

YEO8-02

Opposing Forces

A One-Round D&D[®] LIVING GREYHAWK[™] Yeomanry Regional Adventure

Version 1.0

by Philip Loyer

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A wealthy merchant in the city of Loftwick has issued a call for adventurers; riches, fame, and glory have been promised. What a scavenger hunt! Recommended for multi-talented parties of adventurers. A Yeomanry regional adventure for APLs 6-14.

Resources: *Complete Warrior* [Andy Collins et al.], *Fiend Folio* [Eric Cagle et al.], *Magic Item Compendium* [Andy Collins et al.], *Races of the Wild* [Skip Williams], *Sandstorm* [Bruce R. Cordell et al.], *Spell Compendium* [Matthew Sernett et al.].

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. 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.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters who 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 adventure.

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.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials do NOT consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may NOT count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a Promotion-Worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possible in this adventure.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his

community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

LOFTWICK

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Crag, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeoman Valley. Loftwick serves as a trading center for the western League, and extensive dockworks line the edge of the Wick River, some few miles south of Loftwick. Loftwick is divided into numerous wards and neighborhoods, including the Leatherworkers, Goldsmiths, and Masons wards, identified by the major guild in the ward, and other residential neighborhoods including High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

BACKGROUND

Thomas Dreslin is a wealthy merchant, his father was a wealthy merchant, his father's father was a wealthy merchant, and so on. Throughout his life, he has heard stories from his relatives about his many-times-great-grandfather Talin Dreslin, who was one of the greatest merchants of his time. Thomas has always aspired to be as much like his distant ancestor as he could be. His family is already very wealthy; they own land, farms, shops, an array of different holdings. However, Thomas thought he needed to prove himself to get the respect he deserved from his family and peers. He did well for himself, but not so well that he stood out among all the other very wealthy merchants, just on par. He could never figure out how Talin had become so very good at selling things to people.

Then one day he came across a very old family history that revealed much to him. Apparently, old Talin had a magic chalice that made people like him a lot more than they really

should. Immediately, Thomas was very interested in this chalice. The text described how Talin was buried with his prized chalice, and gave vague clues as to where this crypt is located. Thomas is not a deceitful man by nature, but nonetheless thought that if he could get others to like him more, he could definitely turn a tidier profit.

Unfortunately, Thomas left most of his findings spread upon his study table. One of his assistants, Morlain Crot, stumbled upon it and took all the documents for himself. When Thomas discovered the robbery, he was worried Morlain would get the chalice before he could. Luckily, Thomas still had a message with a cryptic riddle as a clue. He knew he could never deal with the rigors of finding and exploring an ancient crypt, so he hit upon the idea of holding a contest. However, Thomas did not know that at the same time, Morlain hired a group of mercenaries to find the chalice.

The adventure starts in the city of Loftwick. The city offers the PCs many resources in finding the tomb, preparing for the adventure, etc. Locations of interest include a bookshop, the city hall where local records are kept, a cartographer's shop, and the Academy of Lore. Other shops and temples are available for the PCs to obtain standard equipment and spells before they search for the crypt.

The crypt itself is located roughly 90 miles south-southwest of Loftwick. The crypt's entrance is inside a cave, one now inhabited by displacer beasts. The crypt has several traps, as Talin did not want his chalice taken from him easily.

ADVENTURE SUMMARY

Encounters 1 and 2 are in the city of Loftwick, capital of the Yeomanry. Encounters 3 – 7 take place at the crypt site.

Encounter 1: The Call to Adventure - The first encounter consists of the PCs at a local tavern, they hear that Thomas Dreslin is holding a scavenger hunt and all those interested should come to the City Hall tomorrow. The PCs arrive at the designated time to find many other adventurer types and curious on-lookers. Thomas Dreslin announces he will give a reward to whoever retrieves all the items.

Encounter 2: Finding Out What's What - The PCs can look for items in whatever order they want, but to find the chalice, they must decrypt the message and solve the clues. Knowledge checks can glean a few more clues about the chalice and

its location. The University at Loftwick has an expert who can decrypt the message and solve the clues. A trip to the cartographer's shop can give the PCs more information.

Encounter 3: Let Sleeping Dogs Lie - Once the PCs find the cave hiding the entrance to the crypt, they also find a pack of displacer beasts with which they must deal.

Encounter 4: The Door that Speaks - Once the PCs get to the crypt, they must solve a riddle a riddle. If the PCs touch the door to the crypt without solving the riddle or disabling the trap, they set off the trap.

Encounter 5: Things from the Past - The PCs enter the crypt and find a mural that depicts Talin Dreslin's life. They may find treasure also.

Encounter 6: Choosing a Path - The PCs are confronted with three paths leading to the burial vault of Talin Dreslin, but each holds its own perils.

Encounter 7: The Opposing Force – Once the PCs reach the final room, they find another puzzle. When they solve the puzzle, they are confronted by a group of mercenaries hired by Morlain. These adventurers threaten to take the chalice unless the PCs agree to pay them 5 times the stated reward. If the PCs pay them, the opposing force will leave quietly. However, if the PCs do not cough up the gold, the opposing force will attack the party.

Conclusion - If the PCs retrieve the chalice and give it to Thomas Dreslin, he is extremely happy and gives them their reward.

INTRODUCTION

The adventure begins in The Leaky Tub, a local tavern in the city of Loftwick.

You find yourself in the city of Loftwick, capital of the Yeomanry. It would seem things lately have taken a downward turn; no raging dragons terrorizing the countryside, no kobolds taking away mother's newborn babes. Traveling with friends, some old, some new, you are in search of your next adventure.

Allow the PCs to introduce themselves to each other.

Merilla, the local barmaid, approaches the table to check on her patrons, making sure they are all satisfied. As soon as she turns away, a young boy rushes in through the front door of the inn. "Everyone! Everyone! Lord Thomas Dreslin is holding a grand scavenger

hunt. He asks all those interested come hear him speak in front of the City Hall tomorrow morning at 9 bells. He promises glory and adventure to all who take on his quest!"

The PCs can obviously say they are not interested in hearing Dreslin speak. If they choose not to do so, the adventure ends here.

ENCOUNTER 1: THE CALL TO ADVENTURE

Assuming the PCs go listen to Dreslin, they find quite a few people gathered in front of the City Hall. Feel free to play this out a little bit by having random adventurers or townsfolk talk to the PCs. Some ideas for possible roleplay encounters are:

- A farmer who takes an interest in the PCs, asking them why they are here or what Dreslin's scavenger hunt is all about.
- An over-confident adventurer boasting he will win the scavenger hunt.
- A young woman who has come to flirt with male adventurers, hoping to find a husband.

The PCs can also use this time to attempt to Gather Information about Dreslin if they arrive early.

- DC 5: Thomas Dreslin is a merchant based in the city of Loftwick.
- DC 10: Dreslin is very wealthy and a successful business man in his own right.
- DC 15: Dreslin is fair and honest in all of his dealings. He also comes from a long line of merchants.
- DC 20: One of his distant relatives is said to have been the greatest merchant of his time.
- DC 25: Many believe his distant relative held some sort of magical power to influence those around him to make him much wealthier.

After conversing with the locals or Gathering Information, Dreslin appears on the courthouse steps to address those who are gathered.

"Welcome to you all. I am Thomas Dreslin, a local merchant. I have called you here to give you an exciting opportunity for a different sort of adventure. I am giving you the opportunity to participate in the first Grand Scavenger Hunt of Loftwick. It will be a race against time, danger, and, of course, each other! For the winners of the hunt, they receive (APL x

100gp) gold pieces as reward. If you wish to undertake this quest, please see my clerk here. He will give you a list of items and answer any questions you have. Thank you and good luck!" After Dreslin leaves the stage, you hear murmurs in the crowd. You see many people lining up in front of Dreslin's clerk. The people are of all types and from all walks of life; you see young boys, older men, men and women who are obviously adventurers by their style of dress, even a couple of elderly women.

Assuming the PCs wish to undertake the quest they can go to Bashi, Dreslin's business clerk. Bashi, is of Touv descent, about 5'7" with short, curly black hair. Bashi is not rude to the PCs, but he is not over-friendly either. He has a business-like tone when speaking with the PCs.

"Good day. May I have your name and age, please?"

After the PCs give Bashi the information, they may ask him some questions. After about three questions, however, he tells them he must register the rest of those interested and thanks them for their time and interest.

Some things that Bashi knows:

- Dreslin's distant grandfather was one of the most successful businessmen of his time. Talin created an empire almost overnight.
- Dreslin himself does not know the exact location of the chalice. However, he does know the chalice is most likely underground.
- Bashi does not know what the chalice does or even if it does anything.
- Time is of the essence. Not only are you and other adventurers looking for the chalice, he suspects a former associate of Dreslin's is also on the hunt for it.
- Dreslin is a good and honest man who has always treated him with fairness in all of their dealings.
- Bashi has no direct knowledge of what dangers might lay ahead, but he does tell the PCs that one of the documents Dreslin's distant grandfather left behind speaks of a choice that must be made in order to gain access to the chalice.

Once the PCs have finished registering and talking to Bashi, he hands them Player Handouts #1 and #2, and urges them to hurry. Player Handout #1 is the list of items for the scavenger

hunt. Player Handout #2 has the encrypted message.

ENCOUNTER 2: FINDING OUT WHAT'S WHAT

The point of the scavenger hunt is to find the chalice. The rest of the items are red herrings to divert the hunters' attention from the chalice as something significant. The PCs can get the items in any order. If the PCs do not leave for the crypt by tomorrow morning, they will be too late. The crypt has been looted, and the adventure is over.

The PCs may decide to go to the City Hall to search for information on Dreslin's Crypt. The City Hall actually holds a record of the location of the crypt, but this can be found only after days of searching through records. If the PCs go to the City Hall, try to discourage this by telling them it soon becomes obvious it will take many days to find the information. If they insist anyway, the contest is over before they leave Loftwick; the crypt has been looted and the adventure is over.

Through divinations, the PCs could discover that the Dreslin Chalice functions like a *circlet of persuasion*, except that it grants twice (+6) the competence bonus on the holder's Charisma-based checks. However, it works only for descendents of Talin Dreslin. No Knowledge checks will reveal any of this information.

A. Getting an Ancient Suloise cookbook.

The obvious option is to go to a bookshop. When the PCs arrive and ask about Ancient Suloise cookbooks, the clerk replies:

"I'm not sure. You can take a look on the back shelf on the right side of the store. That's where we keep the cookbooks."

After about 15 minutes of searching, the PCs find the cookbook.

"Oh good, you found it," the clerk says. "Let me see. Ok, it's got a price of 60 gp. Wow! That's pretty expensive for a cookbook, huh?"

Go to the appropriate section of this encounter for the party's next action. When the party is ready to go find the crypt, go to Encounter 3.

B. Catching pigeons.

If the PCs want to catch a pigeon, it will take 15 minutes for each attempt. Pigeons are fairly accessible, so the PCs can do this pretty much anywhere.

You look around to find a pigeon. Over by a wall is an old man throwing seeds to a flock.

If a PC tries to sneak up on a pigeon, have him make opposed Hide (DC 17) and Move Silently (DC 15) checks. The pigeon Takes 10 on Listen and Spot checks as it feeds. If the PC succeeds, the pigeon is flat-footed. To catch the pigeon, he has to make an attack roll to hit AC 14 (AC 12 flat-footed).

Go to the appropriate section of this encounter for the party's next action. When the party is ready to go find the crypt, go to Encounter 3.

C. Decrypt the message and find the chalice's location.

The PCs have at least three options to decrypt the message.

The first option is the PCs decrypt the message by figuring it out for themselves.

If the first option fails or the players don't want to do it, the PCs can attempt a DC (APL + 10) Intelligence check to decrypt it. Otherwise, go to the third option.

If the PCs or the players successfully use one of the first two options, give them Player Handout #3. For clues to solve its meaning, have the PCs attempt the following Knowledge checks:

Geography:

DC (APL + 5): Some of the clues could possibly refer to geographic locations in the Yeomanry. "Where the west was burned" sounds a lot like Westburn.

DC (APL + 10): Also, there is Slerotin's Passage to the south of Westburn.

History:

DC (APL + 5): There used to be a Keoish fort near Westburn called Justice.

DC (APL + 10): The reference to "Where eighteen entered and seventeen left" could refer to the Lerara Suel and Slerotin's Passage.

A third option is the PCs take the encrypted message to the University at Loftwick and pay a

scholar to decrypt it. If they don't think of this option, they overhear competitors saying:

"You know, I wonder if the University can make any sense of this."

If the PCs go to the University, they are greeted by a young man.

As you enter the front door of the University a young pimply-faced man sits behind a desk in the center of the room. Looking up, he sees your party. "Hello, good people! How can I help you today?"

