked Tanar and his badger companion. Tanar was able to defend himself somewhat, but Fiacra's insanity-driven rage was too great to stand against, and Tanar too was killed. Fiacra then set about destroying the work they had already done believing that his was the true way, and what the Pale was doing was a corruption of nature.

Adventure Summary

Encounter One: The party meets a young Pholtan Druid named Calum, and begins their trip to the outpost.

Encounter Two: The party learns a little about the new order of druids sponsored by the Church.

Encounter Three: An attack by some of the creatures looking for food in the desolate and frozen area.

Encounter Four: The party finds the outpost and the trail originally left by Morna and Ceit (it hasn't snowed since they were killed).

Encounter Five: The party follows the trail and is attacked by creatures from the hills.

Encounter Six: The party finally finds Fiacra, they really don't learn a lot about why he has done what he has to the new forest.

Conclusion: Assuming the party aids young Calum and are not killed he puts in a good word with the Shapers of Sun and Stone on their behalf.

Preparation for Play

The best thing to do for this adventure is read up on the druid class and spells. *Summon nature's ally* stats are provided as a supplement to the module to help out. But you should have some idea of what you plan on doing before the final fight commences.

Also, a small note on Calum's role in the scenario is necessary. Calum can help the PCs at many points along the way in this scenario. The judge should always allow the PCs the opportunity to solve the problems or figure out alternative methods first. Do not instantly have Calum assist; he is distraught over the missing Tanar and is a novice after all, so it takes a little time for him to realize he can be of assistance at these points. He will of course always assist at these points if a PC asks him to do so, reminding him of his own abilities. The key is he can be used as an asset and for assisting the party, but he should not be a crutch to PCs.

Introduction

It is an unusually cold day during the month of Coldeven (March) as the characters find themselves on the road near Atherstone. Refer to DM Aid #1 for the map of the area. Perhaps they have always wanted to visit the Pale, or they needed supplies before heading into Tenh, or maybe they just got lost in Midmeadow and somehow ended up here. Whatever the reason they are travelling, there are a few more hardy souls journeying with them as well. Have the PCs introduce themselves before moving on.

It has been bitterly cold for the last few days of your travels, with snow slowly melting under the noon sun hanging low to the south. Even this early in Coldeven, it should be warmer than it is. Given that winter in the Pale has still not ended, it is no surprise that the cold lingers for a little too long here in Tenh.

Stranger still on your travels has been the Blood Moon looking down upon you. Instead of her usual cool white, the large moon Luna appears red in the night sky, almost as if Pholtus had been corrupted or were warning against some unseen danger yet to come. There are also the legends of the Blood Moon of Nerull that come at this time; perhaps the cults of Nerull will commence their murdering spree with the advent of the Blood Moon.

Encounter One: Doggone Stubborn Mules

Although covered in snow, the road from Spiral to Atherstone has not been very difficult for you to travel—even crossing the Yol this morning was uneventful—but this is not so for all the travellers out today. Coming over the crest of a hill you notice ahead of you a traveller whose wagon has apparently gotten stuck in a snow bank at the side of the road.

The traveller is tightly bundled against the weather and, right now, seems to be on the losing end of an argument with the two mules hitched to the wagon. Getting closer you hear a young man's voice pleading with the ornery animals, "Please, come on, we have to keep moving. Come on, I really can't mess up again."

Wait to find out if the PCs continue approaching the traveler. When they do, continue.

As you get closer, the young man looks up and pushes back the hood of his cloak. He is a young man of obvious Flan descent, and looks, if not scared, at least very concerned. He mutters to himself, and maybe the mules, "Oh no, brigands have come to take what little I have. Now the Order is sure to think I'm not worthy." In only a slightly louder voice, sounding more tired than scared he says, "Please, I have nothing of worth to you. If I give you what little silver I have, will you just move along?"

If there is an obvious good PC in the group (paladin, Pholtan cleric, etc) read the following instead:

As you get closer, the young man looks up and pushes back the hood of his cloak. He is a young man of obvious Flan descent, and looks, if not scared, at least very concerned. He speaks up as he sees your group, "Hopefully, the signs of law and goodness about you are real and not some trick upon me. If so, perhaps you could give me aid in my time of troubles."

The young man is Calum (NG Drd1; see Appendix Two). Wait for the players to respond, then respond as appropriate. The following notes should help with role-playing Calum:

- He is carrying supplies to the outpost north of Oxtan near the Griff Mountains.
- Though Flan, he was raised in Wintershiven, so travelling alone in the wilderness is a bit of a test of his abilities.
- He desperately wants to do a good job and prove that he was the right choice for the job.

- He has actually been set upon by bandits once since he left Wintershiven. Yesterday, as he was preparing to sleep a man came to his fire asking to share its warmth. Calum allowed him to, even offering the man food. During the meal Calum caught the man trying to steal his purse; when confronted, the man yelled and another thug came running from down the road. Calum called upon Pholtus' flame (*produce flame*) striking the one nearest him. Seeing this, the man that had just ran down the road turned and headed back in the direction he came from. Calum managed to subdue the first man. He turned him into the Pale Patrol in Spiral the next day. This type of attack is unusual, since the safety of the Pale is widely known.
- He is really more scared of not getting the wagon to the outpost than anything else.
- This is the first task he has been given by his mentors that has taken him out into the wilderness. This is why he is so worried about doing a good job.
- He knows that the items he carries in the wagon are not critical to the outpost; the critical supplies are sent on larger and better-guarded wagon trains. But he believes this may be some sort of test of his resolve by the leadership of the Shapers of Sun and Stone.
- His mules are named Molasses and Honey.
- Molasses is nothing special for a mule and was bought just before Calum left Wintershiven. He will usually listen to Calum just fine, except when Honey gets it into her head to be stubborn.
- Honey was actually given to the order about six months ago by a farmer that just could not handle her. After some time spent with her, one of the more experienced druids came to the conclusion that she was just too smart for her own good. She seemed to be able to get the other animals to follow her lead, and most of the time that was into trouble. While she definitely knows what she's being asked/told to do, on occasion she just decides not to do it. Then after much cajoling and pulling/prodding will suddenly move, often causing another sort of problem. She also seems somehow to smile almost constantly. She was given to Calum for this trip to get her away from the other animals.

After the PCs have assured the young man they are not there to rob and/or kill him, they may offer him help with the situation he is in. If they do not offer help of their own accord, have Calum ask them directly. The wagon is not really stuck—the mules are actually

working against Calum, and he has become too flustered with the mules to realize this. Once the wagon has been freed (DC 12 Strength check and DC 14 Handle Animal check), Calum makes a request of the PCs. Have fun with the mules during this, Calum can be trying to talk sense into them, they can back up after the wagon is out, spit, etc. just don't annoy the players too much.

"I thank you for the aid. I wish I had something to offer you for your time, but what little I do have is needed by the outpost."

If the PCs ask about the outpost, have Calum give them the broad outline of the druid outpost and its mission. Remember, he is as junior a member as exists inside the Shapers, so he would not know the whole political scene surrounding it.

After the brief explanation of the outpost, he will have a simple request for the PCs:

"I notice that you seem to be heading in the same direction as I, and you appear to be somewhat more um... less, well, new at dealing with the unexpected. I was wondering if you would be willing to travel with me to the outpost. As I said, I cannot offer much, but Tanar, he's in charge of the outpost, might be able to offer you something when we arrive. I really need the help, for while I am a student of nature, it is a very recent calling, and your company would be most welcome."

Wait for the PCs' response. If they refuse to aid the young druid, they could still decide to follow him the next day without openly offering help, or perhaps travel there some other way; if they do that, adjust the read-aloud text accordingly.

