Natural Enemies

A One-Round D&D LIVING GREYHAWK®
Nyrond and Environs Meta-Regional Adventure

Version 1.1

Round 1

by Kathy Ice

Deep in the heart of the forest, evil festers. The Celadon needs your help. Will you answer the call? An adventure for APL 4-16, part two of the Blight series.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

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

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the Celadon Forest, between Nyrond and the Duchy of Urnst. Characters native to Nyrond and Environs pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

Adventure Background

The Celadon Forest is an ancient area that lies within Nyrond and the Duchy of Urnst, but is not claimed by either nation. Mighty oaks and elms grow here, tended by treants, wood elves, and similar creatures. These folk prevent the cutting of any live tree from the forest. Keoghtom's ointment is said to derive from reagents gathered here.

Talerad Endreliir, an elf druid, once lived in the Celadon Forest. He was fairly well-known among the other Celadon residents for his remarkably poor luck with animal companions. Every companion Talerad had seemed to die. Some were killed in bizarre or mysterious accidents; others were simply discovered dead. The loss of so many animal friends made the druid a little wild.

About two years before the adventure begins, Talerad finally decided he'd had enough. In his madness he turned his back on the natural world and became a Blighter. He was contacted and offered a way to bring the pain that was caused to him upon the rest of the forest and he left the area to learn of this magic. About two weeks before the adventure begins, Talerad returned to his native Celadon and created a ritual area of unlife deep within the forest. From this ritual area, a dark plague began to spread through the forest, killing and withering everything in its wake.

Adventure Summary

Introduction: The PCs are contacted by an elf ranger of the Celadon, who hires them to look into the problem.

Encounter One: The party encounters a group of Celadon residents who don't want to see the Celadon's troubles resolved by outsiders. This encounter can be resolved diplomatically or through combat.

Encounter Two: The PCs reach Ehlonna's Diadem, a sacred place within the Celadon, and a group of Celadon residents who are trying to save it. This is a roleplaying encounter where the PCs can get information about the blight and Talerad, and learn of people missing from camp.

Encounter Three: The party enters the blighted area and encounters a treant (or treant ghost) driven mad by the destruction of his beloved forest.

Encounter Four: The party confronts Talerad himself.

Preparation for Play

In addition to the materials listed under "Preparation" (above), it is strongly recommended that you have a copy of *The Complete Divine* from Wizards of the Coast when running this module.

Before play, find out the race of each character, and whether any characters have Celadon or Stalwart Pines backgrounds, or ties to any Celadon or Stalwart Pines meta-orgs. This helps with roleplaying in the introductory encounter.

Introduction

Nellix is a pleasant place, on the border of the Celadon Forest and home to the College of Sages and Sorcery. Your equipment has been repaired and the market here is excellent for upgrades. The local inn has a wonderful variety of drinks, and the food is good and hearty. This morning however, a message arrives for you at the inn where you're staying.

Elf PCs, and any PC belonging to the Stalwart Pines or any Celadon-related meta-org, or those PCs who have played NMR5-01 and received either of the elven clan favors get the following message:

The Celadon is facing a crisis, and now is the time for those who love the forest to rally to her aid. I request that you meet with me tomorrow at two hours past dawn to learn more.

Cordially,

Nyata Levanadir

All other PCs receive the following:

The Celadon is facing a crisis, and despite my better judgment, I find myself forced to rely on your help. Please meet with me tomorrow at two hours past dawn to learn more. Try not to kill any trees on the way.

Nyata Levanadir

Each message also contains directions to the meeting place, a house near the edge of town. A DC 25 Knowledge (local) check reveals that the house is owned by the Stalwart Pines Ranger School and is used as a hostel and for occasional meetings.

If the PCs accept the invitation, read or paraphrase the following:

You arrive at the appointed time and are ushered into a simply-furnished study. There are a few shelves with books, a large wooden desk, and a motley assortment of chairs that clearly have been scavenged from other rooms for this meeting. Seated behind the desk is an elf woman wearing leather armor and a grim expression. The window behind her is open to the damp spring morning.

"Good. You've arrived," she says without preamble. "I am Nyata Levanadir, Ranger of the Celadon. May I have your names?"

Have each player introduce their character and give a brief description.

"Thank you," says Nyata. "We haven't much time, so I'll get right to the point. The Celadon is decaying, from the center outward, and we can do nothing to stop it."