When the PCs ask if anyone can decrypt the message, the young man sends them to Professor Longbottom. They find Longbottom in his study, hard at work on a set of documents in an unknown language.

As you walk into the room, an elderly gnome works diligently on a set of documents. "Hmm, I wonder if it could really be true..." Then Professor Longbottom seems to notice you. "Oh! Excuse me. I didn't see you standing there. I do so apologize." Abruptly, he stops as a fearful look crosses his face. "Wait! Are you here because of those exams? I always knew my tests would get me in trouble one day." His eyes narrow as he looks over the party. "Hired ruffians and the sort, I suppose!" He brandishes his pen like a sword as he continues sternly, "I am not helpless, you know!"

Hopefully, the PCs explain to Longbottom that they were not sent by students to rough him up. After explaining their purpose, he says:

"Let me have a look at that. Ah yes! I can work this out for you. However, I must charge you for my services. One hundred gold pieces should do it. I will need some time to work this out. I should be able to decipher it in a few minutes. How about you all wait outside while I work this out."

About 15 minutes later, Professor Longbottom calls them back into his office.

"Here we go! The message says, 'Before justice was free. Near where the west was burned. North of the passage where eighteen entered and seventeen left.' Well that certainly is interesting. It's still quite cryptic in what it means. It speaks of landmarks of some sort. Hmmm, can you can make anything of it?"

Give the players Player Handout #3. If the PCs are still clueless as to where to go, have the

Professor chuckle a bit and say he has figured out the clues. If the PCs ask him to tell them, he says their deal was only to decrypt the message. If the PCs want the clues solved, they must pay another 100 gp. When they agree, read the following:

“Well, it is quite elementary when it is all examined together. ‘Where the west was burned’ could quite possibly refer to the city of Westburn. ‘The passage where eighteen entered and seventeen left’ is a reference to Slerotin’s Passage. The most obscure part is ‘Before justice was free’. It points to a specific place. Before the Yeomanry gained its independence, there was a Keoish military outpost called Justice in the area outlined by the other parts of message. Get a map of the Yeomanry and take a look around there; I think then you will find the place you are looking for.”

If the PCs ask if he knows anything about Thomas Dreslin or his ancestor Talin Dreslin, he replies:

“I can’t say that I know more than anyone else. He is a merchant from a family of merchants. His ancestors I know nothing about.”

Go to the appropriate section of this encounter for the party’s next action. When the party is ready to go find the crypt, go to Encounter 3.

D. Getting a map of the Yeomanry.

The PCs may go to a cartographer’s shop to get a map.

You walk into the cluttered shop with stacks upon stacks of papers, books, and maps. Behind the counter sits a very pretty young lady who looks up attentively. “Hello! How can I help you today?”

When the PCs ask for a map of the Yeomanry, she replies:

“You, too! We’ve had such a demand for maps of the Yeomanry today--thanks to Thomas’ contest--that we’ve nearly run out. That will be 10 gold pieces, please.”

When the PCs buy the map, give them Player Handout #4.

Possible questions:

- Do you know anything about Thomas Dreslin?

“Actually, I do know a little bit. My father set us up on a date once. He’s a nice guy and he was very sweet to me, but just not my type. He’s too concerned with his reputation as a businessman, but we still remain friends. I heard about the contest he’s putting on. I think it has something to do with an ancestor of his.”

- Do you know anything about Talin Dreslin?

“Thomas really wanted to be like him. From what he told me, his ancestor was a man of meager means who was a good merchant and worked his way up in the world. Then one day, he began selling stuff like crazy. Thomas was always trying to find out what helped him do that. He told me he read about a chalice or something that made people really friendly towards Talin. He said he would try to find its whereabouts.”

Go to the appropriate section of this encounter for the party’s next action. When the party is ready to go find the crypt, go to Encounter 3.

ENCOUNTER 3: LET SLEEPING DOGS LIE

Searching the area of the clues, you find a cave with a 30-foot wide mouth. To the left and the right of the cave are worn statues resembling knights in heavy full plate armor. You also see a pack of animals sleeping at the mouth of the cave.

Creatures: These beasts look like emaciated panthers, with blue-black fur, six legs, and a body that is nothing but muscle and bone. A pair of tentacles sprouts from their shoulders and end in horn-ridge pads. The party is 100 feet away from the entrance to the cave. If the PCs attempt to sneak past the sleeping displacer beasts, remember that sleeping is a -10 penalty to their Listen checks. The EL of this encounter is lowered by 1 since the beasts are asleep, the party is not surprised, and the PCs can plan and prepare for the encounter. If the displacer beasts are not awakened beforehand, the party will have a surprise round on them.

APL 6 (EL 6)

Displacer Beast (3): hp 59 each; see *Monster Manual*, page 66.

APL 8 (EL 7)

Displacer Beast (4): hp 59 each; see *Monster Manual*, page 66.

APL 10 (EL 9)

Advanced Displacer Beast, (4): hp 117 each; see *Appendix 3*.

APL 12 (EL 10)

Evolved Displacer Beast, (6): hp 176 each; see *Appendix 4*.

APL 14 (EL 11)

Evolved Displacer Beast, (9): hp 176 each; see *Appendix 5*.

Tactics: Once awakened, the displacer beasts will defend their home. They will attempt to flank with each other, surrounding a single enemy.

Treasure: The displacer beasts have made this cave their lair. If the PCs make a Search check DC (APL + 10) among the debris of the displacer beasts' victims, they find some coins.

APL 6: L: 0 gp, C: 15 gp, M: 0 gp.

APL 8: L: 0 gp, C: 20 gp, M: 0 gp.

APL 10: L: 0 gp, C: 33 gp, M: 0 gp.

APL 12: L: 0 gp, C: 50 gp, M: 0 gp.

APL 14: L: 0 gp, C: 75 gp, M: 0 gp.

ENCOUNTER 4: THE DOOR THAT SPEAKS

After the PCs deal with the displacer beasts, they can enter the cave.

Conditions: There is no light in the cave. The tunnel at the back of the cave is 10 feet wide and unlit. Adjust the description in the boxed text based on the party's light source.

After traveling down the sloping tunnel a short way, it makes a sharp turn to the left and levels off. The tunnel continues until it dead-ends at a 5-foot wide door set in the center of the 10-foot wide wall. The door has a face carved on it and is flanked by two simple stone pillars.

The sloping tunnel is 80 feet long at a 45-degree angle. Then it makes a 90-degree left turn and continues straight and level for 120 feet. Each stone pillar is about 2 feet in diameter. When

anyone approaches within 40 feet of the door, the face animates.

As you approach the door, the face animates and says, "Born motherless and fatherless, into this world without a sin, made a loud roar as I entered and never spoke again. What am I?"

The answer is "thunder". If the PCs spend too much time on this or the players don't want to solve a riddle, allow them to make an Intelligence check at DC (APL + 10). If they succeed, they guess the correct answer and can safely open the door. If they fail and touch the door, the trap sends a lightning bolt down the center of the tunnel, affecting all in the tunnel.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; Break DC 23.

Trap: The trap is triggered by touching the door without solving the riddle.

APL 6 (EL 4)

Lightning Bolt Trap: Search DC 28; magic device; touch trigger; see *Appendix 1*.

APL 8 (EL 6)

Lightning Bolt Trap: Search DC 28; magic device; touch trigger; see *Appendix 2*.

APL 10 (EL 8)

Lightning Bolt Trap (2): Search DC 28; magic device; touch trigger; see *Appendix 3*.

APL 12 (EL 10)

Maximized Lightning Bolt Trap: Search DC 28; magic device; touch trigger; see *Appendix 4*.

APL 14 (EL 12)

Maximized Lightning Bolt Trap (2): Search DC 28; magic device; touch trigger; see *Appendix 5*.

Development: Once the riddle is solved or the trap is disabled, the door can be opened safely.

ENCOUNTER 5: THINGS FROM THE PAST

Beyond the trapped door is Talin Dreslin's crypt. Unless otherwise noted, all the following conditions apply in the crypt. The walls and hallways are lined with everburning torches that can be taken off the walls. All chambers in the

crypt are 30 feet x 30 feet. All ceilings are 10 feet high. All doors are 5-foot wide, strong wooden doors flanked by two simple stone pillars, each about 2 feet in diameter and running from floor to ceiling. Doors are not locked or trapped. When teleported to a room, there is no way out except the next *teleportation circle* due to anti-teleportation magic.

As you look into the large crypt, you see a mural on your left. The first panel of the mural shows a man in a desert climbing over dunes of sand. The next shows the same man coming upon a structure partly buried in the sand. Then the man is standing inside a temple looking at a chalice on a pedestal with a beam of light shining upon it. The following panel shows the man holding the chalice in one hand and taking money from another man. The last panel shows the man holding the chalice in the air with thousands of people bowing before him.

On your right are shelves with many paintings, pottery, dusty books, scrolls, and glassware.

At the opposite end of the room is a wooden door, flanked by simple stone pillars, with a large plaque upon it. On the plaque is written in large letters, "This is the final resting place of Talin Dreslin, The Great Merchant."

This mural was completed before Talin Dreslin died. His goal was not only to be rich, but to be worshipped as a god. However, he died before discovering that the chalice is not that powerful.

Treasure: A Search check (DC APL + 22) of the shelves will reveal two scrolls hidden among the random items, an *arcane scroll of slide*, and an *arcane scroll of greater slide*.

APLs 6-14: L: 0 gp, C: 0 gp, M: *arcane scroll of slide* (2 gp), *arcane scroll of greater slide* (12 gp).

ENCOUNTER 6: CHOOSING A PATH

When you open the door with the plaque, you see a room with a wooden door flanked by simple stone pillars in the center of each wall. Each door has a word engraved above it: Strength, Dexterity, or Intelligence. On the floor, three 10-foot circles are clearly marked, one in front of each of the doors. Between the circles is written: "In life and in business you

have a choice; a choice to take what you want, to take what you deserve, or to sit idly and let life pass you by as you are thrown table scraps. I now leave a choice to you. For those who are strong, there is the door on the left. For those who are quick, there is the door in the center. For those who are clever, there is the door on the right. Take what you want or be left to rot."

The PCs, together or separately, must choose a door to continue. When they touch a door, all within the circle for that door are teleported into another room. Once activated, a *teleportation circle* will operate for 170 minutes.

Path A: Strength

You appear at one end of a room about 50 feet wide and 60 feet long. There are two simple stone pillars, evenly spaced, on each sidewall. On the opposite side of the room is a wooden door flanked by simple stone pillars, with a circle on the floor before it.

There are one or more caryatid columns, depending on the APL. The two pillars on each side are spaced 20 feet apart from each other and the corners. At APL 6, the left pillar on the opposite wall is a caryatid column. At APL 8, both pillars on the opposite wall are caryatid columns. At APL 10, both pillars on the opposite wall and the nearest pillar on the left sidewall at the PCs' end of the room are caryatid columns. At APL 12, both pillars on the opposite wall and the nearest pillar on both sidewalls at the PCs' end of the room are caryatid columns. At APL 14, all six pillars are caryatid columns.

Creatures: In the blink of an eye, one or more stone pillars become silk-draped, beautiful female figures with bastard swords. They have orders to kill all in the room once anyone is 10 feet from the back wall of the room.

APL 6 (EL 6)

Caryatid Column: hp 60; see *Appendix 6*.

APL 8 (EL 8)

Caryatid Column (2): hp 60 each; see *Appendix 6*.

APL 10 (EL 9)

Caryatid Column (3): hp 60 each; see *Appendix 6*.

APL 12 (EL 10)

Caryatid Column (4): hp 60 each; see *Appendix 6*.

APL 14 (EL 11)

Caryatid Column (6): hp 60 each; see *Appendix 6*.

Tactics: The caryatid columns are relentless and fearless. If an opponent is difficult to hit or deals lots of damage, they will use their Improved Sunder feat to neutralize him. They will not stop until the PCs have been killed, but they cannot leave the room.

Development: The PCs can fight the caryatid columns or flee through the door. If they flee, they get xp for only the caryatid columns they defeat. If they defeat none, they get no xp for this encounter. Go to Encounter 7.

Path B: Dexterity

You appear at one end of a hallway about 10 feet wide and 80 feet long. On the other side, you see a wooden door flanked by simple stone pillars, with a circle on the floor before it.

Trap: Between 50-60 feet down the hall is a pit trap, 10 feet x 10 feet (4 squares). It is triggered when anyone steps on either of the last two squares (between 55-60 feet down the hall).

At APL 14, there is also an *incendiary cloud* trap 40 feet down the hall on the ceiling. It is triggered when anyone comes within 10 feet of it. If it is triggered, add a -2 circumstance penalty to Search and Disable Device checks in the *incendiary cloud*.

APL 6 (EL 6)

Wide-Mouth Pit Trap: Search DC 26; mechanical; location trigger; see *Appendix 1*.