If they agree to travel with him, he will offer to cook every meal. He is quite a good cook and carries a small supply of exotic spices to aid in this.

Encounter Two: Pholtan Druids and Other Unlikely Creatures

During the journey, Calum will tell the PCs all that he knows of the Shapers of Sun and Stone over dinner each night which he insists on cooking, he is an excellent cook. He will also tell them a little about his life before finding the path of Pholtus.

He will give a little information each night. He knows the following information about the order:

- The order is very new, almost a year old.
- It is overseen by Prelate Sental Tekis of Ogburg, but the real leader is a half-elf named Kelder.
- They are setting up a few outposts in Tenh to try and heal the land after the devastation of the ethers.

- This outpost that Calum is heading to is located north of Oxton near the Griffs.
- It is a very small outpost: only the druid Tanar and the scouts, Morna and Ceit (“KAY-it”), are present at the outpost.
- The druid there, Tanar, spends most of his time aiding the growth of a new forest. That is one of the order’s main goals at the moment, to help rebuild the land of Tenh.
- Tanar has been at this outpost for a little over half a year now, and he has had very little contact with the leadership in the last three months. The last report said that he had begun to heal a small area there.
- Calum is certain that the Troll Winter has undone much of the good that Tanar had already done. (This is speculation on his part.)
- This is Calum’s first assignment for the order. He is pretty sure it is a test of his abilities and resolve. (It really isn’t, they just don’t have enough people to travel with him, and the area is fairly safe).
- The supplies he carries are flour, grain, hardtack, sheets of canvas, rope, thread, and feed for the mules.
- Calum was raised in Wintershiven. His family runs a restaurant there called Brenna’s Place. Until about three months ago he helped out there.
- That was when he first felt the call of Pholtus, though the path he saw was different than most in the Pale. He follows Pholtus as the organizer of the universe, especially in the seasons and growing things. It isn’t just “nature”; it’s Pholtus on earth.
- His family was not really happy with his leaving but did not forbid it.
- While he knows very little about the wilderness right now, he does say it feels more “right” than living surrounded by so many people in a city like Wintershiven.
- If asked about an animal companion, he will say, “No creature has spoken to me yet, so I still wait.”

This is meant to be a fairly freeform role-playing episode. You should feel free to add things to this as long as it remains consistent with what is listed and Calum’s description in Appendix 2.

Travel time will follow the rates listed in the *Dungeon Master’s Guide* and do not forget to apply the effects of the snow on travel.

The journey takes the party through the city of Atherstone, which is busy as a trading post and home base for much of the Pale’s operation in eastern Tenh. The PCs may buy equipment here as normal for a city. The road also goes by the town of Lighton.

Oxton is about 100 miles northwest of Atherstone, at the western edge of the Pale’s holdings in Tenh. It is largely in ruins but has been partly rebuilt. It is a crossroads, with roads leading north, southwest, west, east, and southeast. The druids’ outpost is about 20 miles away: 10 miles along the east road toward the castle High Pentress and then 10 miles north along a trail.

Oxton is where the party will leave the road and begin the last leg of the trip to the outpost. This portion of the trip is about 20 miles. Most of the trip is through the still decimated land of Tenh, but about five miles before the outpost the party will begin to see trees. Most are bare of leaves at first, but as the party gets closer to the Griffs and the outpost they give way to more numerous evergreens.

Encounter Three: Did You Hear That?

This encounter occurs on the night before the party reaches the outpost, just as the party is setting up camp. If the party does something unusual, this encounter will occur about an hour after nightfall.

Note: At higher APLs it is possible the party will have a means to travel the entire distance magically, in this case this encounter will occur the first time they halt their magical transportation and are capable of being attacked. This may be at or near the outpost and that is fine. Modify the text below as necessary for this possibility.

The Pale has rebuilt the main roads out of Oxton, but you have been travelling on an unpaved trail across the loose soil that now covers most of the once-fertile ground of Tenh. Now settling in for your night’s rest, in the twilight there could be creatures approaching, and if you are not watchful, you could miss them.

The PCs should be about 80 feet from the crest of the dune/hill, adjust as necessary for party tactics. At APL 2 and 4, Calum will attempt to aid in the fight. At higher APLs he will only attempt to pull fallen PCs from danger. He will offer what little healing he has afterwards at every APL.

Note that these spiders are hunters (see *Monster Manual* page 288). They cannot use webs in combat, but their base land speed is 40 feet instead of 30 feet. They are hairy (like wolf spiders) and they move very fast.

Allow the PCs Listen and Spot checks against the listed Hide and Move Silently checks of the encounters. The checks are made at the crest of the dune/hill for the creatures.

APL 2 (EL 3-1 for aid from Calum)

Hide 15, Move Silently 13 (+2 for soft ground, included)

🕷 **Monstrous Spider, Medium**; hp 11; see *Monster Manual* page 289.

🕷 **Monstrous Spider, Large**: hp 22; see *Monster Manual* page 289.

APL 4 (EL 5-1 for aid from Calum)

Hide 15, Move Silently 12 (+2 for soft ground, included)

🕷 **Monstrous Spider, Medium (2)**: hp 11, 11; see *Monster Manual* page 289.

🕷 **Monstrous Spider, Large (2)**: hp 22, 22; see *Monster Manual* page 289.

APL 6 (EL 6)

Hide 12, Move Silently 12 (+2 for soft ground, included)

🕷 **Monstrous Spider, Large**: hp 22; see *Monster Manual* page 289.

🕷 **Monstrous Spider, Huge**: hp 52; see *Monster Manual* page 289.

APL 8 (EL 8)

Hide 10, Move Silently 12 (+2 for soft ground, included)

🕷 **Monstrous Spider, Gargantuan**: hp 104; see *Monster Manual* page 289.

APL 10 (EL 11)

Hide 6, Move Silently 12 (+2 for soft ground, included)

🕷 **Monstrous Spider, Colossal**: hp 208; see *Monster Manual* page 289.

APL 12 (EL 12)

Hide 6, Move Silently 12 (+2 for soft ground, included)

🕷 **Advanced Monstrous Spider, Colossal**: hp 234; see *Combat Appendix APL 12*

Treasure: None

Development: These are roving hunters that laired nearby. Their tracks lead nowhere important.

Encounter Four: Are We There Yet?

If the PCs are travelling by magical means, modify the following text as necessary to reflect that.

It is near dark as you finally reach the outpost.

Seeing his destination, Calum attempts to get the mules to hurry along. Neither seems quite that interested in hurrying, but they do keep moving. Calling it an outpost is probably a little bit of an overstatement. It consists of a clearing in the trees, with three tents around a central fire pit. Near the trees are what appear to be the remains of an altar of some sort.

Calum stops the wagon and gets out, immediately heading to one of the tents. When he sees that the tents have been partially burned, Calum pales a little, "Who could have done this? Why would they do this?" He appears to be in shock.

Looking up at you he says "I don't understand... Tanar should be here, or even if he was out healing the area, one of the scouts should still be here."

If the PCs begin to Search, they will eventually find some booted tracks (Survival DC 12) heading into the camp from the northeast and the direction of the Griff Mountains. If no PC notices the tracks, Calum will. There are no tracks leading away from the camp. In his insanity Fiacra did not think to hide the tracks he followed to the outpost from his grove.

Further searching (DC 15) will find a large pool of blood under one of the tents. Adjust the text below if it is not found.

If the PCs investigate the altar, continue with the following:

Looking at it closer you see what might have been a holy symbol [Knowledge (religion) DC 15, since it is partially destroyed, will identify it as that of Pholtus] made from mistletoe and holly.