She pauses for a moment to allow that to sink in, then continues. "About two weeks ago, we began to notice that whole sections of the forest were dying. Actually, it was worse than that, because dying is a natural process and this is decidedly unnatural. Trees and plants would shrivel and turn black in a matter of hours.

"It took us some time to map the areas of decay, but about a week ago we realized that this effect, whatever it is, is radiating from a single area deep in the Celadon. We do not know what is causing it and most of our resources are tied up in preventing its further spread or in the patrol of the river to keep it from the Nyrondese. Now we must turn to you."

At this point, it is useful to note that Nyata is an unabashed racist. Elves are the only people she truly sees as equals, and suitable for this mission. Non-elf races with ties to the Celadon or the Stalwart Pines have redeemed themselves somewhat, and half-elves are really more to be pitied, but nobody else is worth spit, and she is not shy about expressing this. If all of the characters have the favor of the elven clans from NMR5-01, she is less harsh and likely will content herself with a few sour looks and skip to the next section of boxed text. A DC 35 Diplomacy check will make her friendly to the party and she will skip all negative comments in the following boxed text. She will show characters of higher level than 10 respect, but still be somewhat doubtful of them. [If by some chance this is an all-elf party, skip the following.]

"I had hoped to find a group made up entirely of suitable adventurers, but time is short and I suppose we will have to make do with what we have."

If there are elves in the party, she will ask them to please try to keep the rest of the adventurers in check.

She continues: "I would like you to travel into the Celadon and find what is causing this blight. You will, of course, be paid for your services. The Celadon needs you. Will you accept?"

Nyata offers 20 x APL in gold for this job. Any attempts to negotiate for more money will be greeted with contempt, and pointed remarks about "mercenaries" and "lesser races."

If the party accepts, read or paraphrase the following.

"Good," she replies. "And thank you. This map will lead you to Ehlonna's Diadem, a sacred spot within the Celadon. It is in the path of the decay, so there is a group of druids and other Celadon residents there doing what they can to save it. With any luck, they will be able to give you more information by the time you get there."

She frowns at you all. "The location of Ehlonna's Diadem is something we would prefer not to share with the world at large. We are allowing you access because our need is great, but I would ask you to respect our wishes and keep the location confidential, both during and after your mission.

"I will be going to Ehlonna's Diadem myself in a day or two, so come and find me there if you are successful. And please hurry. Time is of the essence. Good luck."

If the PCs do not attend the meeting, or refuse the offer, the adventure is over.

Encounter One: Outsiders Go Home!

You leave the city of Nellix and, after a day's journey, arrive at the borders of the Celadon. You enter the

forest and continue on for several days, following the instructions on your map. The spring mornings are still chilly, but most of your days are pleasant, if overcast. You weather a few cloudbursts but are luckily spared any serious drenching. The sounds of the Celadon are your constant companions—the hushed rustling of leaves, the voices of the birds, and the scuttling of small animals darting out of your path.

Have the PCs make a Spot check (DC 20+APL). If any PC makes the check, read or paraphrase the following:

By your best estimates, you are still about six hours' travel away from Ehlonna's Diadem, when something catches your eye. You can just barely make out the shapes of six humanoid figures, concealed off the path (three on either side).

If no PCs make the Spot check read or paraphrase the following:

By your best estimates, you are still about six hours' travel away from Ehlonna's Diadem. Without warning, six humanoid figures step from the shadows on either side of the path, weapons raised.

This is a group of rangers who live in the Celadon forest and are unhappy at the prospect of outsiders being called on for help. This encounter can be resolved diplomatically.

If the PCs are surprised, or if they challenge the rangers hiding beside the path, read or paraphrase the following:

One of the figures steps forward, and you see that it is an elf man wearing a chain shirt and carrying a longbow. Two short swords hang from his belt.

"You aren't wanted here," he says. "The Celadon can take care of its own, and we certainly don't need the help of mercenary adventurers. Leave this place at once."

If the PCs succeed at a DC 25 [APL 4-10] or DC 35 [APL 10-16] Diplomacy check, the rangers will reluctantly allow the party to continue on their way. If the party tries to trick the rangers by saying they'll go back, make a DC 15+APL Sense Motive check opposed by the party's Bluff check. If the rangers sense the party's intentions, they will shadow the PCs and accuse them of lying if and when they turn back towards Ehlonna's Diadem. Then it will require a DC 35 Diplomacy check to continue towards Ehlonna's Diadem. Give bonuses to the Diplomacy check for good roleplaying, the presence of elves in the party, for the elven clan favors in NMR5-01, or mentioning Nyata. If the party fails the check miserably, they may spend one of the elven clan favors from NMR5-01 to continue. If the party agrees to turn back, the adventure ends.