APL 8 (EL 8)

Wide-Mouth Pit Trap: Search DC 28; mechanical; location trigger; see *Appendix 2*.

APL 10 (EL 9)

Wide-Mouth Pit Trap: Search DC 29; mechanical; location trigger; see *Appendix 3*.

APL 12 (EL 10)

Wide-Mouth Pit Trap: Search DC 30; mechanical; location trigger; see *Appendix 4*.

APL 14 (EL 11)

Incendiary Cloud Trap: Search DC 33; magic device; proximity trigger; see *Appendix 5*.

Wide-Mouth Pit Trap: Search DC 29; mechanical; location trigger; see *Appendix 5*.

Go to Encounter 7.

Path C: Intelligence

You appear on one side of a room with a curious sight. On the middle of the opposite wall is a message that reads, "Green grass grows, blue rain falls, yellow sun rises, gold at the end." On a low table in front of the wall are 8 blocks, each of a different color: orange, blue, red, green, gold, yellow, indigo, and violet. On the wall below the message are 7 square holes in a row. Its looks like a block could fit into a hole. There is a circle on the floor before the holes.

The solution is a rainbow. The correct order of the blocks, from right to left is red, orange, yellow, green, blue, indigo, and violet. The gold block is a red herring.

Trap: If the PCs use the gold block or fill the slots in an incorrect order, it triggers the trap. The trap will not trigger until there are 7 blocks in the holes. The trap is in the upper front left corner (and the lower back right corner at APL 14) of the room to cover the entire room. If it is set off, give the PCs a +2 circumstance bonus on Search checks to find it.

APL 6 (EL 6)

Cone of Cold Trap: Search DC 30; magic device; proximity trigger; see *Appendix 1*.

APL 8 (EL 8)

Prismatic Spray Trap: Search DC 32; magic device; proximity trigger; see *Appendix 2*.

APL 10 (EL 9)

Heightened Prismatic Spray Trap: Search DC 33; magic device; proximity trigger; see *Appendix 3*.

APL 12 (EL 10)

Heightened Prismatic Spray Trap: Search DC 34; magic device; proximity trigger; see *Appendix 4*.

APL 14 (EL 11)

Heightened Prismatic Spray Trap (2): Search DC 33; magic device; proximity trigger; see *Appendix 5*.

Development: Anyone who fails his Will save when struck by a violet beam is **Lost in the Planes**. The adventure is over for him, and he will spend an additional 10 TUs before he returns to this plane (see AR). Go to Encounter 7.

ENCOUNTER 7: THE OPPOSING FORCE

You appear in what seems to be the last room in the crypt. Near the far wall is a sarcophagus. Above the sarcophagus are two buckets. To the left of the sarcophagus is a fountain. One of the buckets is labeled “5 gallons”; the other “3 gallons”. To the right of the sarcophagus is a pedestal. A plaque on top of the sarcophagus reads, “Bested the obstacles thus far? One last puzzle I have for you. Put exactly 4 gallons of water in the 5-gallon bucket and place it on the pedestal to receive what you have come for.” There is no circle.

The fountain is still functional and runs water constantly. One method to solve the puzzle is to fill the 3-gallon bucket and pour it into the 5-gallon bucket, leaving it 2 gallons empty. Then fill the 3-gallon bucket again and pour it into the remaining space of the 5-gallon bucket, leaving 1 gallon of water in the 3-gallon bucket. Empty the 5-gallon bucket and pour the single gallon of water from the 3-gallon bucket into it. Fill the 3-gallon bucket again and pour it into the 5-gallon bucket. You now have 4 gallons in the 5-gallon bucket. There are other possible solutions to this puzzle.

When you place the 5-gallon bucket with four gallons of water on the platform, a compartment in the pedestal opens, revealing a chalice. Also a hidden trapdoor in the ceiling opens, showing sunlight shining down the 5-foot shaft. At that moment, two adventurers appear in the room. The man in plate armor addresses you. “Ah! I see you got here before us. That is unfortunate for you. You see, we also were sent here to retrieve the chalice. We are not unreasonable, however. For a price, we will leave you to carry on. Otherwise, we will have to take the chalice from you.”

Creatures: Only the two fighters of the opposing force are visible. The rogue and the

wizard are invisible, and the wizard is flying. The reward the leader of the opposing force requires is (APL x 500 gp). He will bargain with the PCs for five rounds, giving the rogue time to get into position, but he will not accept less than this amount. During negotiations, the rogue tries to get close to the PC who appears least armored. If either side does or says something that the rogue can interpret as hostile, he will immediately attack his selected target.

The party can pay the price the opposing force demands or attempt Diplomacy to get out of the situation, but they have only five rounds to start the diplomacy or pay the price. The opposing force’s initial attitude is Hostile. The party has only one chance to shift their attitude to Friendly on a Diplomacy check DC 35 to prevent the opposing force from attacking the PCs. If they fail, the rogue will attack with surprise, initiating the combat.

APL 6 (EL 8)

Korgan, Male Flan Human Fighter4: hp 36; see *Appendix 1*.

Reklen, Male Wood Elf Fighter4: hp 30; see *Appendix 1*.

Maria, Female Halfling Rogue4: hp 21; see *Appendix 1*.

Morlock, Male Gray Elf Wizard 4: hp 12; see *Appendix 1*.

APL 8 (EL 9)

Korgan, Male Flan Human Fighter6: hp 59; see *Appendix 2*.

Reklen, Male Wood Elf Fighter6: hp 45; see *Appendix 2*.

Maria, Female Halfling Rogue6: hp 32; see *Appendix 2*.

Morlock, Male Gray Elf Wizard 4: hp 18; see *Appendix 2*.

APL 10 (EL 10)

Korgan, Male Flan Human Fighter8: hp 79; see *Appendix 3*.

Reklen, Male Wood Elf Fighter8: hp 66; see *Appendix 3*.

Maria, Female Halfling Rogue8: hp 48; see *Appendix 3*.

Morlock, Male Gray Elf Wizard 4: hp 30; see *Appendix 3*.

APL 12 (EL 12)

Korgan, Male Flan Human Fighter10: hp 98; see *Appendix 4*.

Reklen, Male Wood Elf Fighter10: hp 83; see *Appendix 4*.

Maria, Female Halfling Rogue10: hp 60; see *Appendix 4*.

Morlock, Male Gray Elf Wizard 4: hp 38; see *Appendix 4*.

APL 14 (EL 14)

Korgan, Male Flan Human Fighter12: hp 117; see *Appendix 5*.

Reklen, Male Wood Elf Fighter12: hp 99; see *Appendix 5*.

Maria, Female Halfling Rogue12: hp 72; see *Appendix 5*.

Morlock, Male Gray Elf Wizard 4: hp 45; see *Appendix 5*.

Tactics: The opposing force will attack to the best of their abilities in a coordinated manner. Carefully note their capabilities. They buffed just before teleporting into the room (see appendices).

APL 6: The rogue will Sneak Attack his selected target.

APLs 8-14: The rogue has assassin levels and will use his Death Attack, if possible, on his selected target.

Treasure: If *detect magic* is used on the chalice, it radiates a faint transmutation aura.

APL 6: L: 206 gp, C: 77 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), 2 +1 *mithral shirts* (175 gp each), *least crystal of return* (25 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of resistance* (83 gp), *arcane scroll of dissonant chant* (12 gp).

APL 8: L: 60 gp, C: 226 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +1 *full plate* (220 gp), *least crystal of lifekeeping* (16 gp), 2 +1 *mithral shirts* (175 gp each), +1 *composite longbow (Str +3)* (225 gp), 3 *potions of cure light wounds* (4 gp each), *potion of pass without trace* (4 gp), *least crystal of return* (25 gp), +1 *short sword* (192 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of*

resistance (83 gp), *arcane scroll of dissonant chant* (12 gp), +1 *ring of protection* (166 gp).

APL 10: L: 60 gp, C: 43 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +1 *full plate* (220 gp), *least crystal of lifekeeping* (16 gp), 2 *gauntlets of ogre power* (333 gp each), 2 +1 *mithral shirts* (175 gp each), +1 *composite longbow (Str +3)* (225 gp), 3 *potions of cure light wounds* (4 gp each), *potion of pass without trace* (4 gp), +2 *gloves of dexterity* (333 gp), *least crystal of return* (25 gp), +1 *short sword* (192 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of resistance* (83 gp), *arcane scroll of dissonant chant* (12 gp), +1 *ring of protection* (166 gp), +2 *headband of intellect* (333 gp).

APL 12: L: 69 gp, C: 143 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +2 *full plate* (470 gp), *least crystal of lifekeeping* (16 gp), 2 *gauntlets of ogre power* (333 gp each), *belt of growth* (250 gp), 2 *least crystals of energy (acid) assault* (50 gp each), 2 +1 *mithral shirts* (175 gp each), +1 *frost composite longbow (Str +3)* (725 gp), 3 *potions of cure light wounds* (4 gp each), *potion of pass without trace* (4 gp), +2 *gloves of dexterity* (333 gp), *least crystal of return* (25 gp), +1 *corrosive short sword* (692 gp), *restful crystal* (41 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of resistance* (83 gp), *arcane scroll of dissonant chant* (12 gp), +2 *ring of protection* (666 gp), +2 *headband of intellect* (333 gp).

APL 14: L: 47 gp, C: 60 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +2 *full plate* (470 gp), *least crystal of lifekeeping* (16 gp), 2 *gauntlets of ogre power* (333 gp each), *belt of growth* (250 gp), 2 *least crystals of energy (acid) assault* (50 gp each), +1 *animated heavy steel shield* (764 gp), *armband of elusive action* (66 gp), 2 +1 *mithral shirts* (175 gp each), +1 *frost bane (humans) composite longbow (Str +3)* (1,558 gp), 3 *potions of cure light wounds* (4 gp each), *potion of pass without trace* (4 gp), +2 *gloves of dexterity* (333 gp), *least crystal of return* (25 gp), +1 *corrosive keen short sword* (1,525 gp), *restful crystal* (41 gp), +1 *darkwood shield* (104 gp), *bracers of the entangling blast* (166 gp), 2 +1 *cloaks of resistance* (83 gp each), *arcane scroll of*

dissonant chant (12 gp), +2 *ring of protection* (666 gp), +2 *headband of intellect* (333 gp), *ring of force shield* (708 gp), +2 *cloak of resistance* (333 gp).

CONCLUSION

If the party does not get the chalice, go to Conclusion A. If the party gets the chalice, but does not give it to Thomas Dreslin, go to Conclusion B. If the party gets the chalice and gives it to Thomas Dreslin, go to Conclusion C.

Through divinations, the PCs could discover that the Dreslin Chalice functions like a *circlet of persuasion*, except that it grants twice (+6) the competence bonus on the holder's Charisma-based checks. However, it works only for descendents of Talin Dreslin. No Knowledge checks will reveal any of this information.

CONCLUSION A

You have failed to complete the scavenger hunt and have no hope of winning the reward. All you have to show for your efforts are the list items you acquired and whatever loot you managed to find in your quest.

Cross off all items on the AR that the PCs did not get. They do **NOT** get a gold reward, **Gratitude**, or a **Favor** from Thomas Dreslin. Award only the xp and gp actually earned. (See Experience Point Summary and Treasure Summary.)

CONCLUSION B

You have decided you want to keep the chalice for yourselves. However, no matter what you try, the chalice doesn't seem to do anything for you.

Cross off all items on the AR that the PCs did not get. They do **NOT** get a gold reward, **Gratitude**, or a **Favor** from Thomas Dreslin. Award only the xp and gp actually earned. (See Experience Point Summary and Treasure Summary.)

CONCLUSION C

You return the scavenger hunt items to Thomas Dreslin, who is ecstatic when you arrive. He eagerly takes the chalice, but ignores everything else. Thomas says, "Thank you so very much! You have helped me restore a part of my family's history and heritage.

Please tell me; what did you encounter in my ancestor's crypt?"

Let the PCs tell Thomas what happened. If they mention encountering the evil group of adventurers:

"How horrible! I suspect I know who sent them. A former assistant, Morlain, found out about Talin Dreslin's Chalice about the same time I did. He disappeared shortly after. I suspected he was up to no good."

When the PCs finish telling him of the adventure, he concludes the meeting:

"Well, here is the gold as promised, and also let me extend to you an offer. I can lay my hands on a lot of different and unique things and services. Please let me know if I can help you acquire an item or service you've been looking for."

Cross off all items on the AR that the PCs did not get. They get a gold reward, **Gratitude**, and a **Favor** from Thomas Dreslin. Award only the xp and gp actually earned. (See Experience Point Summary and Treasure Summary.)

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 3

Defeat or sneak past the displacer beasts.

APL 6: 180 xp.

APL 8: 210 xp.

APL 10: 270 xp.

APL 12: 300 xp.

APL 14: 330 xp.

Encounter 4

Defeat or disable the traps.

APL 6: 120 xp.