"This is not good," Calum says in a shaky voice, "I just know something terrible has happened to them. I must report this." Turning and addressing all of you he says in a firmer tone, "I thank you for travelling this far with me. You may of course rest here tonight before going on about whatever business you were on when we met. I am sorry, as all I have to offer for your aid is my thanks."

He then looks at you, with a pained expression, "My friends, I have no right to ask but I must. It is possible that Tanar, Morna or Ceit are still alive."

At APLs 2-4 continue with the following:

"Would you be willing to go with me while I searched for them? I ask only because I believe anything capable of harming Tanar is far beyond anything I could handle on my own and a larger group is always safer. I will of course mention your aid in my report to my superiors."

At APLs 6-12 continue with the following:

"Would you be willing to search for my brothers while I carry a report of what we have found to

Atherstone? I ask only because I believe anything capable of harming Tanar is far beyond anything I could handle on my own and you have proven to have abilities far beyond mine. I will of course mention your aid in my report to my superiors."

If the party has no one that can follow the tracks, Calum will offer to go with them as a guide.

Hopefully the PCs aid Calum as he asks. If not, have Calum make a few comments about how he is a little nervous/concerned about being able to find the others on his own. If after dropping a few hints, the PCs still don't offer to help, they could decide to search anyway without openly offering help. Assuming they do continue on. Read or paraphrase the following:

"I thank you for assisting me. I have no idea what I would have done on my own. I am sorry all I can offer is my thanks at this time."

Calum realizes he needs help to venture into the wilderness and learn the fate of his brothers. He feels bad about asking the PCs to do even more for him though.

Calum has no idea what has happened to the people that are supposed to be at the outpost. One of the PCs should get the idea to back track the footprints, if not have Calum suggest it after a few minutes.

If the party chooses not to help Calum at this point, the adventure is over for them. They can return to Atherstone and you as judge may decide to have the creatures in Encounter Five attack them along the way home, but this is a judge call; the PCs will still not get Encounter Six or the experience from it.

Encounter Five: On the Road Again

This assumes the party sleeps until morning. If they decide to investigate immediately, adjust accordingly.

The sun rises on another cold day, as you prepare to try and find Tanar and the others. The snow on the ground should actually make it fairly easy to track where they have gone.

The PCs should head off in the direction of the footprints (Survival DC 13, or 12 if the PCs left immediately but then you must adjust for the poor lighting at night). If none of the PCs make the check, Calum can show them the way.

You have been following the tracks for about five miles now; ahead you notice a stand of trees, which seem as out of place in the Stonelands of Tenh as the ones around Tanar's encampment. This is most likely another one of the areas of healing that Calum has spoken of. It is quite a large area of new growth; Tanar certainly has been active in this area.

Have the party make Spot and Listen checks against the supplied Hide and Move Silently scores. If Calum accompanied the PCs, he will not aid in the fight, unless a PC drops and is dying; even then, he will just stabilize the PC.

APL 2 (EL 3)

The creature comes up from underground 30 feet from the heaviest PC on its surprise action. It starts out 10 feet underground. It makes no sound until it attacks, so no Listen check is allowed. Allow a Spot check only if the PCs have a way of detecting a creature 10 feet underground.

☛ **Ankheg:** hp 28; see *Monster Manual* page 14.

APL 4 (EL 6)

Hide 12, Move Silently 14. They attack from the trees, each one going after separate targets. The nearest PC (or Calum) should be 60 feet away. Adjust distance as necessary based on Spot and Listen checks for both sides.

☛ **Griffon (2):** hp 59 each; see *Monster Manual* page 139.

APL 6 (EL 8)

Hide 18, Move Silently 16. The creature is hiding in the forest and attacks when a PC gets within 20 feet of him. Adjust distance as necessary based on Spot and Listen checks for both sides.

☛ **Grey Render:** hp 125; see *Monster Manual* page 135.

APL 8 (EL 10)

Hide 18, Move Silently 16. The Render is hiding in the forest and attacks when a PC gets within 20 feet of him. The render is protective of the bear, and will attack the PC that seems to be hurting it the most. Adjust distance as necessary based on Spot and Listen checks for both sides.

☛ **Grey Render:** hp 125; see *Monster Manual* page 135.

☛ **Dire Bear:** hp 105; see *Monster Manual* page 163.

APL 10 (EL 12)

The creature comes up from underground 30 feet from the heaviest PC on its surprise action. It starts out 20 feet underground. Allow a Spot or Listen check as appropriate if the PCs have a way of sensing creatures 20 feet underground.

☛ **Purple Worm:** hp 200; see *Monster Manual* page 211.

APL 12 (EL 14)

The creature comes up from underground 30 feet from the heaviest PC on its surprise action. It starts out 20 feet

underground. Allow a Spot or Listen check as appropriate if the PC's have a way of sensing 20 feet underground.

👉 **Advanced Frost Worm:** hp 213; see Combat Appendix APL 12.

Treasure: None

Setup/Tactics: Set the PCs up with a large stand of trees to the north (where the PCs are headed) and a large open area to the south (behind the PCs). The open area is where the ankheg and purple worm attack from, while all the others come out of the forest. Encounter distances are given at each APL. Tactics are typical for the *Monster Manual*.

Development: As with the spiders in Encounter Three, these monsters are hungry hunters from the hills and have no treasure. The trail of the men continues into Encounter Six.

Encounter Six: To the Bitter End

You continue following the trail left by Calum's brothers. If they are men of nature, as Calum is, surely they could have passed this way without leaving any signs; they must have left this trail on purpose. The forest you are in seems surprisingly big for what is supposed to be a desolate area. It has been about an hour since you were attacked when you notice ahead an obvious clearing.

Adjust the following for party tactics. Fiacra needs to make Spot and Listen checks to know the party is there. Do not forget to have his animal companion make checks also. Read or paraphrase the following if Fiacra notices the party:

You hear a man's voice call out to you, "Please come closer! No need to continue to lurk about out there."

The clearing is a grassy area about 100 feet across surrounded by large trees; the area is cleared of snow. Fiacra is standing on the far side from where the party enters the clearing on top of a five-foot high boulder. Adjust the description to account for party tactics.

As you enter the clearing you see a man of about 40, with long unkempt black hair and dark skin; his face is covered in flowing tattoos. He is wearing leather armor. He is standing atop a five-foot-high boulder. Beside the boulder is a (insert animal companion here based on the APL). He has a wild look in his eyes, and he is constantly looking about as if he is expecting something to attack at any moment.

"So, the Theocracy sends more invaders to destroy my home and my work. I shall send them your heads as a warning to stay away and leave me in peace."

After the fight starts, if it looks like Fiacra is going to lose, read or paraphrase the following (this should not be a dying speech):

The insane druid speaks in a shrill voice, through blood-spattered lips, "Even in death I will win. The evil Theocracy shall never control the true way."

This does not really mean anything outside of Fiacra's crazed perception.

Note: Fiacra is insane; he will not believe that the party has not been sent by the Theocracy to destroy his work. He is also beyond any attempts at Diplomacy. If the party does attempt to talk to him, have him respond with nonsensical ravings about the Theocracy, Pholtus the false god, he is doing the real healing, etc. Fiacra is truly insane so it could really be about most anything dealing with druids, the Pale, and healing Tenh. (A Sense Motive DC 15 can be used to determine that Fiacra is insane if the PCs cannot figure it on their own from his ravings. He makes no attempt to hide it, as he does not realize he has gone insane.)

Tactics: Fiacra's first action will be to expend a wild shape to activate the feat Eagle's Wings, his next action will be to cast *entangle* to try and trap as many PCs as possible. His animal companion attacks the trapped PCs from the edges of the *entangle* where possible. Fiacra then attempts to hide behind the boulder he is standing on, so he can cast *summon nature's ally*. When he is unable to do that effectively, he will attack with spells until they run out. After that, he will attack the PCs with ranged weapons first and melee weapons as a last resort.