If diplomacy fails and the party does not turn back, the rangers attempt to stop the party and combat begins.

APL 4 (EL 5)

⚔ **Rangers (6):** Male and female elf Rgr1; hp 9; see Appendix One.

APL 6 (EL 7)

⚔ **Rangers (6):** Male and female elf Rgr2; hp 15; see Appendix Two.

APL 8 (EL 9)

⚔ **Rangers (6):** Male and female elf Rgr4; hp 27; see Appendix Three.

APL 10 (EL 11)

⚔ **Rangers (6):** Male and female elf Rgr6; hp 39; see Appendix Four.

APL 12 (EL 13)

⚔ **Rangers (6):** Male and female elf Rgr8; hp 51; see Appendix Five.

APL 14 (EL 15)

⚔ **Rangers (6):** Male and female elf Rgr10; hp 63; see Appendix Six.

APL 16 (EL 17)

⚔ **Rangers (6):** Male and female elf Rgr12; hp 75; see Appendix Seven.

Tactics: These are good-aligned characters whose goal is to stop the PCs, but not necessarily to kill them. They will not coup-de-grace, and will attempt to stabilize fallen foes after the battle. If all the PCs are defeated, they will be placed outside Nellix with all of their equipment intact and townsfolk will rescue them before they succumb to the elements.

Encounter Two: Ehlonna's Diadem

Late that same afternoon, you find yourselves approaching a small hill. Lightly forested along its slopes, the hill is crowned with a grove of rowan and yew trees. The natural sounds of the forest and animals seem to dim to a reverent hush as you approach the hill. Clearly, this is a place apart.

At the base of the hill is an encampment, which bustles with activity in the waning light. There are tents and temporary shelters, but no permanent buildings. A cookfire burns merrily in the center of the camp, and delicious smells waft toward you on the evening air.

As you get closer you can make out the individual people in the camp, mostly elves, going about their business. Many seem to be putting away tools and other gear after a days' work; some seem to be leaving camp to begin work. Near the edge of camp, a group of brown- and green-clad elves are having an animated discussion.

The encampment is quite new, as Celadon residents have responded to the threat of the blight. Those with sharp eyes (DC 20 Spot check or DC 20 Sense Motive) will note that the people here, mostly elves, look tired and drawn. A few seem to be on the brink of complete exhaustion.

There are several NPCs the party can talk to for information. There is no need to have the PCs encounter every single one unless you have the time and the inclination; choose one or two and have the PCs encounter them.

In general, if the PCs decide to "look for somebody who seems to be in charge," they'll be drawn to Emrick, in the center of the group having the discussion. If they decide to investigate the cooking smell, or approach the fire, they'll encounter Hodkin. If they look for somebody who stands out, they're sure to notice Verlarra. If they don't seem interested in talking to anybody, have Blix come up and challenge them. The NPCs know one another, and can direct the PCs to somebody with a particular bit of information, if they're asked.

⚔ **Emrick:** Male wood elf Rgr 8.

If anybody could be said to be in charge of the frenetic activity of the camp, it would be Emrick. He is a good, conscientious person doing his best under trying circumstances, but the hopelessness of the situation is beginning to wear on him. He alternates between hope that the PCs will be able to help, and the fear that Ehlonna's Diadem may be lost forever.

Description: A tired-looking wood elf man wearing studded leather armor. One hand is bandaged.

Emrick has the following information:

- Two female elf rangers are missing from camp. Their names are Kiawyn and Rhanneth. They have been missing for nearly 48 hours now.

- The missing rangers were working on the "firebreak." In an attempt to save Ehlonna's Diadem, the group at the camp is cutting a break in a section of forest between the Diadem and the oncoming plague. There is some hope that the break will keep the plague from spreading, in the same way a firebreak will stop a forest fire. They don't have much hope that it will work, but they had to try something.

- While the others work on the "firebreak," the druids are helping the plants and trees, trying to make them strong enough to withstand the blight. It seems to be working, but not well enough. The plague's advance has been slowed, but not stopped.

- In addition to the missing rangers, there is a treant known to live in this area, who is also unaccounted for.

- At one time there was also an elf druid living in this part of the forest, named Talerad Endreliir. Nobody has seen or heard from him in quite some time.

- Emrick's own injury happened when he was working on the "firebreak." He's had maybe three hours of trance in the last four days, and fatigue has made him careless.