APL 8: 180 xp.

APL 10: 240 xp.

APL 12: 300 xp.

APL 14: 360 xp.

Encounter 6

Defeat the caryatid columns, or defeat or disable the traps.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 270 xp.

APL 12: 300 xp.

APL 14: 330 xp.

Encounter 7

Successfully negotiate with or defeat the opposing force.

APL 6: 240 xp.

APL 8: 270 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

Story Award

Give Dreslin's Chalice to Thomas Dreslin.

APL 6: 150 xp.

APL 8: 195 xp.

APL 10: 240 xp.

APL 12: 285 xp.

APL 14: 330 xp.

Discretionary Roleplaying Award

APL 6: 30 xp.

APL 8: 30 xp.

APL 10: 30 xp.

APL 12: 30 xp.

APL 14: 30 xp.

Total possible experience

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 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 adventure, 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 3:

APL 6: L: 0 gp, C: 15 gp, M: 0 gp.

APL 8: L: 0 gp, C: 20 gp, M: 0 gp.

APL 10: L: 0 gp, C: 33 gp, M: 0 gp.

APL 12: L: 0 gp, C: 50 gp, M: 0 gp.

APL 14: L: 0 gp, C: 75 gp, M: 0 gp.

Encounter 5:

APLs 6-14: L: 0 gp, C: 0 gp, M: *arcane scroll of slide* (2 gp), *arcane scroll of greater slide* (12 gp).

Encounter 7:

APL 6: L: 203 gp, C: 84 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), 2 +1 *mithral shirts* (175 gp each), *least crystal of return* (25 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of resistance* (83 gp), *arcane scroll of dissonant chant* (12 gp).

APL 8: L: 57 gp, C: 233 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +1 *full plate* (220 gp), *least*

crystal of lifekeeping (16 gp), 2 +1 *mithral shirts* (175 gp each), +1 *composite longbow* (Str +3) (225 gp), 3 *potions of cure light wounds* (4 gp each), *potion of pass without trace* (4 gp), *least crystal of return* (25 gp), +1 *short sword* (192 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of resistance* (83 gp), *arcane scroll of dissonant chant* (12 gp), +1 *ring of protection* (166 gp).

APL 10: L: 57 gp, C: 50 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +1 *full plate* (220 gp), *least crystal of lifekeeping* (16 gp), 2 *gauntlets of ogre power* (333 gp each), 2 +1 *mithral shirts* (175 gp each), +1 *composite longbow* (Str +3) (225 gp), 3 *potions of cure light wounds* (4 gp each), *potion of pass without trace* (4 gp), +2 *gloves of dexterity* (333 gp), *least crystal of return* (25 gp), +1 *short sword* (192 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of resistance* (83 gp), *arcane scroll of dissonant chant* (12 gp), +1 *ring of protection* (166 gp), +2 *headband of intellect* (333 gp).

APL 12: L: 66 gp, C: 150 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +2 *full plate* (470 gp), *least crystal of lifekeeping* (16 gp), 2 *gauntlets of ogre power* (333 gp each), *belt of growth* (250 gp), 2 *least crystals of energy (acid) assault* (50 gp each), 2 +1 *mithral shirts* (175 gp each), +1 *frost composite longbow* (Str +3) (725 gp), 3 *potions of cure light wounds* (4 gp each), *potion of pass without trace* (4 gp), +2 *gloves of dexterity* (333 gp), *least crystal of return* (25 gp), +1 *corrosive short sword* (692 gp), *restful crystal* (41 gp), *bracers of the entangling blast* (166 gp), +1 *cloak of resistance* (83 gp), *arcane scroll of dissonant chant* (12 gp), +2 *ring of protection* (666 gp), +2 *headband of intellect* (333 gp).

APL 14: L: 44 gp, C: 67 gp, M: +1 *great falchion* (200 gp), 2 *potions of protection from good* (4 gp each), 2 *potions of shield of faith +2* (4 gp each), +2 *full plate* (470 gp), *least crystal of lifekeeping* (16 gp), 2 *gauntlets of ogre power* (333 gp each), *belt of growth* (250 gp), 2 *least crystals of energy (acid) assault* (50 gp each), +1 *animated heavy steel shield* (764 gp), *armband of elusive action* (66 gp), 2 +1 *mithral shirts* (175 gp each), +1 *frost bane (humans) composite longbow* (Str +3) (1,558 gp), 3 *potions of cure light wounds* (4 gp

each), *potion of pass without trace* (4 gp), +2 *gloves of dexterity* (333 gp), *least crystal of return* (25 gp), +1 *corrosive keen short sword* (1,525 gp), *restful crystal* (41 gp), +1 *darkwood shield* (104 gp), *bracers of the entangling blast* (166 gp), 2 +1 *cloaks of resistance* (83 gp each), *arcane scroll of dissonant chant* (12 gp), +2 *ring of protection* (666 gp), +2 *headband of intellect* (333 gp), *ring of force shield* (708 gp), +2 *cloak of resistance* (333 gp).

Encounter Conclusion C:

APL 6: L: 0 gp, C: 100 gp, M: 0 gp.

APL 8: L: 0 gp, C: 133 gp, M: 0 gp.

APL 10: L: 0 gp, C: 166 gp, M: 0 gp.

APL 12: L: 0 gp, C: 200 gp, M: 0 gp.

APL 14: L: 0 gp, C: 233 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 203 gp, C: 199 gp, M: 866 gp – Total: 1,268 gp (900 gp).

APL 8: L: 57 gp, C: 386 gp, M: 1,701 gp – Total: 2,144 gp (1,300 gp).

APL 10: L: 57 gp, C: 249 gp, M: 3,033 gp – Total: 3,339 gp (2,300 gp).

APL 12: L: 66 gp, C: 400 gp, M: 5,174 gp – Total: 5,640 gp (3,300 gp).

APL 14: L: 44 gp, C: 375 gp, M: 7,373 gp – Total: 7,792 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Lost in the Planes: You are lost in an unknown plane. If you do not have a focus for the Prime Material plane and the ability to cast *plane shift*, you will be able to find your way home after 10 TUs of searching.

Gratitude of Thomas Dreslin: In gratitude for your delivering the Dreslin Chalice to him, Thomas Dreslin offers to help you buy any one item or armor/weapon upgrade to which you have access, including from his **Favor**, at a 20% discount off its market value. This discount stacks with other discounts. Mark this as USED when used.

Favor of Thomas Dreslin: Thomas Dreslin offers to make available for your purchase (Frequency:

Regional) two items or upgrades from the following lists (circle the items or upgrades selected; you may choose both items/upgrades from the same list):

- A DMG item of an Open spell from Tables 7-17, 7-23, 7-24, and 7-26.
- A special ability armor upgrade: *acid resistance*, *animated*, *blinking (MIC)*, *called (MIC)*, *ghost ward (MIC)*, *healing (MIC)*, *landing (MIC)*, *linked (MIC)*, *wild*.
- A special ability weapon upgrade: *anarchic*, *aquatic (MIC)*, *binding (MIC)*, *corrosive (MIC)*, *everbright (MIC)*, *fire*, *frost*, *keen*, *slow burst (MIC)*.

Item Access

APL 6 (all of the following):

- +1 *Mithral Shirt* (Adventure; DMG)
- *Arcane Scroll of Dissonant Chant* (Adventure; Spell Compendium; Limit 5)
- *Arcane Scroll of Slide* (Adventure; Spell Compendium; Limit 5)
- *Arcane Scroll of Greater Slide* (Adventure; Spell Compendium; Limit 5)
- *Bracers of the Entangling Blast* (Adventure; Magic Item Compendium; Limit 1)
- *Crystal of Return, Least* (Adventure; Magic Item Compendium; Limit 1)
- *Darkwood Buckler* (Adventure; DMG)

APLs 8, 10 (all of APL 6 plus the following):

- *Crystal of Lifekeeping, Least* (Adventure; Magic Item Compendium; Limit 1)

APL 12 (all of APLs 6, 8, 10 plus the following):

- +1 *Corrosive Short Sword* (Adventure; Magic Item Compendium; Limit 1)
- +1 *Frost Composite*, +3 *Str Bonus* (Adventure; DMG)
- *Belt of Growth* (Adventure; Magic Item Compendium; Limit 1)
- *Crystal of Energy Assault (Acid)*, *Least* (Adventure; Magic Item Compendium; Limit 1)
- *Restful Crystal* (Adventure; Magic Item Compendium; Limit 1)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):

- *+1 Animated Shield (Adventure; DMG; Limit 1)*
- *+1 Corrosive Keen Short Sword (Adventure; Magic Item Compendium; Limit 1)*
- *+1 Frost Bane (Human) Composite Longbow, +3 Str Bonus (Adventure; DMG)*
- *Armband of Elusive Action (Adventure; Magic Item Compendium; Limit 1)*

APPENDIX 1 – APL 6

ENCOUNTER 4

LIGHTNING BOLT TRAP CR 4

Description automatic reset

Search DC 28; **Type** magic device

Trigger touch (*alarm*)

Effect *lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save for half damage

Duration instantaneous

Disarm 28

Dispel 16

ENCOUNTER 6

WIDE-MOUTH PIT TRAP CR 6

Description manual reset; multiple targets (all targets within a 10-ft.-by-10-ft. area)

Search DC 26; **Type** mechanical

Trigger location

Effect DC 25 Reflex save avoids; 40 ft. deep (4d6, fall)

Disarm 25

CONE OF COLD TRAP CR 6

Description automatic reset

Search DC 30; **Type** magic device

Trigger proximity

Effect *cone of cold*, 9th-level wizard, 9d6 cold, DC 17 Reflex save for half damage

Duration instantaneous

Disarm 30

Dispel 20

ENCOUNTER 7

KORGAN CR 4

Male human (Flan) fighter 4

NE Medium humanoid (human)

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

Languages Common

AC 17, touch 10, flat-footed 17

(+7 armor)

hp 36 (4d10 + 8 HD);

Resist ; **SR** none

Fort +6, **Ref** +2, **Will** +2

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

Melee (two-handed)+1 *great falchion* +9 (1d12 + 5 18-20/x2)

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

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

Atk Options Power Attack, Improved Sunder, Cleave, Power Critical (great falchion)

Combat Gear +1 *great falchion*, masterwork half-plate, *potion of protection from good*, *potion of shield of faith* +2

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

Feats Exotic Weapon Proficiency (great falchion), Power Attack, Weapon Focus (great falchion), Improved Sunder, Cleave, Power Critical (great falchion)

Skills Climb -3, Handle Animal +6, Intimidate +6, Jump +0, Ride +4, Swim -10,

Possessions combat gear plus backpack, 90 gp

Description You see a Flan human male in half-plate armor wielding a great falchion sword two-handed.

Sources Great falchion (Sandstorm), Power Critical (Complete Warrior) *least crystal of lifekeeping* (Magic Item Compendium).

REKLEN CR 4

Male wood elf fighter 4

NE Medium humanoid (elf)

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

Languages Common, Sylvan

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 armor)

hp 30 (4d10 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +4, **Ref** +5, **Will** +1 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee masterwork longsword +8 (1d8 + 3 19-20/x2)

Ranged masterwork composite longbow (Str +3) +10 (1d8 + 5 x3)

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

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

Atk Options Point Blank Shot, Defensive Archery, Precise Shot

Combat Gear masterwork composite longbow (Str +3), 20 arrows, masterwork longsword, +1 *mithral shirt*, *potion of protection from good*, *potion of shield of faith* +2

Abilities Str 16, Dex 18, Con 11, Int 10, Wis 10, Cha 6

SQ Elf Racial Traits

Feats Point Blank Shot, Defensive Archery, Weapon Focus (composite longbow), Precise Shot, Weapon Specialization (composite longbow)

Skills Climb +5, Handle Animal +3, Intimidate +0, Jump +5, Ride +8, Swim +4

Possessions combat gear plus backpack, 82 gp

Description You see a robust elf with coppery-red hair wearing a mithral shirt and wielding a composite longbow.

Sources Defensive Archery (Races of the Wild)

MARIA CR 4

Female halfling rogue 4

CE Small humanoid (halfling)

Init +8; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 20, touch 15, flat-footed 20 (Uncanny Dodge)
(+1 size, +4 Dex, +4 armor, +1 shield)

hp 21 (4d6 +4 HD)

Resist ; **SR** none

Fort +3, **Ref** +9, **Will** +2 (+2 bonus against fear)

Speed 20 ft. in +1 *mithral chain* (4 squares), base movement 20 ft.