At APL 10 and 12, his second and third actions (after Eagle's Wings) are to activate his *changestaff* and *spellstaff*.

Adjust the tactics above to account for PC tactics. He will fight to the death, but he can be healed of his insanity if he is somehow taken alive.

At no APL will Fiacra use Wildshape. All of his Wildshape uses are (or should be) expended triggering his available wild feats.

Each morning Fiacra casts *endure elements* on himself. He should have no other long-term spells up when the party arrives as he does not know they are coming until he hears their approach.

APL 2 (EL 5)

👉 **Fiacra:** Male human Drd5; hp 31; see Combat Appendix APL 2.

APL 4 (EL 7)

👉 **Fiacra:** Male human Drd7; hp 44; see Combat Appendix APL 4.

APL 6 (EL 9)

👉 **Fiacra:** Male human Drd9; hp 58; see Combat Appendix APL 6.

APL 8 (EL 11)

👤 **Fiacra:** Male human Drd11; hp 72; see *Combat Appendix APL 8*.

APL 10 (EL 13)

👤 **Fiacra:** Male human Drd13; hp 86; see *Combat Appendix APL 10*.

APL 12 (EL 15)

👤 **Fiacra:** Male human Drd15; hp 100; see *Combat Appendix APL 12*.

Treasure:

👤 APL 2: Loot – Masterwork dagger (302 gp), masterwork composite longbow (400 gp), masterwork leather armor (160 gp), arrows (50) (3 gp); Coin – 150 gp; Magic – +1 spear (2,302 gp).

👤 APL 4: Loot – masterwork dagger (302 gp), masterwork composite longbow (400 gp), arrows (50) (3 gp); Coin – 931 gp; Magic – +1 spear (2,302 gp), +2 leather armor (4,160 gp), +1 darkwood buckler (1,205 gp)

👤 APL 6: Loot – masterwork dagger (302 gp), masterwork composite longbow (400 gp), arrows (50) (3 gp); Coin – 331 gp; Magic – +1 Spear (2,302 gp), +2 leather armor (4,160 gp), +1 darkwood buckler (1,205 gp), periapt of Wisdom +2 (4,000 gp), cloak of resistance +2 (4,000 gp), elixir of fire breath (1,100 gp)

👤 APL 8: Loot – Arrows (50) (3 gp); Coin – 550 gp; Magic – +1 spear (2,302 gp), +1 flaming darkwood composite longbow (8,430 gp), +1 dagger (2,302 gp), +2 leather armor (4,160 gp), +1 darkwood buckler (1,205 gp), periapt of Wisdom +2 (4,000 gp); cloak of resistance +3 (9,000 gp); elixir of fire breath (1,100 gp); quiver of Ehlonna (1,800 gp).

👤 APL 10: Loot – Arrows (50) (3 gp); Coin - 348 gp; Magic - +1 spear (2,302 gp), +1 flaming darkwood composite longbow (8,430 gp), +1 dagger (2,302 gp), +2 leather armor (4,160 gp), +1 darkwood buckler (1,205 gp), cloak of resistance +4 (16,000 gp), fire elemental gem (2,250 gp), elixir of fire breath (1,100 gp), quiver of Ehlonna (1,800 gp), periapt of Wisdom +6 (36,000 gp).

👤 APL 12: Loot – Arrows (50) (3 gp); Coin - 2200 gp; Magic – +1 spear (2,302 gp), +1 flaming darkwood composite longbow (8,430 gp), +1 dagger (2,302 gp), +2 leather armor (4,160 gp), +1 darkwood buckler (1,205 gp), cloak of resistance +5 (25,000 gp), fire elemental gem (2,250 gp), elixir of fire breath (1,100 gp), quiver of Ehlonna (1,800 gp), periapt of Wisdom +6 (36,000 gp), stone of good luck (20,000 gp).

If Fiacra is spared after he is defeated by the PCs and is healed, he will remember very little of what happened. It is all as a dream to him. He will be able to tell the PCs that the true way he referred to is the way of nature, the natural order of things and has nothing to do with Pholtus. He can also explain to the PCs how he

remembers seeing the Pholtan “liberation” and thinking once more invaders had come to his land and that he must do something to stop it. He remembers hearing voices after this, telling him how he could stop the “evil” invaders. Eventually, it seemed as if another had taken control of his body and he was only along for the ride. (Fiacra is describing a split personality with this, where he vaguely remembers what happened after being healed.)

If the party searches the area, read or paraphrase the following:

Behind the boulder, you find three skulls, which still have bits of skin and blood clinging to them. You also find three necklaces with the symbol of the Shapers of Sun and Stone: a standard Pholtan holy symbol encircled with holly.

Conclusion

If Calum survives, read or paraphrase the following:

As you return to the outpost, Calum thanks you once again for your help. He gives you a letter to present to a Shaper or Church official with a report of what has happened as he sees it, and telling of your help. “I am certain my order, the Shapers, will be most grateful for your aid in this matter. If you are heading that way, I would appreciate travelling with you to Atherstone, I do not think I can do much here on my own and need to see to notifying the families of my fallen brothers.”

If Calum did not survive, but the party contacts a Church official to give a report, read or paraphrase the following and adjust as necessary if the party does not return Calum’s body:

The Shapers of Sun and Stone thank you for your aid in our time of need. Brother Calum’s remains will be cared for. We are in your debt for this, but as a poor order all we may offer is to repay your favor in kind at some point in the future.

If the party does not report what happened to the Church they do not get any more information on the Favor of the Shapers of Sun and Stone.

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 Three

Defeating the spiders:

APL ₂	60 xp
APL ₄	120 xp
APL ₆	180 xp
APL ₈	240 xp
APL ₁₀	330 xp
APL ₁₂	360 xp

Encounter Five

Defeating the creatures of the hills

APL ₂	120 xp
APL ₄	180 xp
APL ₆	240 xp
APL ₈	300 xp
APL ₁₀	360 xp
APL ₁₂	420 xp

Encounter Six

Defeating Fiacra

APL ₂	150 xp
APL ₄	210 xp
APL ₆	270 xp
APL ₈	330 xp
APL ₁₀	390xp
APL ₁₂	450 xp

Discretionary roleplaying award

APL ₂	90 xp
APL ₄	135 xp
APL ₆	180 xp
APL ₈	225 xp
APL ₁₀	270 xp
APL ₁₂	315 xp

Total possible experience:

APL ₂	420 xp
APL ₄	645 xp
APL ₆	870 xp
APL ₈	1095 xp
APL ₁₀	1350 xp
APL ₁₂	1545 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 Six:

APL 2: Loot – Masterwork dagger (302 gp), masterwork composite longbow (400 gp), masterwork leather armor (160 gp), arrows (50) (3 gp); Coin – 150 gp; Magic – +1 spear (2,302 gp).

APL 4: Loot – masterwork dagger (302 gp), masterwork composite longbow (400 gp), arrows (50) (3 gp); Coin – 931 gp; Magic – +1 spear (2,302 gp), +2 leather armor (4,160 gp), +1 darkwood buckler (1,205 gp)

APL 6: Loot – masterwork dagger (302 gp), masterwork composite longbow (400 gp), arrows (50) (3 gp); Coin – 331 gp; Magic – +1 *Spear* (2,302 gp), +2 *leather armor* (4,160 gp), +1 *darkwood buckler* (1,205 gp), *periapt of Wisdom* +2 (4,000 gp), *cloak of resistance* +2 (4,000 gp), *elixir of fire breath* (1,100 gp)

APL 8: Loot – Arrows (50) (3 gp); Coin – 550 gp; Magic – +1 *spear* (2,302 gp), +1 *flaming darkwood composite longbow* (8,430 gp), +1 *dagger* (2,302 gp), +2 *leather armor* (4,160 gp), +1 *darkwood buckler* (1,205 gp), *periapt of Wisdom* +2 (4,000 gp); *cloak of resistance* +3 (9,000 gp); *elixir of fire breath* (1,100 gp); *quiver of Ehlonna* (1,800 gp).