⚜ **Verlarra Galendel:** Female elf Brd 10.

Verlarra has come to observe the struggle first-hand, so she can immortalize it in songs and tales. A "city elf," she is a little out of her element here. She makes a great show of languid, indolent sophistication, but quick eyes (DC 25 Spot check or DC 25 Sense Motive) will note that she looks as tired as everyone else, and her hands have new calluses that have nothing to do with playing an instrument.

Description: This well-dressed elf woman looks decidedly out-of-place in the rustic simplicity of the camp. Her gown is silk; her cloak velvet. Pale, slender hands carry an intricately carved harp.

Verlarra has the following information:

- Two female elf rangers are missing from camp. In an attempt to save Ehlonna's Diadem, the group at the camp is cutting a break in a section of forest between the Diadem and the oncoming plague. There is some hope that the break will keep the plague from spreading, in the same way a firebreak will stop a forest fire. The rangers were last seen working on this "firebreak."

- At one time there was also a druid living in this part of the forest, named Talerad Endreliir. Nobody has seen or heard from him in quite some time.

- Talerad's bad luck with animal companions was something of a local legend. He had several such companions die under mysterious circumstances.

- The type of destruction she has seen here in the Celadon reminds her of tales she has heard of Blighters, though what they're dealing with here seems not quite the same.

⚜ **Hodkin Butterhollow:** Male halfling Exp2.

Hodkin has appointed himself camp cook, and now spends most of his day tending a massive cookfire and turning out enormous quantities of food for the work crews. He's a cheerful sort, but is just a little miffed that the elves are too tired and too worried to do his delicious food much justice. His conversation with the PCs is punctuated by repeated offers to try a little of this or that dish.

Description: A halfling man, red-faced from the cookfire and wrapped in a large apron. He is stirring a pot nearly as big as he is.

Hodkin has the following information:

- Two female elf rangers are missing from camp. Their names are Kiawyn and Rhanneth. Both have good appetites.

- They say there was also a druid living in this part of the forest at one time, named Talerad Endreliir. Nobody has seen or heard from him since this whole thing began.

- This Talerad fellow apparently had really bad luck with animal companions. They kept dying on him.

- The work that the people in the camp have been doing does seem to be slowing down the advance of the plague. They have been unable to stop it, though, which makes everyone too discouraged to eat properly.

⚜ **Blix:** female pixie Drd 6.

Despite her small size, Blix is sharp-tongued and aggressive in defense of her beloved forest. She is not afraid to literally get in people's faces and challenge them---which is likely how the PCs meet her. Of the people in the encampment, Blix is the only one who will express sympathy for the rangers who tried to stop the party on the way in. She isn't sure these interlopers should be here, either.

Description: This tiny, delicate, winged creature would be charming if it weren't for the belligerent expression on her face.

Blix has the following information:

- Two elf rangers are missing from camp.

- In addition to the missing rangers, there is a treant who is also unaccounted for. The treant was assisting the druids in trying to strengthen the forest against the oncoming blight.

- At one time there was also an elf druid living in this part of the forest, named Talerad Endreliir. Nobody has seen or heard from him in quite some time.

- Blix and her fellow druids are doing what they can to halt the advance of the plague, but have so far only been able to slow it. She thinks somebody is spreading the blight on purpose. Probably a human.

Encounter Three: The Treant

About two hours after leaving the encampment at Ehlonna's Diadem, you begin seeing signs of the plague you have heard so much about. The healthy forest gives way to plants that are pale and dry-looking, and before too much longer you see nothing around you but black and withered husks. The smell of decay is everywhere.

A short time later you enter a glade at the foot of a low hill. The first thing that catches your eye is the elven corpse lying facedown in the center of the glade. You barely have time to register the sight when you hear a bellow of rage, and look up to see what appears to be a walking tree striding over the crest of the hill. "Interlopers!" the tree bellows. "Destroyers of trees! Despoilers of the forest! Prepare to meet your end!"

At APL 8 and up, add the following:

You notice that the tree is transparent, and although it is making "walking" movements, it does not appear to touch the ground.

This is the missing treant, driven to madness by the encroaching blight (and at APL 8 and up, dead and returned as a ghost). He is lost to all reason, and is simply trying to kill every non-plant thing he sees. Diplomacy is a lost cause.

APL 4 (EL 6)

⚔ **Treant:** hp 66; see Monster Manual pages 244-245.

At APL 4, the treant flees when reduced to half his hit points.