Melee masterwork short sword +7 (1d4 + 1 19-20/x2)

Ranged sling +9 (1d3 + 1 x2)

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

Base Atk +3; **Grp** +0

Atk Options Sneak Attack +2d6

Combat Gear masterwork short sword, sling, 20 sling bullets, +1 *mithral shirt*, darkwood buckler, *least crystal of return*

Abilities Str 12, Dex 18, Con 13, Int 12, Wis 10, Cha 8

SQ Halfling Racial Traits, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

Feats Improved Initiative, Weapon Focus (short sword)

Skills Appraise +2, Balance +11, Bluff +0, Climb +2, Decipher Script +2, Diplomacy +0, Disable Device +2, Disguise +0, Escape Artist +4, Forgery +2, Gather Information +0, Hide +13, Intimidate +0, Jump +10, Knowledge (local, Sheldomar Valley) +2, Listen +3, Move Silently +11, Open Lock +5, Search +2, Sense Motive +7, Sleight of Hand +3, Spot +1, Swim -2, Tumble +11, Use Magic Device +0, Use Rope +5

Possessions combat gear plus backpack, thieves' tools, soap, 300 gp

Description You see a female halfling wearing a mithral shirt and a darkwood buckler, wielding a short sword.

Sources *least crystal of return* (Magic Item Compendium)

MORLOCK

CR 4

Male gray elf wizard 4

CE Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Elven

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)

hp 12 (4d4 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +2, **Ref** +5, **Will** +6 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee longsword +1 (1d8 - 1 19-20/x2)

Ranged longbow +5 (1d8 - 1 x 3)

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

Base Atk +2; **Grp** +1

Atk Options Spells, Point Blank Shot, Precise Shot

Combat Gear longsword, longbow, 20 arrows, *bracers of the entangling blast*, *arcane scroll of dissonant chant*

Wizard Spells Prepared (CL 4th):

2nd—*dissonant chant*, *invisibility* x2

1st—*burning hands*, *mage armor*, *magic missile*, *ray of enfeeblement*

0—*acid splash*, *daze* x2, *ray of frost*

† Already cast

Abilities Str 8, Dex 16, Con 11, Int 18, Wis 12, Cha 8

SQ Elf Racial Traits, Summon Familiar

Feats Scribe Scroll, Point Blank Shot, Precise Shot

Skills Concentration +7, Decipher Script +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (planes) +11, Spellcraft +13,

Possessions combat gear plus spell component pouch, backpack, spellbook, +1 *cloak of resistance*, 37 gp

Spellbook spells prepared plus 0—*detect magic*, *mage hand*, *read magic*

1st—*color spray*, *disguise self*

2nd—*flaming sphere*, *glitterdust*, *scorching ray*

Description You see a slender elf nearly as tall as a human, with pale skin, dark hair, and pointed ears.

Sources *bracers of the entangling blast* (Magic Item Compendium), *dissonant chant* (Spell Compendium)

APPENDIX 2 – APL 8

ENCOUNTER 4

LIGHTNING BOLT TRAP CR 6

Description automatic reset

Search DC 28; **Type** magic device

Trigger touch (*alarm*)

Effect *lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save for half damage

Duration instantaneous

Disarm 28

Dispel 21

ENCOUNTER 6

WIDE-MOUTH PIT TRAP CR 8

Description manual reset; multiple targets (all targets within a 10-ft.-by-10-ft. area)

Search DC 28; **Type** mechanical

Trigger location

Effect DC 25 Reflex save avoids; 100 ft. deep (10d6, fall)

Disarm 25

PRISMATIC SPRAY TRAP CR 8

Description automatic reset

Search DC 32; **Type** magic device

Trigger proximity (*alarm*)

Effect *prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect

Duration instantaneous

Disarm 32

Dispel 24

ENCOUNTER 7

KORGAN CR 6

Male human (Flan) fighter 6

NE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 59 (6d10 + 12 + 6 HD);

Resist ; **SR** none

Fort +7, **Ref** +3, **Will** +3

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

Melee (two-handed) +1 *great falchion* +11 (1d12 + 7 18-20/x2) and (two-handed) +1 *great falchion* +6 (1d12 + 7 18-20/x2)

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

Base Atk +6/+1; **Grp** +9/+4

Atk Options Power Attack, Improved Sunder, Cleave, Power Critical (great falchion)

Combat Gear +1 *great falchion*, +1 *full plate*, *potion of protection from good*, *potion of shield of faith* +2, *least crystal of lifekeeping*

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

Feats Exotic Weapon Proficiency (great falchion), Power Attack, Weapon Focus (great falchion), Improved Sunder, Cleave, Power Critical (great falchion) Weapon Specialization (great falchion), Improved Toughness

Skills Climb -1, Handle Animal +6, Intimidate +8, Jump +6, Ride +4, Swim -6,

Possessions combat gear plus backpack, 248 gp

Description You see a Flan human male in full plate armor wielding a great falchion sword two-handed.

Sources Great falchion (Sandstorm), Power Critical, Improved Toughness (Complete Warrior), *least crystal of lifekeeping* (Magic Item Compendium)

REKLEN CR 6

Male wood elf fighter 6

NE Medium humanoid (elf)

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

Languages Common, Sylvan

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 armor)

hp 45 (6d10 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +5, **Ref** +6, **Will** +2 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee masterwork longsword +10 (1d8 + 3 19-20/x2) and masterwork longsword +5 (1d8 + 3 19-20/x2)

Ranged +1 *composite longbow* (Str +3) +12 (1d8 + 6 x3) and +1 *composite longbow* (Str +3) +7 (1d8 + 6 x3)

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

Base Atk +6/+1; **Grp** +9/+4

Atk Options Point Blank Shot, Defensive Archery, Precise Shot, Rapid Shot, Manyshot

Combat Gear +1 *composite longbow* (Str +3), 40 arrows, masterwork longsword, +1 *mithral shirt*, *potion of protection from good*, *potion of shield of faith* +2, *potion of cure light wounds*, *potion of pass without trace*

Abilities Str 16, Dex 18, Con 11, Int 10, Wis 10, Cha 8

SQ Elf Racial Traits

Feats Point Blank Shot, Defensive Archery, Weapon Focus (composite longbow), Precise Shot, Weapon Specialization (composite longbow, Rapid Shot, Manyshot)

Skills Climb +5, Handle Animal +3, Intimidate +0, Jump +9, Ride +8, Swim +4

Possessions combat gear plus backpack, 281 gp

Description You see a robust elf with coppery-red hair wearing a mithral shirt and wielding a composite longbow.

Sources Defensive Archery (Races of the Wild)

MARIA

CR 6

Female halfling rogue 5/assassin 1

CE Small humanoid (halfling)

Init +8; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 20, touch 15, flat-footed 20 (Uncanny Dodge)

(+1 size, +4 Dex, +4 armor, +1 shield)

hp 32 (6d6 +6 HD)

Resist ; **SR** none

Fort +3, **Ref** +11, **Will** +2 (+2 bonus against fear)

Speed 20 ft. in +1 *mithral chain* (4 squares), base movement 20 ft.

Melee +1 *short sword* +7 (1d4 + 2 19-20/x2)

Ranged sling +9 (1d3 + 1 x2)

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

Base Atk +3; **Grp** +0

Atk Options Sneak Attack +4d6, Dodge, Death Attack, Spells

Combat Gear +1 *short sword*, sling, 20 sling bullets, +1 *mithral shirt*, darkwood buckler, *least crystal of return*

Assassin Spells Known (CL 1st):

1st (1/day)—*obscuring mist*, *true strike*

‡ Already cast

Abilities Str 12, Dex 18, Con 13, Int 12, Wis 10, Cha 8

SQ Halfling Racial Traits, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison Use

Feats Improved Initiative, Weapon Focus (short sword), Dodge

Skills Appraise +2, Balance +11, Bluff +0, Climb +2, Decipher Script +2, Diplomacy +0, Disable Device +2, Disguise +3, Escape Artist +7, Forgery +2, Gather Information +0, Hide +15, Intimidate +0, Jump +10, Knowledge (local, Sheldomar Valley) +2, Listen +3, Move Silently +13, Open Lock +5, Search +2, Sense Motive +9, Sleight of Hand +3, Spot +1, Swim +0, Tumble +13, Use Magic Device +0, Use Rope +5

Possessions combat gear plus backpack, thieves' tools, soap, spell component pouch, 637 gp

Description You see a female halfling wearing a mithral shirt and a darkwood buckler, wielding a short sword.

Sources *least crystal of return* (Magic Item Compendium)

MORLOCK

CR 6

Male gray elf wizard 6

CE Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Elven

AC 18, touch 14, flat-footed 15

(+3 Dex, +4 armor, +1 deflection)

hp 18 (6d4 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +3, **Ref** +6, **Will** +7 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee longsword +2 (1d8 - 1 19-20/x2)

Ranged longbow +6 (1d8 - 1 x 3)

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

Base Atk +3; **Grp** +2

Atk Options Spells, Point Blank Shot, Precise Shot, Spell Focus (Conjuration), Spell Focus (Transmutation)

Combat Gear longsword, longbow, 20 arrows, *bracers of the entangling blast*, *arcane scroll of dissonant chant*, +1 *ring of protection*, 2 *potions of cure light wounds*

Wizard Spells Prepared (CL 6th):

3rd—*haste*, ‡ *protection from energy (fire)*, *slow*

2nd—*dissonant chant*, *glitterdust*, ‡ *invisibility x2*

1st—*burning hands*, ‡ *mage armor*, *magic missile*, *ray of enfeeblement*

0—*acid splash*, *daze x2*, *ray of frost*

‡ Already cast

Abilities Str 8, Dex 16, Con 11, Int 18, Wis 12, Cha 8

SQ Elf Racial Traits, Summon Familiar

Feats Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (Conjuration), Spell Focus (Transmutation)

Skills Concentration +9, Decipher Script +13, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (planes) +13, Spellcraft +15,

Possessions combat gear plus spell component pouch, backpack, spellbook, +1 *cloak of resistance*, 237 gp

Spellbook spells prepared plus 0—*detect magic*, *mage hand*, *read magic*

1st—*color spray*, *disguise self*, *enlarge person*, *magic weapon*, *obscuring mist*

2nd—*cat's grace*, *darkvision*, *flaming sphere*, *Melf's acid arrow*, *scorching ray*

3rd—*fireball*, *fly*, *Leomund's tiny hut*

Description You see a slender elf nearly as tall as a human, with pale skin, dark hair, and pointed ears.

Sources *bracers of the entangling blast* (Magic Item Compendium), *dissonant chant* (Spell Compendium)

APPENDIX 3 – APL 10

ENCOUNTER 3

ADVANCED DISPLACER BEAST CR 6

LE Huge magical beast

Init +2; **Senses** Listen +7, Spot +7

Languages Common

AC 15, touch 10, flat-footed 13

(-2 size, +2 Dex, +5 natural)

Miss Chance 50%

hp 117 (12d10 + 36 HD);

Resist ; **SR** none

Fort +13, **Ref** +12, **Will** +5

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

Melee 2 tentacles +15 (1d6 + 5) and bite +10 (1d8 + 3)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +12; **Grp** +25

Abilities Str 20, Dex 15, Con 16, Int 5, Wis 12, Cha 8

SQ Darkvision 60 ft., Displacement, Low-Light Vision, Resistance to Ranged Attacks

Feats Alertness, Dodge, Stealthy, Power Attack

Skills Hide +10, Listen +7, Move Silently +7, Spot +5,

Displacement (Su) A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but see *invisibility* has no effect.

Resistance to Ranged Attacks (Su) A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Description This creature looks like an emaciated panther, with blue-black fur, six legs, and a body that is nothing but muscle and bone. A pair of tentacles sprout from its shoulders and end in horny-ridged pads.

ENCOUNTER 4

LIGHTNING BOLT TRAP CR 6

Description automatic reset

Search DC 28; **Type** magic device

Trigger touch (*alarm*)

Effect *lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save for half damage

Duration instantaneous

Disarm 28

Dispel 21

ENCOUNTER 6

WIDE-MOUTH PIT TRAP CR 9

Description manual reset; multiple targets (all targets within a 10-ft.-by-10-ft. area)

Search DC 29; **Type** mechanical

Trigger location

Effect DC 30 Reflex save avoids; 100 ft. deep (10d6, fall)

Disarm 25

HEIGHTENED PRISMATIC SPRAY TRAP CR 9

Description automatic reset

Search DC 33; **Type** magic device

Trigger proximity (*alarm*)

Effect *prismatic spray*, 15th-level wizard, DC 22 Reflex, Fortitude, or Will save, depending on effect

Duration instantaneous

Disarm 33

Dispel 26

ENCOUNTER 7

KORGAN CR 8

Male human (Flan) fighter 8

NE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 78 (8d10 + 16 + 8 HD);

Resist ; **SR** none

Fort +8, **Ref** +3, **Will** +4

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

Melee (two-handed)+1 *great falchion* +14 (1d12 + 9 15-20/x2) and (two-handed) +1 *great falchion* +9 (1d12 + 9 15-20/x2)

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

Base Atk +8/+3; **Grp** +12/+7

Atk Options Power Attack, Improved Sunder, Cleave, Power Critical (great falchion), Improved Critical (great falchion)

Combat Gear +1 *great falchion*, +1 *full plate*, *potion of protection from good*, *potion of shield of faith* +2, *least crystal of lifekeeping*, *gauntlets of ogre power*

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 14, Cha 8

Feats Exotic Weapon Proficiency (great falchion), Power Attack, Weapon Focus (great falchion), Improved Sunder, Cleave, Power Critical (great falchion) Weapon Specialization (great falchion), Improved Toughness, Improved Critical (great falchion)

Skills Climb +0, Handle Animal +7, Intimidate +10, Jump +10, Ride +4, Swim -5,

Possessions combat gear plus backpack, 48 gp

Description You see a Flan human male in full plate armor wielding a great falchion sword two-handed.