APL 10: Loot – Arrows (50) (3 gp); Coin – 348 gp; Magic – +1 *spear* (2,302 gp), +1 *flaming darkwood composite longbow* (8,430 gp), +1 *dagger* (2,302 gp), +2 *leather armor* (4,160 gp), +1 *darkwood buckler* (1,205 gp), *cloak of resistance* +4 (16,000 gp), *fire elemental gem* (2,250 gp), *elixir of fire breath* (1,100 gp), *quiver of Ehlonna* (1,800 gp), *periapt of Wisdom* +6 (36,000 gp).

APL 12: Loot – Arrows (50) (3 gp); Coin – 2200 gp; Magic – +1 *spear* (2,302 gp), +1 *flaming darkwood composite longbow* (8,430 gp), +1 *dagger* (2,302 gp), +2 *leather armor* (4,160 gp), +1 *darkwood buckler* (1,205 gp), *cloak of resistance* +5 (25,000 gp), *fire elemental gem* (2,250 gp), *elixir of fire breath* (1,100 gp), *quiver of Ehlonna* (1,800 gp), *periapt of Wisdom* +6 (36,000 gp), *stone of good luck* (20,000 gp).

Total Possible Treasure

APL 2: L: 432 gp; C: 150 gp; M: 1,151 gp – Total: 1,733 gp (289 gp per PC)

APL 4: L: 352 gp; C: 931 gp; M: 3,833 gp – Total: 5,116 gp (853 gp per PC, capped at 650)

APL 6: L: 352 gp; C: 331 gp; M: 8,383 gp – Total: 9,066 gp (1,511 gp per PC, capped at 900)

APL 8: L: 1 gp; C: 550 gp; M: 17,149 gp – Total: 17,700 gp (2,950 gp per PC, capped at 1,300)

APL 10: L: 1 gp; C: 348 gp; M: 37,774 – Total: 38,123 gp (6,354 gp per PC, capped at 2,300)

APL 12: L: 1 gp; C: 2,200 gp; M: 52,274 – Total: 54,475 gp (9,079 gp per PC, capped at 3,300)

Special

Favor of the Shapers of Sun and Stone: For assisting Calum in his tasks, any member of the Shapers of Sun and Stone meta-organization receive Regional access to a *druid's vestment*, an *amulet of natural armor* +3, and *boots of the winterlands*.

OR

If the PC is not a member of the Shapers of Sun and Stone meta-organization, the PC receives access to a *druid's vestment*, an *amulet of natural armor* +3, or *boots of the winterlands*. Only one item may be bought, and it must be

bought after a Pale Regional scenario or interactive. Cross this favor off once used.

Favor of the Natural Order: For stopping a rogue Druid from harming the Stonelands of Tenh even more, the Natural Order will reward any member of that meta-organization with Regional access to the special material darkwood to craft shields or weapons.

Favor of the Church of the One True Path: In return for assisting one of her faithful, the Church will reward any of its members with regional access to a *Periapt of Wisdom* +4.

Favor of the Prelatal Army: In return for assisting the faithful of the Church, the Prelatal Army Scouts will reward any of the members of the Prelatal Militia meta-organization with regional access to a *Belt of Giant Strength* +4.

Mephit Familiars: Owing to the desolate condition of the former Duchy of Tenh, dust mephits and salt mephits have become frequent visitors. The PC may attract one of these mephits as an Improved Familiar, according to the rules in the *Dungeon Master's Guide* v3.5.

<u>Familiar</u>	<u>Align</u>	<u>Arcane Spellcaster Lvl</u>
Dust mephit	N	7th
Salt mephit	N	7th

Although the mephit's Hit Dice are equal to the PC's, do not change the DC or caster level of its special abilities.

Items for the Adventure Record

Item Access

APL 2:

- None

APL 4:

- +2 *Leather Armor* (Adventure; DMG; 4,160 gp)
- +1 *Darkwood Buckler* (Adventure; DMG; 1,205 gp)

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

- *Cloak of Resistance* +2 (Adventure; DMG; 4,000 gp)
- *Elixir of Fire Breath* (Adventure; DMG; 1,100 gp)

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

- +1 *Flaming Darkwood Composite Longbow* (Adventure; DMG; 8,630 gp)
- *Cloak of Resistance* +3 (Adventure; DMG; 9,000 gp)
- *Quiver of Ehlonna* (Adventure; DMG; 1,800 gp)

- Adamantine Arrows (Adventure; DMG; 61 gp each)

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

- Cloak of Resistance +4 (Adventure; DMG; 16,000 gp)
- Fire Elemental Gem (Adventure; DMG; 2,250 gp)
- Periapt of Wisdom +6 (Adventure; DMG; 36,000 gp)

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

- Cloak of Resistance +5 (Adventure; DMG; 25,000 gp)
- Stone of Good Luck (Adventure; DMG; 20,000 gp)

Combat Appendix APL 2

Encounter Six (EL 5)

Fiacra: Male human Drd5; CR 5; Medium Humanoid (human); HD 5d8+10; hp 36; Init +2; Spd 30 ft.; AC 14 (+2 Leather, +2 Dex), touch 12, flat-footed 12; BAB/Grp +3/+3; Atk or Full Atk +6 ranged (1d8/x3, masterwork composite longbow) or +5 melee (1d8+1/x3, +1 spear); SA —; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy +5, wild shape (Small or Medium animal 1/day); AL NE; SV Fort +6, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +11, Handle Animal +8, Knowledge (nature) +10, Listen +9, Spot +9, Survival +11; Boar's Ferocity (see Appendix Three), Martial Weapon Proficiency (longbow), Skill Focus (Concentration).

Languages: Common, Flan, Druidic.

Druid Spells Prepared (5/4/3/2):

0 – cure minor wounds (2), detect magic, flare (DC 13), read magic

1st – ~~endure elements~~, entangle (DC 14), produce flame (2) (+3 touch or +5 ranged touch)

2nd – barkskin, heat metal (DC 15), resist energy

3rd – call lightning (DC 16), contagion (DC 16).

Possessions: Masterwork leather armor, masterwork dagger; +1 spear; masterwork composite longbow; arrows (50); divine focus (sprig of holly), spell component pouch.

Animal Companion – Dire Weasel

Medium Animal; HD 3d8; hp 13; Init +4; Spd 40 ft.; AC 16 (+2 Dex, +2 natural), touch 14, flat-footed 12; BAB/Grp +2/+4; Atk or Full Atk +6 melee (1d6+3, bite); SA Attach, Blood Drain; SQ Scent, Low-light Vision, link, share spells, Tricks; AL N; SV Fort +1, Ref +5, Will +2; Str 15, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +8, Jump +6, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse^B.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Tricks 6 +1 (Ex):

Attack x2 (DC 20): Companion will attack humanoids, monstrous humanoids, giants, and other animals on command.

Defend (DC 20): Companion will defend its master automatically.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Track (DC 15): The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Stalk (see CV pg. 100) (DC 20): The animal follows a designated target doing its best to remain undetected, until the target is wounded or resting, and then attacks. An animal must know the attacks trick before it can learn this trick.