APL 6 (EL 8)

⚔ **Treant:** hp 66; see Monster Manual pages 244-245.

APL 8 (EL 10)

⚔ **Ghost Treant:** hp 42; see Appendix Three.

APL 10 (EL 12)

⚔ **Ghost Treant Druid:** hp 48; see Appendix Four.

APL 12 (EL 14)

⚔ **Ghost Treant Druid:** hp ; see Appendix Five.

APL 14 (EL 16)

⚔ **Ghost Treant Druid:** hp ; see Appendix Six.

APL 16 (EL 18)

⚔ **Ghost Treant Druid:** hp ; see Appendix Seven.

Development: The corpse in the glade proves to be one of the two missing rangers. A cursory DC 10+APL Search turns up the body of the other ranger lying nearby. Both were killed by the treant.

Treasure: The two dead rangers are each carrying three Goodberries and a small amount of gold.

APL 4: L: 0 gp; C: 6 gp; M: 0 gp

APL 6: L: 0 gp; C: 70 gp; M: 0 gp

APL 8: L: 0 gp; C: 147 gp; M: 0 gp

APL 10: L: 0 gp; C: 252 gp; M: 0 gp

APL 12: L: 0 gp; C: 112 gp; M: 0 gp

APL 14: L: 0 gp; C: 379 gp; M: 0 gp

APL 16: L: 0 gp; C: 339 gp; M: 0 gp

Encounter Four: The Blighter

Shortly after the encounter with the treant, the party comes upon Talerad himself, meditating at the center of the decay. If the PCs state that they are trying to approach quietly, and succeed at a DC 21+APL Move Silently check, then they can surprise the Blighter. Read or paraphrase the following:

Judging from the distance you've traveled, you should be close to the center of the blighted area by now. You are approaching a clearing—or what was probably a clearing, back when the trees were alive. Strange symbols appear to have been drawn on the ground in the clearing. In its center, a humanoid figure is kneeling, apparently lost in meditation. The person does not seem to have heard your approach.

At APL 10 and above, add the following:

Four animal skeletons pace restlessly around the clearing, in contrast to the person in the center—but they do not seem to have seen you either.

If the party does not succeed in moving quietly, Talerad hears their approach and is ready to attack them. Read or paraphrase the following:

Judging from the distance you've traveled, you should be close to the center of the blighted area by now. You are approaching a clearing—or what was probably a clearing, back when the trees were alive. You barely have a moment to register the humanoid figure at the center of the clearing before your party comes under attack.

Roll opposed Spot and Hide checks to determine surprise.

APL 4 (EL 7)

⚔ **Talerad Endreliir:** Male elf Drd 6/Blighter 1; hp 38; see Appendix One.

APL 6 (EL 9)

⚔ **Talerad Endreliir:** Male elf Drd 6/Blighter 3; hp 48; see Appendix Two.

APL 8 (EL 11)

⚔ **Talerad Endreliir:** Male elf Drd 6/Blighter 5; hp 58; see Appendix Three.

APL 10 (EL 13)

⚔ **Talerad Endreliir:** Male elf Drd 6/Rgr 1/Blighter 5; hp 63; see Appendix Four.

⚔ **Dire Badger Skeletons (4):** see *Appendix Four.*

APL 12 (EL 15)

🏹 **Talerad Endreliir:** Male elf Drd 6/Rgr 3/Blighter 5; hp 73; see Appendix Five.

🏹 **Dire Wolf Skeletons (4):** see A*ppendix Five.*

APL 14 (EL 17)

🏹 **Talerad Endreliir:** Male elf Drd 6/Rgr 5/Blighter 5; hp 83; see Appendix Six.

🏹 **Advanced Dire Lion Skeletons (4):** see A*ppendix Six.*

APL 16 (EL 19)

🏹 **Talerad Endreliir:** Male elf Drd 6/Rgr 6/Blighter 6; hp 93; see Appendix Seven.

🏹 **Dire Tiger Skeletons (4):** see A*ppendix Seven.*

Treasure:

Talerad is carrying several magic items (see below) as well as a crumpled scrap of parchment (Talerad's Incantation; details are in the Treasure Summary and on the AR).