Sources Great falchion (Sandstorm), Power Critical, Improved Toughness (Complete Warrior), *least crystal of lifekeeping* (Magic Item Compendium)

REKLEN**CR 8**

Male wood elf fighter 8
 NE Medium humanoid (elf)
Init +4; **Senses** Listen +2, Spot +2
Languages Common, Sylvan

AC 20, touch 15, flat-footed 15
 (+5 Dex, +5 armor)

hp 66 (8d10 + 8 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +7, **Ref** +7, **Will** +2 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee masterwork longsword +12 (1d8 + 3 19-20/x2) and masterwork longsword +7 (1d8 + 3 19-20/x2)

Ranged +1 *composite longbow* (Str +3) +16 (1d8 + 6 x3) and +1 *composite longbow* (Str +3) +11 (1d8 + 6 x3)

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

Base Atk +8/+3; **Grp** +11/+6

Atk Options Point Blank Shot, Defensive Archery, Precise Shot, Rapid Shot, Manyshot

Combat Gear +1 *composite longbow* (Str +3), 40 arrows, masterwork longsword, +1 *mithral shirt*, *potion of protection from good*, *potion of shield of faith* +2, *potion of cure light wounds*, *potion of pass without trace*, +2 *gloves of dexterity*

Abilities Str 16, Dex 20, Con 12, Int 10, Wis 10, Cha 6

SQ Elf Racial Traits

Feats Point Blank Shot, Defensive Archery, Weapon Focus (composite longbow), Precise Shot, Weapon Specialization (composite longbow, Rapid Shot, Manyshot, Greater Weapon Focus (composite longbow))

Skills Climb +5, Handle Animal +3, Intimidate +0, Jump +13, Ride +9, Swim +4

Possessions combat gear plus backpack, 81 gp

Description You see a robust elf with coppery-red hair wearing a mithral shirt and wielding a composite longbow.

Sources Defensive Archery (Races of the Wild)

MARIA**CR 8**

Female halfling rogue 5/assassin 3
 CE Small humanoid (halfling)
Init +8; **Senses** Listen +3, Spot +1
Languages Common, Halfling

AC 20, touch 15, flat-footed 20 (Uncanny Dodge)
 (+1 size, +4 Dex, +4 armor, +1 shield)

hp 48 (8d6 +16 HD)

Resist ; **SR** none

Fort +5 (+1 against poison), **Ref** +12, **Will** +3 (+2 bonus against fear)

Speed 20 ft. in +1 *mithral chain* (4 squares), base movement 20 ft.

Melee +1 *short sword* +10 (1d4 + 3 19-20/x2)

Ranged sling +11 (1d3 + 2 x2)

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

Base Atk +5; **Grp** +3

Atk Options Sneak Attack +5d6, Dodge, Death Attack, Spells

Combat Gear +1 *short sword*, sling, 20 sling bullets, +1 *mithral shirt*, darkwood buckler, *least crystal of return*, *gauntlets of ogre power*

Assassin Spells Known (CL 3rd):

1st (3/day)—*jump*, *obscuring mist*, *true strike*

‡ Already cast

Abilities Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8

SQ Halfling Racial Traits, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison Use, Spells, Improved Uncanny Dodge

Feats Improved Initiative, Weapon Focus (short sword), Dodge

Skills Appraise +2, Balance +11, Bluff +0, Climb +2, Decipher Script +2, Diplomacy +0, Disable Device +2, Disguise +3, Escape Artist +9, Forgery +2, Gather Information +0, Hide +17, Intimidate +0, Jump +10, Knowledge (local, Sheldomar Valley) +2, Listen +3, Move Silently +15, Open Lock +5, Search +2, Sense Motive +11, Sleight of Hand +3, Spot +1, Swim -2, Tumble +15, Use Magic Device +0, Use Rope +5

Possessions combat gear plus backpack, thieves' tools, soap, spell component pouch, 137 gp

Description You see a female halfling wearing a mithral shirt and a darkwood buckler, wielding a short sword.

Sources *least crystal of return* (Magic Item Compendium)

MORLOCK**CR 8**

Male gray elf wizard 8

CE Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Elven

AC 18, touch 14, flat-footed 15
 (+3 Dex, +4 armor, +1 deflection)

hp 30 (8d4 + 8 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +4, **Ref** +6, **Will** +8 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee longsword +3 (1d8 - 1 19-20/x2)

Ranged longbow +7 (1d8 - 1 x 3)

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

Base Atk +4; **Grp** +3

Atk Options Spells, Point Blank Shot, Precise Shot, Spell Focus (Conjuration), Spell Focus (Transmutation), +2 *headband of intellect*

Combat Gear longsword, longbow, 20 arrows, *bracers of the entangling blast*, *arcane scroll of dissonant chant*, +1 *ring of protection*, 2 *potions of cure light wounds*

Wizard Spells Prepared (CL 8th):

4th—*enervation*, ‡ *greater invisibility*, *phantasmal killer*

3rd—‡ *fly*, *haste*, ‡ *protection from energy (fire)*, *slow*

2nd—*dissonant chant*, *glitterdust*, † *invisibility*,
scorching ray

1st—*burning hands*, † *mage armor*, *magic missile*,
obscuring mist, *ray of enfeeblement*

0—*acid splash*, *daze x2*, *ray of frost*

† Already cast

Abilities Str 8, Dex 16, Con 12, Int 20, Wis 12, Cha 8

SQ Elf Racial Traits, Summon Familiar

Feats Scribe Scroll, Point Blank Shot, Precise Shot,
Spell Focus (Conjuration), Spell Focus
(Transmutation)

Skills Concentration +12, Decipher Script +15,
Knowledge (arcana) +15, Knowledge (history) +15,
Knowledge (local, Sheldomar Valley) +6, Knowledge
(planes) +15, Spellcraft +17,

Possessions combat gear plus spell component pouch,
backpack, spellbook, +1 *cloak of resistance*, 37 gp

Spellbook spells prepared plus 0—*detect magic*, *mage
hand*, *read magic*

1st—*color spray*, *disguise self*, *enlarge person*, *magic
weapon*, *obscuring mist*

2nd—*bear's endurance*, *cat's grace*, *darkvision*,
flaming sphere, *Melf's acid arrow*

3rd—*fireball*, *fly*, *Leomund's tiny hut*

4th—*confusion*, *enervation*, *dimension door*, *greater
invisibility*, *phantasmal killer*

Description You see a slender elf nearly as tall as a
human, with pale skin, dark hair, and pointed ears.

Sources *bracers of the entangling blast* (Magic Item
Compendium), *dissonant chant* (Spell Compendium)

APPENDIX 4 – APL 12

ENCOUNTER 3

EVOLVED DISPLACER BEAST CR 6

LE Huge magical beast

Init +2; **Senses** Listen +13, Spot +7

Languages Common

AC 15, touch 10, flat-footed 13

(-2 size, +2 Dex, +5 natural)

Miss Chance 50%

hp 176 (18d10 + 54 HD);

Resist ; **SR** none

Fort +15, **Ref** +12, **Will** +5

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

Melee 2 tentacles +23 (1d6 +7) and bite +18 (1d8 + 5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +12; **Grp** +26

Abilities Str 22, Dex 15, Con 16, Int 5, Wis 12, Cha 8

SQ Darkvision 60 ft., Displacement, Low-Light Vision, Resistance to Ranged Attacks

Feats Alertness, Dodge, Stealthy, Power Attack

Skills Hide +12, Listen +13, Move Silently +9, Spot +7,

Displacement (Su) A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but see *invisibility* has no effect.

Resistance to Ranged Attacks (Su) A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Description This creature looks like an emaciated panther, with blue-black fur, six legs, and a body that is nothing but muscle and bone. A pair of tentacles sprout from its shoulders and end in horny-ridged pads.

ENCOUNTER 4

MAXIMIZED LIGHTNING BOLT TRAP CR 10

Description automatic reset

Search DC 28; **Type** magic device

Trigger touch (*alarm*)

Effect *lightning bolt*, 10th-level wizard, 60 points electricity, DC 14 Reflex save for half damage

Duration instantaneous

Disarm 28

Dispel 21

ENCOUNTER 6

WIDE-MOUTH PIT TRAP CR 10

Description manual reset; multiple targets (all targets within a 10-ft.-by-10-ft. area)

Search DC 30; **Type** mechanical

Trigger location

Effect DC 30 Reflex save avoids; 100 ft. deep (10d6, fall)

Disarm 25

HEIGHTENED PRISMATIC SPRAY TRAP CR 10

Description automatic reset

Search DC 34; **Type** magic device

Trigger proximity (*alarm*)

Effect *prismatic spray*, 17th-level wizard, DC 23 Reflex, Fortitude, or Will save, depending on effect

Duration instantaneous

Disarm 34

Dispel 28

ENCOUNTER 7

KORGAN CR 10

Male human (Flan) fighter 10

NE Medium humanoid (human)

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

Languages Common

AC 21, touch 11, flat-footed 20

(+1 Dex, +10 armor)

hp 98 (10d10 + 20 + 10 HD);

Resist ; **SR** none

Fort +9, **Ref** +4, **Will** +5

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

Melee (two-handed)+1 *great falchion* +17 (1d12 + 9 +1 acid 15-20/x2) and (two-handed) +1 *great falchion* +12 (1d12 + 9 + 1 acid 15-20/x2)

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

Base Atk +10/+5; **Grp** +14/+9

Atk Options Power Attack, Improved Sunder, Cleave, Power Critical (great falchion), Improved Critical (great falchion), Great Cleave

Combat Gear +1 *great falchion*, +2 *full plate*, *potion of protection from good*, *potion of shield of faith* +2, *least crystal of lifekeeping*, *gauntlets of ogre power*, *belt of growth*, *least crystal of energy (acid) assault*

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 14, Cha 8

Feats Exotic Weapon Proficiency (great falchion), Power Attack, Weapon Focus (great falchion), Improved Sunder, Cleave, Power Critical (great falchion) Weapon Specialization (great falchion), Improved Toughness, Improved Critical (great falchion), Great Cleave, Greater Weapon Focus (great falchion)

Skills Climb +0, Handle Animal +9, Intimidate +12, Jump +12, Ride +4, Swim -5,

Possessions combat gear plus backpack, 48 gp

Description You see a Flan human male in full plate armor wielding a great falchion sword two-handed.

Sources Great falchion (Sandstorm), Power Critical, Improved Toughness (Complete Warrior), *least*

crystal of lifekeeping, belt of growth, least crystal of energy (acid) assault (Magic Item Compendium)

REKLEN

CR 10

Male wood elf fighter 10

NE Medium humanoid (elf)

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

Languages Common, Sylvan

AC 20, touch 15, flat-footed 15
(+5 Dex, +5 armor)

hp 83 (10d10 + 10 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +8, **Ref** +8, **Will** +3 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.

Melee masterwork longsword +14 (1d8 + 3 19-20/x2) and masterwork longsword +9 (1d8 + 3 19-20/x2)

Ranged +1 *frost composite longbow* (Str +3) +18 (1d8 + 6 + 1d6 cold + 1 acid 19-20/x3) and +1 *frost composite longbow* (Str +3) +13 (1d8 + 6 + 1d6 cold + 1 acid 19-20/x3)

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

Base Atk +10/+5; **Grp** +13/+8

Atk Options Point Blank Shot, Defensive Archery, Precise Shot, Rapid Shot, Manyshot, Improved Critical (composite longbow), Improved Rapid Shot

Combat Gear +1 *frost composite longbow* (Str +3), 40 arrows, masterwork longsword, +1 *mithral shirt*, *potion of protection from good*, *potion of shield of faith* +2, *potion of cure light wounds*, *potion of pass without trace*, +2 *gloves of dexterity*, *least crystal of energy (acid) assault*

Abilities Str 16, Dex 20, Con 12, Int 10, Wis 10, Cha 6

SQ Elf Racial Traits

Feats Point Blank Shot, Defensive Archery, Weapon Focus (composite longbow), Precise Shot, Weapon Specialization (composite longbow, Rapid Shot, Manyshot, Greater Weapon Focus (composite longbow), Improved Critical (composite longbow), Improved Rapid Shot

Skills Climb +5, Handle Animal +3, Intimidate +0, Jump +13, Ride +9, Swim +4

Possessions combat gear plus backpack, 81 gp

Description You see a robust elf with coppery-red hair wearing a mithral shirt and wielding a composite longbow.