Hold (see CV pg. 100) (DC 20): The animal initiates a grapple attack to a designated enemy in its arms, claws, or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity. An animal must know the attacks trick before it can learn this trick.

Combat Appendix APL 4

Encounter Six (EL 7)

Fiacra: Male human Drd7; CR 7; Medium Humanoid (human); HD 7d8+14; hp 43; Init +2; Spd 30 ft.; AC 18 (+4 Leather, +2 Shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +5/+5; Atk or Full Atk +8 ranged (1d8/x3, masterwork composite longbow) or +6 melee (1d8+1/x3, +1 Spear); SA —; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy +7, woodland stride, wild shape (Small or Medium animal 3/day); AL NE; SV Fort +7, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +14, Handle Animal +10, Knowledge (nature) +10, Listen +10, Spot +10, Survival +14; Boar's Ferocity, Eagle's Wings, Elephant's Hide (see Appendix Three), Martial Weapon Proficiency (longbow), Skill Focus (Concentration).

Languages: Common, Flan, Druidic.

Druid Spells Prepared (6/5/4/3/1):

- 0 – *cure minor wounds* (2), *detect magic*, *flare* (2) (DC 13),
read magic
- 1st – ~~*endure elements*~~, *entangle* (DC 14), *faerie fire*, *produce flame* (2) (+5 touch or +7 ranged touch)
- 2nd – *barkskin*, *flaming sphere* (DC 15), *heat metal* (DC 15),
resist energy
- 3rd – *call lightning* (DC 16), *contagion* (DC 16). *greater magic fang*
- 4th – *freedom of movement*

Possessions: +1 *spear*; masterwork dagger; masterwork composite longbow; arrows (50); +2 *leather armor*; +1 *darkwood buckler*; divine focus sprig of holly, spell component pouch.

Animal Companion – Dire Weasel

Medium Animal; HD 5d8; hp 23; Init +4; Spd 40 ft.; AC 19 (+5 Dex, +4 natural), touch 14, flat-footed 14; BAB/Grp +2/+4, Atk or Full Atk +6 melee (1d6+3, bite); SA Attach, Blood Drain; SQ Scent, Low-light Vision, link, share spells, evasion, Tricks; AL N; SV Fort +4, Ref +9, Will +2; Str 15, Dex 20, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +8, Jump +6, Listen +5, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse^B.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Tricks 6 +2 (Ex):

Attack x2 (DC 20): Companion will attack humanoids, monstrous humanoids, giants, and other animals on command.

Defend (DC 20): Companion will defend its master automatically.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Track (DC 15): The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stalk (see CV pg. 100) (DC 20): The animal follows a designated target doing its best to remain undetected, until the target is wounded or resting, and then attacks. An animal must know the attacks trick before it can learn this trick.

Hold (see CV pg. 100) (DC 20): The animal initiates a grapple attack to a designated enemy in its arms, claws, or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity. An animal must know the attacks trick before it can learn this trick.

Combat Appendix APL 6

Encounter Six (EL 9)

Fiacra: Male human Drd9; CR 9; Medium Humanoid (human); HD 9d8+18; hp 58; Init +2; Spd 30 ft.; AC 18 (+4 Leather, +2 Shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +6/+6; Atk +9 ranged (1d8/x3, masterwork composite longbow) or +7 melee (1d8+1/x3, +1 Spear); Full Atk +9/+4 ranged (1d8/x3, masterwork composite longbow) or +7/+2 melee (1d8+1/x3, +1 Spear); SA —; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy +9, woodland stride, venom immunity, wild shape (Small to Large animal 3/day); AL NE; SV Fort +10, Ref +7, Will +13; Str 10, Dex 14, Con 14, Int 10, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +16, Handle Animal +12, Knowledge (nature) +12, Listen +15, Spot +15, Survival +14; Boar's Ferocity, Eagle's Wings, Elephant's Hide (see Appendix Three), Martial Weapon Proficiency (longbow), Skill Focus (Concentration).

Languages: Common, Flan, Druidic.

Druid Spells Prepared (6/6/5/4/3/2):

- 0 – *cure minor wounds* (2), *detect magic*, *flare* (2) (DC 15), *read magic*
- 1st – ~~*endure elements*~~, *entangle* (DC 16), *faerie fire* (2), *produce flame* (2) (+6 touch or +8 ranged touch),
- 2nd – *barkskin*, *cat's grace*, *flaming sphere* (DC 17), *heat metal* (DC 17), *resist energy*
- 3rd – *call lightning* (DC 18), *contagion* (DC 18). *greater magic fang*, *poison*
- 4th – *cure serious wounds*, *freedom of movement*, *ice storm*
- 5th – *baleful polymorph* (DC 20), *stoneskin*.

Possessions: +1 *spear*; masterwork dagger; masterwork composite longbow; arrows (50); +2 *leather armor*, +1 *darkwood buckler*; *peripart of Wisdom* +2; *cloak of resistance* +2; *elixir of fire breath*; divine focus sprig of holly, granite and 250 gp diamond dust (for *stoneskin*), spell component pouch.

Animal Companion – Brown Bear

Large Animal; HD 8d8+32; hp 69; Init +1; Spd 40 ft; AC 18 (–1 size, +2 Dex, +7 natural), touch 10, flat-footed 16; BAB/Grp: +4/+17; Atk +12 melee (1d8+9, claw); Full Atk +12/+12 melee (1d8+9, 2 claws) and +6 melee (2d6+4, bite); Space/Reach: 10 ft./5 ft; SA Improved grab; SQ Low-light vision, scent, link, share spells, evasion, Tricks; SV Fort +10, Ref +8, Will +3; Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +7, Swim +12; Endurance, Run, Track.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks 6 +2 (Ex):

Attack x2 (DC 20): Companion will attack humanoids, monstrous humanoids, giants, and other animals on command.

Defend (DC 20): Companion will defend its master automatically.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Track (DC 15): The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stalk (see CV pg. 100) (DC 20): The animal follows a designated target doing its best to remain undetected, until the target is wounded or resting, and then attacks. An animal must know the attacks trick before it can learn this trick.

Hold (see CV pg. 100) (DC 20): The animal initiates a grapple attack to a designated enemy in its arms, claws, or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity. An animal must know the attacks trick before it can learn this trick.

Combat Appendix APL 8

Encounter Six (EL 11)

Fiacra: Male human Drd11; CR 11; Medium Humanoid (human); HD 11d8+22; hp 69; Init +2; Spd 30 ft.; AC 18 (+4 Leather, +2 Shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +8/+8; Atk +11 ranged (1d8+1/x3 +1d6, +1 flaming darkwood composite longbow) or +9 melee (1d8+1/x3, +1 spear); Full Atk +11/+6 ranged (1d8+1/x3 +1d6, +1 flaming darkwood composite longbow) or +9/+4 melee (1d8+1/x3, +1 spear); SA —; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy +11, woodland stride, venom immunity, wild shape (Tiny to Large animal 4/day); AL NE; SV Fort +12, Ref +8, Will +15; Str 10, Dex 14, Con 14, Int 10, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +17, Handle Animal +12, Knowledge (nature) +12, Listen +19, Spot +19, Survival +15; Boar's Ferocity, Eagle's Wings, Elephant's Hide (see Appendix Three), Martial Weapon Proficiency (longbow), Skill Focus (Concentration).

Languages: Common, Flan, Druidic.