APL 4: Loot – 0 gp, Coin – 0 gp, Magic -- +2 *leather armor* (347 gp each), R*ing of Protection* (+1) (167 gp each).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic -- +2 *leather armor* (347 gp each), R*ing of Protection* (+1) (167 gp each), +1 *heavy wooden shield* (96 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic -- +2 *leather armor* (347 gp each), R*ing of Protection* (+1) (167 gp each), +1 *heavy wooden shield* (96 gp each), *periapt of wisdom* (+2) (333 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- +2 *chain shirt* (354 gp each), R*ing of Protection* (+1) (167 gp each), +1 *heavy wooden shield* (96 gp each), *periapt of wisdom* (+2) (333 gp each), +2 *longbow* (698 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic -- +2 *chain shirt* (354 gp each), R*ing of Protection* (+1) (167 gp each), +1 *heavy wooden shield* (96 gp each), *periapt of wisdom* (+4) (1333 gp each), +2 *longbow* (698 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic -- +3 *chain shirt* (771 gp each), *ring of protection* (+3) (1500 gp each), +2 *heavy wooden shield* (346 gp each), *periapt of wisdom* (+4) (1333 gp each), +2 *longbow* (698 gp each), +2 *rapier* (693 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic -- +4 *chain shirt* (1354 gp each), *ring of protection* (+4) (2667 gp each), +3 *heavy wooden shield* (763 gp each), *periapt of wisdom* (+4) (1333 gp each), +3 *longbow* (1531 gp each), +2 *rapier* (693 gp each).

Developments: After defeating Talerad, the party can examine the clearing more closely. Strange symbols have been burned into the ground, in what appears to be a ritual pattern. The clearing detects as both magic and evil.

Allow the PCs sufficient time to satisfy themselves that they have done what they could before continuing to Conclusion A.

Conclusion A: Limited Success

Use this conclusion if the PCs defeated Talerad.

You arrive at the camp at Ehlonna's Diadem just after sunset. By now, word of your mission has spread throughout the encampment, and you are surrounded by elves and other Celadon residents, anxious to hear whether you were successful.

Allow the PCs to encounter the same character(s) they met on the way in. Their reports that the person responsible for the decay is a druid, and an elf, are met with shock and disbelief, but the inhabitants are not rude and clearly believe the PCs story.

The PCs are invited to share the evening meal and spend the night. They also ask that the PCs stay in camp the next morning while the druids go out to ascertain whether the advance of the blight has truly been stopped.

Bright and early the next morning, a group of druids departs to assess the health of the forest and determine whether the plague is still spreading. A few hours after they depart, Nyata Levandir arrives with a small escort. She seeks you out immediately. "Well?" she says without preamble.

Allow the PCs to make their report.

Nyata frowns. "Talerad was responsible? No, I'm sure you're mistaken. Why, he's a druid. And an elf. He couldn't have done this."

When the PCs persist, she does finally accept the truth of the matter. If the PCs have altered her attitude towards them through Diplomacy she believes them immediately.

"But this is terrible," she says. "I have to suspect that some darker force is at work here."

Recovering somewhat, she hands you each a small pouch. "Here is your payment, as promised." She hesitates, then continues, "I may, perhaps, have been wrong about you. You have all proven yourselves to be worthy heroes. The Celadon owes you a debt of thanks."

Just then, the group of druids returns. Spotting you and Nyata, one of them comes over to you while the others begin spreading some kind of news around the encampment. "Your actions appear to have had some effect," the druid begins, looking around at all of you, "but not as much as we had hoped." She turns to Nyata and adds, "The plague has slowed to a crawl, but it is still advancing. As much as these brave folk have accomplished, more will be needed if the Diadem is to be saved."

Nyata sighs. "Very well," she says softly. Turning to you, she says, "I thank you again for your service. You did what you could, and that is all we can ask of anyone. I only wish…" She trails off, leaving the rest unspoken.

You depart the Celadon with mixed emotions— a sense of pride warring with a sense of frustration. You did what you were asked to do, and it wasn't enough. Some days it isn't much fun being an adventurer.

Note: if the PCs leave camp before Nyata's arrival, they will meet her on the trail. Have her request that they accompany her back to the encampment, and proceed from there.

Regardless of how the module ends, find out from each player whether their character reveals the location of Ehlonna's Diadem, or keeps the location a secret as requested.

The End

Conclusion B: Turned Back

Use this conclusion if the PCs made it to Ehlonna's Diadem, but turned back before defeating Talerad.

Battered and discouraged, you return to the camp at Ehlonna's Diadem. Elves and other Celadon residents cluster around you, eager to hear your tales. Their eagerness turns to disappointment, however, when they learn you were not able to find and remove the cause of the plague.

Allow the PCs to encounter the same character(s) they met on the way in. In recognition of their noble effort, the PCs are welcomed and invited to share the evening meal and spend the night.