Sources Defensive Archery (Races of the Wild), Improved Rapid Shot (Complete Warrior), *least crystal of energy (acid) assault* (Magic Item Compendium)

MARIA

CR 10

Female halfling rogue 5/assassin 5

CE Small humanoid (halfling)

Init +8; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 20, touch 15, flat-footed 20 (Uncanny Dodge)
(+1 size, +4 Dex, +4 armor, +1 shield)

hp 60 (10d6 +20 HD)

Resist ; **SR** none

Fort +5 (+2 against poison), **Ref** +13, **Will** +3 (+2 bonus against fear)

Speed 20 ft. in +1 *mithral chain* (4 squares), base movement 20 ft.

Melee +1 *corrosive short sword* +11 (1d4 + 3 + 1d6 acid 19-20/x2) and +1 *corrosive short sword* +6 (1d4 + 3 + 1d6 acid 19-20/x2)

Ranged sling +12 (1d3 + 2 x2) and sling +7 (1d3 + 2 x2)

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

Base Atk +6/+1; **Grp** +4/-1

Atk Options Sneak Attack +6d6, Dodge, Death Attack, Spells

Combat Gear +1 *corrosive short sword*, sling, 20 sling bullets, +1 *mithral shirt*, darkwood buckler, *least crystal of return*, *gauntlets of ogre power*

Assassin Spells Known (CL 5th):

2nd (2/day)—*darkness*, *invisibility*, *spider climb*

1st (4/day)—*disguise self*, *jump*, *obscuring mist*, *true strike*

‡ Already cast

Abilities Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8

SQ Halfling Racial Traits, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison Use, Spells, Improved Uncanny Dodge

Feats Improved Initiative, Weapon Focus (short sword), Dodge, Mobility

Skills Appraise +2, Balance +11, Bluff +0, Climb +2, Decipher Script +2, Diplomacy +0, Disable Device +2, Disguise +3, Escape Artist +11, Forgery +2, Gather Information +0, Hide +19, Intimidate +0, Jump +10, Knowledge (local, Sheldomar Valley) +2, Listen +3, Move Silently +17, Open Lock +5, Search +2, Sense Motive +13, Sleight of Hand +3, Spot +1, Swim -2, Tumble +17, Use Magic Device +0, Use Rope +5

Possessions combat gear plus backpack, thieves' tools, soap, spell component pouch, *restful crystal*, 237 gp

Description You see a female halfling wearing a mithral shirt and a darkwood buckler, wielding a short sword.

Sources *least crystal of return*, *corrosive*, *restful crystal* (Magic Item Compendium)

MORLOCK

CR 10

Male gray elf wizard 10

CE Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Elven

AC 19, touch 15, flat-footed 16
(+3 Dex, +4 armor, +2 deflection)

hp 38 (10d4 + 10 HD)

Immune magic sleep effects

Resist ; **SR** none

Fort +5, **Ref** +7, **Will** +9 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee longsword +4 (1d8 – 1 19-20/x2)

Ranged longbow +8 (1d8 - 1 x 3)

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

Base Atk +5; **Grp** +4

Atk Options Spells, Point Blank Shot, Precise Shot, Spell Focus (Conjuration), Spell Focus (Transmutation), +2 *headband of intellect*, Spell Focus (Illusion), Spell Focus (Evocation)

Combat Gear longsword, longbow, 20 arrows, *bracers of the entangling blast*, *arcane scroll of dissonant chant*, +2 *ring of protection*, 2 *potions of cure light wounds*

Wizard Spells Prepared (CL 10th):

5th—*baleful polymorph* x2, *magic jar*

4th—*enervation*, † *greater invisibility* x2, *phantasmal killer*

3rd—† *fly*, *haste*, † *protection from energy (fire)*, *slow*

2nd—*dissonant chant*, *flaming sphere*, *glitterdust*, *scorching ray* x2

1st—*burning hands*, † *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement*

0—*acid splash*, *daze* x2, *ray of frost*

† Already cast

Abilities Str 8, Dex 16, Con 12, Int 20, Wis 12, Cha 8

SQ Elf Racial Traits, Summon Familiar

Feats Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (Conjuration), Spell Focus (Transmutation), Spell Focus (Illusion), Spell Focus (Evocation)

Skills Concentration +14, Decipher Script +17, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local, Sheldomar Valley) +8, Knowledge (planes) +17, Spellcraft +19

Possessions combat gear plus spell component pouch, backpack, spellbook, +1 *cloak of resistance*, 100 gp gem, 537 gp

Spellbook spells prepared plus 0—*detect magic*, *mage hand*, *read magic*

1st—*color spray*, *disguise self*, *enlarge person*, *magic weapon*, *obscuring mist*

2nd—*bear's endurance*, *cat's grace*, *darkvision*, *Melf's acid arrow*

3rd—*fireball*, *fly*, *Leomund's tiny hut*

4th—*confusion*, *enervation*, *dimension door*, *greater invisibility*, *phantasmal killer*

5th—*cloudkill*, *cone of cold*, *magic jar*, *wall of force*

Description You see a slender elf nearly as tall as a human, with pale skin, dark hair, and pointed ears.

Sources *bracers of the entangling blast* (Magic Item Compendium), *dissonant chant* (Spell Compendium)

APPENDIX 5 – APL 14

ENCOUNTER 3

EVOLVED DISPLACER BEAST CR 6

LE Huge magical beast

Init +2; **Senses** Listen +13, Spot +7

Languages Common

AC 15, touch 10, flat-footed 13
(-2 size, +2 Dex, +5 natural)

Miss Chance 50%

hp 176 (18d10 + 54 HD);

Resist ; **SR** none

Fort +15, **Ref** +12, **Will** +5

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

Melee 2 tentacles +23 (1d6 +7) and bite +18 (1d8 + 5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +12; **Grp** +26

Abilities Str 22, Dex 15, Con 16, Int 5, Wis 12, Cha 8

SQ Darkvision 60 ft., Displacement, Low-Light Vision, Resistance to Ranged Attacks

Feats Alertness, Dodge, Stealthy, Power Attack

Skills Hide +12, Listen +13, Move Silently +9, Spot +7,

Displacement (Su) A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but see *invisibility* has no effect.

Resistance to Ranged Attacks (Su) A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Description This creature looks like an emaciated panther, with blue-black fur, six legs, and a body that is nothing but muscle and bone. A pair of tentacles sprout from its shoulders and end in horny-ridged pads.

ENCOUNTER 4

MAXIMIZED LIGHTNING BOLT TRAP CR 10

Description automatic reset

Search DC 28; **Type** magic device

Trigger touch (*alarm*)

Effect *lightning bolt*, 10th-level wizard, 60 points electricity, DC 14 Reflex save for half damage

Duration instantaneous

Disarm 28

Dispel 21

ENCOUNTER 6

WIDE-MOUTH PIT TRAP CR 9

Description manual reset; multiple targets (all targets within a 10-ft.-by-10-ft. area)

Search DC 29; **Type** mechanical

Trigger location

Effect DC 30 Reflex save avoids; 100 ft. deep (10d6, fall)

Disarm 25

INCENDIARY CLOUD TRAP CR 9

Description automatic reset

Search DC 33; **Type** magic device

Trigger proximity (*alarm*)

Effect *incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save for half damage

Disarm 33

Dispel 26

HEIGHTENED PRISMATIC SPRAY TRAP CR 9

Description automatic reset

Search DC 33; **Type** magic device

Trigger proximity (*alarm*)

Effect *prismatic spray*, 15th-level wizard, DC 22 Reflex, Fortitude, or Will save, depending on effect

Duration instantaneous

Disarm 33

Dispel 26

ENCOUNTER 7

KORGAN CR 12

Male human (Flan) fighter 12

NE Medium humanoid (human)

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

Languages Common

AC 24, touch 11, flat-footed 23

(+1 Dex, +10 armor, +3 shield)

hp 117 (12d10 + 24 + 12 HD);

Resist ; **SR** none

Fort +11, **Ref** +6, **Will** +7

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

Melee (two-handed)+1 *great falchion* +19 (1d12 + 11 + 1 acid 15-20/x2) and (two-handed) +1 *great falchion* +14 (1d12 + 11 + 1 acid 15-20/x2) and (two-handed) +1 *great falchion* +9 (1d12 + 11 + 1 acid 15-20/x2)

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

Base Atk +12/+7/+2; **Grp** +16/+11/+6

Atk Options Power Attack, Improved Sunder, Cleave, Power Critical (great falchion), Improved Critical (great falchion), Great Cleave, Combat Reflexes

Combat Gear +1 *great falchion*, +2 *full plate*, *potion of protection from good*, *potion of shield of faith* +2, *least crystal of lifekeeping*, *gauntlets of ogre power*, *belt of growth*, *least crystal of energy (acid) assault*, +1 *animated heavy steel shield*, +1 *cloak of resistance*, *armband of elusive action*

Abilities Str 18, Dex 12, Con 15, Int 10, Wis 14, Cha 8

Feats Exotic Weapon Proficiency (great falchion), Power Attack, Weapon Focus (great falchion), Improved Sunder, Cleave, Power Critical (great falchion) Weapon Specialization (great falchion), Improved Toughness, Improved Critical (great falchion), Great Cleave, Greater Weapon Focus (great falchion), Greater Weapon Specialization (great falchion), Combat Reflexes

Skills Climb +0, Handle Animal +11, Intimidate +14, Jump +13, Ride +4, Swim -5,

Possessions combat gear plus backpack, 48 gp

Description You see a Flan human male in full plate armor wielding a great falchion sword two-handed, with a heavy steel shield floating 2 feet in front of him.

Sources Great falchion (Sandstorm), Power Critical, Improved Toughness (Complete Warrior), *least crystal of lifekeeping*, *belt of growth*, *least crystal of energy (acid) assault*, *armband of elusive action* (Magic Item Compendium)

REKLEN**CR 12**

Male wood elf fighter 12
NE Medium humanoid (elf)
Init +4; **Senses** Listen +2, Spot +2
Languages Common, Sylvan

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 armor)
hp 99 (12d10 + 12 HD)
Immune magic sleep effects
Resist ; **SR** none
Fort +10, **Ref** +10, **Will** +5 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in +1 *mithral shirt* (6 squares), base movement 30 ft.
Melee masterwork longsword +16 (1d8 + 3 19-20/x2) and masterwork longsword +11 (1d8 + 3 19-20/x2) and masterwork longsword +6 (1d8 + 3 19-20/x2)
Ranged +1 *frost bane (humans) composite longbow* (Str +3) +20/+22 against humans (1d8 + 8 + 1d6 cold + 1 acid + 2d6 humans 19-20/x3) and +1 *frost bane (humans) composite longbow* (Str +3) +15/+17 against humans (1d8 + 8 + 1d6 cold + 1 acid + 2d6 humans 19-20/x3) and +1 *frost bane (humans) composite longbow* (Str +3) +10/+12 against humans (1d8 + 8 + 1d6 cold + 1 acid + 2d6 humans 19-20/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12/+7/+2; **Grp** +15/+10/+5
Atk Options Point Blank Shot, Defensive Archery, Precise Shot, Rapid Shot, Manyshot, Improved Critical (composite longbow), Improved Rapid Shot, Power Critical (composite longbow)
Combat Gear +1 *frost bane (humans) composite longbow* (Str +3), 40 arrows, masterwork longsword, +1 *mithral shirt*, *potion of protection from good*, *potion of shield of faith* +2, *potion of cure light wounds*, *potion of pass without trace*, +2 *gloves of dexterity*, *least crystal of energy (acid) assault*, +1 *cloak of resistance*

Abilities Str 17, Dex 20, Con 12, Int 10, Wis 10, Cha 6
SQ Elf Racial Traits

Feats Point Blank Shot, Defensive Archery, Weapon Focus (composite longbow), Precise Shot, Weapon Specialization (composite longbow, Rapid Shot, Manyshot, Greater Weapon Focus (composite longbow), Improved Critical (composite longbow), Improved Rapid Shot, Greater Weapon Specialization (composite longbow), Power Critical (composite longbow)

Skills Climb +5, Handle Animal +3, Intimidate +0, Jump +17, Ride +9, Swim +4

Possessions combat gear plus backpack, 81 gp

Description You see a robust elf with coppery-red hair wearing a mithral shirt and wielding a composite longbow.