Druid Spells Prepared (6/7/5/5/4/3/1):

- 0 – *cure minor wounds* (2), *detect magic*, *flare* (2) (DC 15), *read magic*
- 1st – ~~*endure elements*~~, *entangle* (DC 16), *faerie fire* (2), *produce flame* (3) (+6 touch or +8 ranged touch)
- 2nd – *barkskin*, *cat's grace*, *flaming sphere* (DC 17), *heat metal* (DC 17), *resist energy*
- 3rd – *call lightning* (DC 18), *contagion* (DC 18), *greater magic fang*, *poison*, *protection from energy*
- 4th – *cure serious wounds*, *freedom of movement*, *ice storm*, *rusting grasp*
- 5th – *baleful polymorph* (2) (DC 20), *stoneskin*.
- 6th – *fire seeds* (DC 21)

Possessions: +1 spear; +1 flaming darkwood composite longbow; +1 dagger; arrows (100); adamantite arrows (20); +2 leather armor; +1 darkwood buckler; periapt of Wisdom +2; cloak of resistance +3; elixir of fire breath; quiver of Ehlonna, divine focus sprig of holly, granite and 250 gp diamond dust (for *stoneskin*), spell component pouch.

Animal Companion – Polar Bear

Large Animal; HD 8d8+32; hp 68; Init +1; Spd 40 ft., swim 30 ft.; AC 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB/Grp: +6/+18; Atk +13 melee (1d8+8, claw); Full Atk +13/+13 melee (1d8+8, 2 claws) and +8 melee (2d6+4, bite); Space/Reach: 10 ft./5 ft.; SA Improved grab; SQ Low-light vision, scent, link, share spells, tricks; SV Fort +10, Ref +8, Will +4; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide -3 (+9 in snowy areas), Listen +6, Spot +7, Swim +12; Endurance, Run, Track.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks 6 +1 (Ex):

Attack x2 (DC 20): Companion will attack humanoids, monstrous humanoids, giants, and other animals on command.

Defend (DC 20): Companion will defend its master automatically.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Track (DC 15): The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Stalk (see CV pg. 100) (DC 20): The animal follows a designated target doing its best to remain undetected, until the target is wounded or resting, and then attacks. An animal must know the attacks trick before it can learn this trick.

Hold (see CV pg. 100) (DC 20): The animal initiates a grapple attack to a designated enemy in its arms, claws, or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity. An animal must know the attacks trick before it can learn this trick.

Combat Appendix APL 10

Encounter Six (EL 13)

Fiacra: Male human Drd13; CR 13; Medium Humanoid (human); HD 13d8+26; hp 80; Init +2; Spd 30 ft.; AC 18 (+4 Leather, +2 Shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +9/+9; Atk +12 ranged (1d8+1/x3 +1d6, +1 flaming darkwood composite Longbow) or +10 melee (1d8/x3+1, +1 Spear); Full Atk +12/+7 ranged (1d8+1/x3 +1d6, +1 flaming darkwood composite Longbow) or +10/+5 melee (1d8+1/x3, +1 Spear); SA —; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy +13, woodland stride, venom immunity, a thousand faces, wild shape (Tiny to Large animal or plant 4/day); AL NE; SV Fort +14, Ref +10, Will +19; Str 10, Dex 14, Con 14, Int 10, Wis 19 (25), Cha 10.

Skills and Feats: Concentration +17, Handle Animal +16, Knowledge (nature) +13, Listen +23, Spot +23, Survival +18; Boar's Ferocity, Eagle's Wings, Elephant's Hide, Oaken Resilience (see Appendix Three), Martial Weapon Proficiency (longbow), Skill Focus (Concentration).

Languages: Common, Flan, Druidic.

Druid Spells Prepared (6/7/7/6/5/4/3/2):

- 0 – *cure minor wounds* (2), *detect magic*, *flare* (2) (DC 17), *read magic*
- 1st – ~~*endure elements*~~, *entangle* (DC 18), *faerie fire* (2), *produce flame* (3) (+6 touch or +8 ranged touch)
- 2nd – *barkskin*, *cat's grace*, *flaming sphere* (DC 19), *fog cloud*, *heat metal* (2) (DC 19), *resist energy*
- 3rd – *call lightning* (DC 20), *contagion* (DC 20), *cure moderate wounds*, *greater magic fang*, *poison*, *protection from energy*
- 4th – *cure serious wounds*, *flame strike* (DC 21), *freedom of movement*, *ice storm*, *rusting grasp*
- 5th – *animal growth*, *baleful polymorph* (2) (DC 22), *call lightning storm* (DC 22), *stoneskin*.
- 6th – *fire seeds* (DC 23), *greater dispel magic*, *transport via plants*
- 7th – ~~*changestaff*~~, *true seeing*

Note: Spellstaff has already been prepared with the *Summon Nature's Ally VII* spell and is available for use during the encounter.

Changestaff has already been cast for the day, and the staff is available for use during the encounter.

Possessions: +1 spear; +1 flaming darkwood composite longbow; +1 dagger; arrows (100); adamantine arrows (50); +2 leather armor; +1 darkwood buckler; cloak of resistance +4; elemental gem, fire; elixir of fire breath; quiver of Ehlonna, periapt of Wisdom +6, divine focus sprig of holly, granite and 250 gp diamond dust (for *stoneskin*), spell component pouch.

Animal Companion – Dire Bear

Large Animal; HD 12d8+51; hp 105; Init +1; Spd 40 ft.; AC 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16; BAB/Grp +9/+23; Atk +19 melee (2d4+10, claw); Full Atk +19/+19 melee (2d4+10, 2 claws) and +13 melee (2d8+5, bite); Space/Reach: 10 ft./5 ft; SA improved grab; SQ Low-light vision, scent, link, share spells, tricks; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks 6 +1 (Ex):

Attack x2 (DC 20): Companion will attack humanoids, monstrous humanoids, giants, and other animals on command.

Defend (DC 20): Companion will defend its master automatically.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Track (DC 15): The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Stalk (see CV pg. 100) (DC 20): The animal follows a designated target doing its best to remain undetected, until the target is wounded or resting, and then attacks. An animal must know the attacks trick before it can learn this trick.

Hold (see CV pg. 100) (DC 20): The animal initiates a grapple attack to a designated enemy in its arms, claws, or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity. An animal must know the attacks trick before it can learn this trick.

Combat Appendix APL 12

Encounter Three (EL 12)

Advanced Colossal Monstrous Spider (Hunter): Colossal Vermin; CR 12; HD 36d8+72; 234 hp; Init +2; Spd 40 ft., climb 20 ft.; AC 22 (-8 size, +2 Dex, +18 natural), touch 4, flat-footed 20; BAB/Grp +27/+53; Atk or Full Atk +29 melee (4d6+15 plus poison, bite); Space/Reach 40 ft./30 ft.; SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +22, Ref +14, Will +12; Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide -10, Jump +24, Spot +12.

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. This stat block is for a hunting spider.

Poison (Ex): Injury, Fortitude DC 30, initial and secondary damage 2d8 Str. The save DC is Constitution-based.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Encounter Five (EL 14)

Advanced Frost Worm: Huge Magical Beast (Cold); CR 14; HD 20d10+100; 213 hp; Init +4; Spd 30 ft., burrow 10 ft.; AC 18 (-2 size, +10 natural), touch 8, flat-footed 18; BAB/Grp +20/+37; Atk/Full Atk +28 melee (2d8+13 plus 1d8 cold, bite), Space/Reach 15 ft./10 ft.; SA Trill, cold, breath weapon; SQ Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire; AL N; SV Fort +17, Ref +12, Will +8; Str 28, Dex 10, Con 20, Int 2, Wis 11, Cha 11.

Skills and Feats: Hide +7 (+17 in snow or ice), Listen +6, Spot +6; Ability Focus (trill), Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite).

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 22 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a

full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 20th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 25 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 25). The save DC is Constitution-based.