The next morning, Nyata Levandir arrives with a small escort. She seeks you out immediately. "Well?" she says without preamble.

Allow the PCs to make their report.

Nyata frowns. "Talerad was responsible? No, I'm sure you're mistaken. Why, he's a druid. And an elf. He couldn't have done this."

When the PCs persist, she does finally accept the truth of the matter.

"But this is terrible," she says. "I have to suspect that some darker force is at work here."

"And you were unable to stop him," she adds grimly. "That is disappointing. Still, I suppose I could have expected no more from a <u>mixed</u> group like this one. However, I did promise you payment." She hands you each a pouch. "I thank you for making the effort," she says. "I shall have to find someone more suited to the task, and I'm afraid I have little time to do so. If you will excuse me."

She leaves you there, and a short time later you make your way out of the Celadon. Some days it isn't much fun being an adventurer.

Regardless of how the module ends, find out from each player whether their character reveals the location of Ehlonna's Diadem, or keeps the location a secret as requested.

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 One

Successful negotiation or victory in combat

> APL4 150 xp
>
> APL6 210 xp
>
> APL8 270 xp
>
> APL10 330 xp
>
> APL12 390 xp
>
> APL14 450 xp
>
> APL16 510 xp

Encounter Three

> APL4 180 xp
>
> APL6 240 xp
>
> APL8 300 xp
>
> APL10 360 xp
>
> APL12 420 xp
>
> APL14 480 xp
>
> APL16 540 xp

Encounter Four

> APL4 210 xp
>
> APL6 270 xp
>
> APL8 330 xp
>
> APL10 390 xp
>
> APL12 450 xp
>
> APL14 510 xp
>
> APL16 570 xp

Story Award

Objective(s) met:

APL4 55 xp

APL6 70 xp

APL8 90 xp

APL10 110 xp

APL12 125 xp

APL14 140 xp

APL16 160 xp

Discretionary roleplaying award

APL4 80 xp

APL6 110 xp

APL8 115 xp

APL10 145 xp

APL12 190 xp

APL14 220 xp

APL16 240 xp

Total possible experience:

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

APL14 1800 xp

APL16 2025 xp

Treasure Summary

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

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

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

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

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

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

Encounter Three:

If they search the dead rangers, the party finds a total of six Goodberries, but these expire about the time the adventure ends, if they haven't been used already. The rangers also have a small amount of gold.

APL 4: L: 0 gp; C: 6 gp; M: 0 gp

APL 6: L: 0 gp; C: 70 gp; M: 0 gp

APL 8: L: 0 gp; C: 147 gp; M: 0 gp

APL 10: L: 0 gp; C: 252 gp; M: 0 gp

APL 12: L: 0 gp; C: 112 gp; M: 0 gp

APL 14: L: 0 gp; C: 379 gp; M: 0 gp

APL 16: L: 0 gp; C: 339 gp; M: 0 gp

Encounter Four:

APL 4: Loot – 0 gp, Coin – 0 gp, Magic – 514 gp +2 *leather armor* (347 gp each), R*ing of* P*rotection* (+1) (167 gp each).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – 610 gp +2 *leather armor* (347 gp each), R*ing of* P*rotection* (+1) (167 gp each), +1 *heavy wooden shield* (96 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – 943 gp +2 *leather armor* (347 gp each), R*ing of* P*rotection* (+1) (167 gp each), +1 *heavy wooden shield* (96 gp each), *periapt of wisdom* (+2) (333 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – 1648 gp +2 *chain shirt* (354 gp each), *Ring of Protection (+1)* (167 gp each), *+1 heavy wooden shield* (96 gp each), *periapt of wisdom (+2)* (333 gp each), *+2 longbow* (698 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – 2648 gp +2 *chain shirt* (354 gp each), *Ring of Protection (+1)* (167 gp each), *+1 heavy wooden shield* (96 gp each), *periapt of wisdom (+4)* (1333 gp each), *+2 longbow* (698 gp each).

APL 14: Loot – 0 gp, Coin – 0 gp, Magic – 5341 gp +3 *chain shirt* (771 gp each), *ring of protection (+3)* (1500 gp each), *+2 heavy wooden shield* (346 gp each), *periapt of wisdom (+4)* (1333 gp each), *+2 longbow* (698 gp each), *+2 rapier* (693 gp each).