Sources Defensive Archery (Races of the Wild), Improved Rapid Shot, Power Critical (Complete Warrior), *least crystal of energy (acid) assault* (Magic Item Compendium)

MARIA**CR 12**

Female halfling rogue 5/assassin 7
CE Small humanoid (halfling)
Init +8; **Senses** Listen +3, Spot +1
Languages Common, Halfling

AC 21, touch 15, flat-footed 21 (Uncanny Dodge) (+1 size, +4 Dex, +4 armor, +2 shield)
hp 72 (12d6 +24 HD)
Resist ; **SR** none
Fort +6 (+3 against poison), **Ref** +14, **Will** +4 (+2 bonus against fear)

Speed 20 ft. in +1 *mithral chain* (4 squares), base movement 20 ft.
Melee +1 *corrosive keen short sword* +13 (1d4 + 3 + 1d6 acid 17-20/x2) and +1 *corrosive keen short sword* +8 (1d4 + 3 +1d6 acid 17-20/x2)
Ranged sling +12 (1d3 + 2 x2) and sling +7 (1d3 + 2 x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8/+3; **Grp** +6/+1
Atk Options Sneak Attack +7d6, Dodge, Death Attack, Spells
Combat Gear +1 *corrosive keen short sword*, sling, 20 sling bullets, +1 *mithral shirt*, +1 *darkwood buckler*, *least crystal of return*, *gauntlets of ogre power*
Assassin Spells Known (CL 7th):
3rd (2/day)—*deeper darkness*, *false life*, *mislead*
2nd (3/day)—*cat's grace*, *darkness*, *invisibility*, *spider climb*
1st (4/day)—*disguise self*, *jump*, *obscuring mist*, *true strike*
‡ Already cast

Abilities Str 14, Dex 18, Con 14, Int 13, Wis 10, Cha 8
SQ Halfling Racial Traits, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison Use, Spells, Improved Uncanny Dodge
Feats Improved Initiative, Weapon Focus (short sword), Dodge, Mobility, Power Critical
Skills Appraise +2, Balance +12, Bluff +0, Climb +3, Decipher Script +2, Diplomacy +0, Disable Device +2, Disguise +3, Escape Artist +14, Forgery +2, Gather Information +0, Hide +22, Intimidate +0, Jump

+11, Knowledge (local, Sheldomar Valley) +2, Listen +3, Move Silently +20, Open Lock +5, Search +2, Sense Motive +15, Sleight of Hand +4, Spot +1, Swim +0, Tumble +20, Use Magic Device +0, Use Rope +5

Possessions combat gear plus backpack, thieves' tools, soap, spell component pouch, *restful crystal*, 237 gp

Description You see a female halfling wearing a mithral shirt and a darkwood buckler, wielding a short sword.

Sources *least crystal of return*, *corrosive*, *restful crystal* (Magic Item Compendium), Power Critical (Complete Warrior)

MORLOCK

CR 12

Male gray elf wizard 12

CE Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Elven

AC 21, touch 15, flat-footed 18

(+3 Dex, +4 armor, +2 shield, +2 deflection)

hp 45 (12d4 + 12 HD)

Immune magic sleep effects

Resist; **SR** none

Fort +7, **Ref** +9, **Will** +11 (+2 bonus against enchantment spells or effects)

Speed 30 ft. in no armor (6 squares), base movement 30 ft.

Melee longsword +5 (1d8 – 1 19-20/x2) and longsword +0 (1d8 – 1 19-20/x2)

Ranged longbow +9 (1d8 - 1 x 3) and longbow +4 (1d8 - 1 x 3)

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

Base Atk +6/+1; **Grp** +5/+0

Atk Options Spells, Point Blank Shot, Precise Shot, Spell Focus (Conjuration), Spell Focus (Transmutation), +2 *headband of intellect*, Spell Focus (Illusion), Spell Focus (Evocation), Spell Focus (Necromancy)

Combat Gear longsword, longbow, 20 arrows, *bracers of the entangling blast*, *arcane scroll of dissonant chant*, +2 *ring of protection*, 2 *potions of cure light wounds*, *ring of force shield*

Wizard Spells Prepared (CL 10th):

6th—*chain lightning*, *flesh to stone*

5th—*baleful polymorph* x3, *magic jar*

4th—*enervation*, † *greater invisibility* x2, *phantasmal killer*

3rd—† *fly*, *haste*, † *protection from energy (fire)*, *slow* x2

2nd—*dissonant chant*, *flaming sphere*, *glitterdust*, *scorching ray* x2

1st—*burning hands*, † *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement*

0—*acid splash*, *daze* x2, *ray of frost*

† Already cast

Abilities Str 9, Dex 16, Con 12, Int 20, Wis 12, Cha 8

SQ Elf Racial Traits, Summon Familiar

Feats Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (Conjuration), Spell Focus

(Transmutation), Spell Focus (Illusion), Spell Focus (Evocation), Spell Focus (Necromancy)

Skills Concentration +16, Decipher Script +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (local, Sheldomar Valley) +10, Knowledge (planes) +19, Spellcraft +21

Possessions combat gear plus spell component pouch, backpack, spellbook, +1 *cloak of resistance*, 100 gp gem, 37 gp

Spellbook spells prepared plus 0—*detect magic*, *mage hand*, *read magic*

1st—*color spray*, *disguise self*, *enlarge person*, *magic weapon*, *obscuring mist*

2nd—*bear's endurance*, *cat's grace*, *darkvision*, *Melf's acid arrow*

3rd—*fireball*, *fly*, *Leomund's tiny hut*

4th—*confusion*, *enervation*, *dimension door*, *greater invisibility*, *phantasmal killer*

5th—*cloudkill*, *cone of cold*, *magic jar*, *wall of force*

6th—*greater heroism*, *mass bear's endurance*

Description You see a slender elf nearly as tall as a human, with pale skin, dark hair, and pointed ears.

Sources *bracers of the entangling blast* (Magic Item Compendium), *dissonant chant* (Spell Compendium)

APPENDIX 6 – ALL APLS

ENCOUNTER 6

CARYATID COLUMN

CR 6

N Medium construct

Init +3; **Senses** Listen -5, Spot -5

AC 22, touch 13, flat-footed 19

(+3 Dex, +9 natural)

hp 60 (6d10 + 20 HD);

Immune Construct Traits

Resist ; **SR** none

Fort +2, **Ref** +5, **Will** -3

Speed 30 ft., base movement 30 ft.

Melee +2 *bastard sword* +12 (two-handed) (1d10 + 9 two-handed) or +2 *bastard sword* +12 (1d10 + 7) and slam +4 (1d4 + 2) or 2 slams +9 (1d4 + 7)

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

Base Atk +4; **Grp** +9

Atk Options Improved Sunder

Abilities Str 20, Dex 16, Con --, Int 6, Wis 1, Cha 1

SQ Break Weapon, Column Form, Construct Traits, Hardness 8, Magic Weapon

Feats Improved Sunder, Power Attack, Weapon Focus (bastard sword)

Skills Diplomacy -3, Sense Motive +4

Break Weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex) When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of

the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action and a caryatid column can change once per round.

Construct Traits A caryatid column is immune to mind-affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Hardness (Ex) Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Description A caryatid column looks like a simple stone pillar until an unwary creature violates the stricture given to the construct by its creator. In the blink of an eye, the caryatid column becomes a silk-draped, beautiful female figure wielding a bastard sword.

Sources Fiend Folio

DM AID: NEW RULES

NEW FEATS

Defensive Archery (*Races of the Wild*)

You can avoid attacks of opportunity when making ranged attacks while threatened.

Prerequisite: Point Blank Shot.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

Special: A fighter may select Defensive Archery as one of his fighter bonus feats.

Improved Rapid Shot (*Complete Warrior*)

You are an expert at firing weapons with exceptional speed.

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

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

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Power Critical (*Complete Warrior*)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

NEW ITEMS

Armband of Elusive Action (Magic Item Compendium)

This solid gold band is polished to a bright shine.

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated (mentally, as an immediate action), the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace* or *evade attack (Complete Psionic, page 89)*; Price 800 gp.

Belt of Growth (Magic Item Compendium)

This thick brass belt looks like it is riddled with cracks. It bends as though it has been stretched out of shape.

When you activate a *belt of growth*, you instantly increase in size (as if affected by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases your size.

A *belt of growth* functions once per day. It is activated by command as a standard action.

Moderate (DC 20) transmutation; CL 10th; Craft Wondrous Item, *enlarge person*; Price 3,000 gp; Weight —.

Bracers of the Entangling Blast (Magic Item Compendium)

Each of these jet black bracers is set with an oval of tiny, ruby-red stones.

Bracers of the entangling blast allow you to reduce the damage dealt by your magic to ensnare those affected by it. When you activate these bracers (by command, as a swift action), the next spell you cast or spell-like ability you use deals only half its normal damage; however, any creature damaged by the spell becomes entangled for 1d3 rounds, taking an additional 1 point of damage per level of the spell each round on your turn. This damage is of the same type as normally dealt by the spell (or your choice if the spell deals more than one type of damage). These bracers have no effect on a spell or spell-like ability that doesn't deal damage.

This ability functions three times per day.

Faint (DC 16) conjuration; CL 3rd; Craft Wondrous Item, *web*; Price 2,000 gp; Weight 1 lb.

Corrosive Weapon Property (Magic Item Compendium)

The surface of this weapon looks dark and pitted, and the blade appears fragile, as if the first blow might break it.

When activated (a standard action by command), a corrosive weapon is sheathed in acid. The acid does not harm you as long as you have the weapon in hand. The effect persists until you speak a second command word. A weapon that has this property deals an extra 1d6 points of acid damage on a successful hit.

Projectile weapons bestow this property upon their ammunition.

Moderate (DC 20) conjuration; CL 10th; Craft Magic Arms and Armor, *acid fog*, *acid storm* (SpC 7), *Melf's acid arrow*, or *storm of vengeance*; Price +1 bonus.

Crystal of Energy (Acid) Assault, Least (Magic Item Compendium)

This crystal seems to contain an incandescent green fluid.

This crystal adds 1 point of energy (acid) damage to the weapon's damage. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon.

Faint (DC 17) evocation; CL 5th; Craft Magic Arms and Armor, *Melf's acid arrow* or *energy bolt* (EPH 100); Price 600 gp; Weight —.

Crystal of Lifekeeping, Least (Magic Item Compendium)

This bright crystal gleams and sparkles in the light.

This augment crystal grants you a +1 competence bonus on saving throws against energy drain attacks, *inflict* spells, death spells, and death effects.

Moderate (DC 18) necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; Price 200 gp; Weight —.

Crystal of Return, Least (Magic Item Compendium)

This crystal is the color of a cloudless sky.

This crystal allows you to draw the weapon to which it is attached as a free action.

Faint (DC 17) transmutation; CL 5th; Craft Magic Arms and Armor, *mage hand*; Price 300 gp; Weight —.

Restful Crystal (Magic Item Compendium)

This silver clasp is decorated with sparkling crystals shaped like stars.

A *restful crystal* is a great boon to any warrior who must stay always at the ready. Sleeping in armor that has this augment crystal attached does not make you fatigued.

Faint (DC 17) enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 500 gp; Weight —.

NEW SPELLS

Dissonant Chant (Spell Compendium)

Abjuration [Sonic]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Area: 100-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: None; see text

Spell Resistance: Yes

Your intricate hand motions slow and then stop even as you begin chanting the arcane words that unlock the spell's power. As you conclude, your disembodied words continue on, growing both in tempo and volume.

You create a distracting and discordant chant. Affected creatures that attempt spellcasting or other activities that require concentration checks must make Concentration checks (DC equal to this spell's DC + the level of the spell being cast).

The DCs of activities that already require Concentration checks, such as casting defensively, increase by 4.

Creatures within the area gain a +4 bonus on saving throws against language-dependent effects.

Slide (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

When you speak the word that activates the spell, the soles of your ally's feet glow yellow as he is lifted slightly off the ground. He slips five feet across the ground, into position to flank his opponent.

You slide the subject creature along the ground a distance of 5 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground. You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

This movement does not provoke an attack of opportunity.

Slide, Greater (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *slide*, except as described above, and you can slide the subject creature 20 feet in a straight line. This movement likewise does not provoke attacks of opportunity.

PLAYER HANDOUT #1 – SCAVANGER HUNT LIST

Get an ancient Suloise cookbook.

Get a live pigeon.

Decrypt the message to get the chalice.

Get a map of the Yeomanry.

Get an exotic beast hide.

PLAYER HANDOUT #2 – MESSAGE

**RWECMW BIFOSTW GHF EMWW. QWHM GKWMW
OKW GWFO GHF RIMQWJ. QCMOK CE OKW VHFFHYW
GKWMW WSYKOWWQ WQOWMWJ HQJ FWDWQCWWQ
LWEO.**

PLAYER HANDOUT #3 – DECRYPTED MESSAGE

Before justice was free. Near where the west was burned. North of the passage where eighteen entered and seventeen left.

PLAYER HANDOUT #4 – MAP OF THE YEOMANRY