Encounter Six (EL 15)

Fiacra: Male human Drd15; CR 15; Medium Humanoid (human); HD 15d8+30; hp 92; Init +2; Spd 30 ft.; AC 18 (+4 Leather, +2 Shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +11/+11; Atk +14 ranged (1d8+1/x3 +1d6, +1 flaming darkwood composite longbow) or +12 melee (1d8+1/x3, +1 spear); Full Atk +14/+9 ranged (1d8+1/x3 +1d6, +1 flaming darkwood composite longbow) or +12/+7 melee (1d8+1/x3, +1 spear); SA —; SQ animal companion, link with companion, nature sense, resist nature's lure, share spells, trackless step, wild empathy +13, woodland stride, venom immunity, a thousand faces, timeless body, wild shape (Tiny to Huge animal or plant 4/day); AL NE; SV Fort +17, Ref +13, Will +22; Str 10, Dex 14, Con 14, Int 10, Wis 19 (25), Cha 10.

Skills and Feats: Concentration +18, Handle Animal +19, Knowledge (nature) +16, Listen +26, Spot +26, Survival +21; Blind-Fight, Boar's Ferocity, Eagle's Wings, Elephant's Hide, Oaken Resilience (see Appendix Three), Martial Weapon Proficiency (longbow), Skill Focus (Concentration).

Druid Spells Prepared (6/7/7/7/5/5/4/3/1):

0 - cure minor wounds (2), detect magic, flare (2) (DC 17),
read magic
1st - ~~endure elements~~, entangle (DC 18), faerie fire (2),
produce flame (3) (+6 touch or +8 ranged touch)
2nd - barkskin, cat's grace, flaming sphere (DC 19), fog cloud,
heat metal (2) (DC 19), resist energy

3rd - *call lightning* (DC 20), *contagion* (DC 20), *cure moderate wounds* (2), *greater magic fang*, *poison*, *protection from energy*
 4th - *cure serious wounds*, *flame strike* (DC 21), *freedom of movement*, *ice storm*, *rusting grasp*
 5th - *animal growth*, *baleful polymorph* (2) (DC 22), *call lightning storm* (DC 22), *stoneskin*, *wall of fire* (DC 22)
 6th - *fire seeds* (2) (DC 23), *greater dispel magic*, *transport via plants*
 7th - ~~*changestaff*~~, *fire storm* (DC 24), *true seeing*
 8th - *repel metal or stone*

Note: *Spellstaff* has already been prepared with the *Summon Nature's Ally VIII* spell and is available for use during the encounter.

Changestaff has already been cast for the day, and the staff is available for use during the encounter.

Possessions: +1 *spear*; +1 *flaming darkwood composite longbow*; +1 *dagger*; arrows (100); *adamantine arrows* (50); +2 *leather armor*; +1 *darkwood buckler*; *cloak of resistance* +5; *elemental gem, fire*; *elixir of fire breath*; *quiver of Ehlonna*, *stone of good luck*; *periap of wisdom* +6; *divine focus sprig of holly*, *granite* and *250 gp diamond dust* (for *stoneskin*), *spell component pouch*.

Animal Companion – Dire Bear

Large Animal; HD 14d8+59; hp 123; Init +2; Spd 40 ft.; AC 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; BAB/Grp +10/+25; Atk +21 melee (2d4+11, claw); Full Atk +21/+21 melee (2d4+11, 2 claws) and +15 melee (2d8+6, bite); Space/Reach: 10 ft./5 ft.; SA improved grab; SQ Low-light vision, scent, link, share spells, evasion, tricks; AL N; SV Fort +13, Ref +11, Will +9; Str 32, Dex 14, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +11, Spot +11, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Tricks 6 +2 (Ex):

Attack x2 (DC 20): Companion will attack humanoids, monstrous humanoids, giants, and other animals on command.

Defend (DC 20): Companion will defend its master automatically.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Track (DC 15): The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stalk (see CV pg. 100) (DC 20): The animal follows a designated target doing its best to remain undetected, until the target is wounded or resting, and then attacks. An animal must know the attacks trick before it can learn this trick.

Hold (see CV pg. 100) (DC 20): The animal initiates a grapple attack to a designated enemy in its arms, claws, or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity. An animal must know the attacks trick before it can learn this trick.

Appendix One – Special Rules for the Pale

Non-Pholtan Holy Symbols

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

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

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined 200 gp and their holy symbol should be confiscated for destruction by the Palish authorities. This action should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions.

Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

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

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

Deities with Special Consideration due to their status:

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

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

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

1. To locate a non-Pholtan holy symbol in the Pale requires a Gather Information check DC 25 and the holy symbol will cost twice the standard price of the *Player's Handbook* price listed.
2. To craft a new wooden holy symbol requires a Craft (jewelrymaking) or (woodcarving) check DC 15.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a Spot check DC 20 to notice followed by a Knowledge (religion) check DC 15 to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.
4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a Knowledge (religion) check DC 10 to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

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

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

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

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

Appendix Two – Non-Combat NPCs

Calum: Male human Drd1; CR 1; Medium Humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14 (+2 armor, +2 Dex), touch 12, flat-footed 12; BAB/Grp +0/+1; Atk or Full Atk +1 melee (1d6+1, club) or +2 ranged (1d4+1, sling); SA —; SQ animal companion, link with companion, nature sense, wild empathy +1; AL LN; SV Fort +4, Ref +2, Will +4; Str 12, Dex 14, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +3, Diplomacy +3, Handle Animal +2, Heal +4, Knowledge (nature) +3, Listen +4, Profession (Cook) +6, Spot +4, Survival +5; Endurance, Scribe Scroll.

Languages: Common, Druidic, Flan.

Druid Spells Prepared (3/2):

0 – *cure minor wounds* (2), *read magic*

1st – *endure elements*, *produce flame* (+1 touch or +2 ranged touch)

Possessions: leather armor, club, 2 daggers, sling, 20 sling stones, cold weather outfit, back pack, flint and steel, 50' rope, waterskin, set of kitchen knives, divine focus (sprig of holly), spell component pouch, 20 sp.

Description: Calum is a young man, about 18 and quite unremarkable in appearance. He has bronze skin, brown eyes, and shoulder-length black curly hair. His voice, while fairly deep, still cracks on occasion causing him much embarrassment, so he tends to speak at a very quick pace. He is eager to help the Shapers, but knows that he has far to go before he can be of much real assistance in Tenh.

Though a druid, he is very new to the calling and grew up helping his family in the restaurant, Brenna's Place, almost since he could walk. He is somewhat ashamed that he knows so little of the natural world. He knows much more of the city than the natural world, and will ask questions of any druids or rangers that he might travel with.

Appendix Three – New Rules Items

New Feats

Boar's Ferocity [Wild] (from *Complete Divine*)

You can continue fighting even at the brink of death.

Prerequisite: Ability to wild shape.

Benefit: If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effect lasts for one minute.

Normal: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9 hp, you are dying and drop unconscious.

Eagle's Wings [Wild] (from *Complete Divine*)

You can take wing and fly with the grace of an eagle.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow feathery wings. These allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for one hour.

Elephant's Hide [Wild] (from *Complete Divine*)

You can thicken your skin to the toughness of an elephant.

Prerequisite: Ability to wild shape into a large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts 10 minutes.

Oaken Resilience [Wild] (from *Complete Divine*)

You can take on the sturdiness of the mighty oak.

Prerequisite: Ability to wild shape into a plant.

Benefit: You can spend one wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning. You also gain stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped. The effect remains for 10 minutes.

DM Aid: Map of Southeastern Tenh (held by the Pale)

Map of the area around the outpost