APL 16: Loot – 0 gp, Coin – 0 gp, Magic – 8341 gp +4 *chain shirt* (1354 gp each), *ring of protection (+4)* (2667 gp each), *+3 heavy wooden shield* (763 gp each), *periapt of wisdom (+4)* (1333 gp each), *+3 longbow* (1531 gp each), *+2 rapier* (693 gp each).

Conclusion:

APL 4: L: 0 gp; C: 80 gp; M: 0 gp

APL 6: L: 0 gp; C: 120 gp; M: 0 gp

APL 8: L: 0 gp; C: 160 gp; M: 0 gp

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 240 gp; M: 0 gp

APL 14: L: 0 gp; C: 280 gp; M: 0 gp

APL 16: L: 0 gp; C: 320 gp; M: 0 gp

Total Possible Treasure

APL4 600 gp

APL6 800 gp

APL8 1250 gp

APL10 2100 gp

APL12 3000 gp

APL14 6000 gp

APL16 9000 gp

Special

Favor of the Celadon: The character named above has performed a valuable service to the residents of the Celadon by defeating the Blighter Talerad Endreliir. The wizards of the Celadon have agreed to upgrade any ranged weapon with the *Distance* or *Seeking* special ability. You must pay the difference in market value between your existing weapon and the newly upgraded weapon. Until this favor is expended, the character is deemed to have an Influence Point with the residents of the Celadon.

Favor of Clan Oiolúrë: For your part in holding back the blight, Clan Oiolúrë will convince their members to enhance a suit of armor with the *Wild* enhancement.

Minor Enmity of Nyata Levandir: After agreeing to keep it a secret, the character named above has revealed the location of Ehlonna's Diadem to the outside world. Word of this has reached the ear of Nyata Levandir, who has wasted no time in telling everyone of your untrustworthiness. Until this enmity is removed, this character receives a -4 circumstance bonus to all Diplomacy and Gather Information checks for the Celadon region and all Celadon elves. This enmity can be eliminated through the use of an influence point with the Celadon or the Stalwart Pines Ranger School.

Favor of House Verle: House Verle will arrange a one-time upgrade by +2 for one of the following items, which costs the difference in market price (full market price minus half of the lower valued item): amulet of health, belt of giant strength, cloak of charisma, gloves of dexterity, headband of intellect, periapt of wisdom, or vest of resistance.

Talerad's Incantation: This crumpled and much-handled scrap of parchment bears writing in a strange language. Underneath the foreign characters, in a different hand, someone has scrawled a phonetic pronunciation guide in Common. The words are evidently meant to be spoken aloud, but it is unclear what they will do.

Items for the Adventure Record

Item Access

APL 4-6:

- Close Fighting Blade (Adventure; RW; 100 gp)

APL 8-10 (all of APL 4-6 plus the following):

- Periapt of Wisdom (+2) (Adventure; DMG; 4,000 gp)

- Survival Pouch (Adventure; RW; 5000 gp)

- Leather Armor +2 (Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following):

- Periapt of Wisdom (+4) (Adventure; DMG; 16,000 gp)

- Masterwork Darkwood shield (Adventure; DMG; 407 gp)

APL 14 (all of APLs 4-12 plus the following):

- Ring of Protection +3 (Adventure; DMG; 18,000 gp)

- Rapier +2 (Adventure; DMG)

- Celestial Armor (Adventure; DMG; 22400 gp)

APL 16 (all of APL 4-14 plus the following):

- Ring of Protection +4 (Adventure; DMG; 32,000 gp)
- Chain Shirt +4 (Adventure; DMG)
- Longbow +3 (Adventure; DMG)

Encounter One

Rangers (6): Male or female elf Rgr1; CR 1; Medium humanoid (Elf); HD 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk/Grp: +1/+2; Atk +3 melee (1d6+1, crit 19-20/x2, masterwork short sword) or +4 ranged (+5 at 30 feet or less) (1d8, crit x3, longbow); Full Atk +3 melee (1d6+1, crit 19-20/x2, masterwork short sword) or +4 ranged (+5 at 30 feet or less) (1d8, crit x3, longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+2); SQ Immune to Sleep spells and effects, low-light vision; AL CG; SV Fort +3, Ref +5, Will +1 (+3 vs enchantments); Str 12, Dex 16, Con 12, Int 10, Wis 13, Cha 10.

Skills and Feats: Hide +7, Move Silently +7, Listen +7, Search +7, Spot +7, Survival +5; Point-Blank Shot, Track.

Possessions: Chain shirt, longbow, masterwork short sword.

Encounter Four

Talerad Endreliir: Male elf Drd 6/Blighter 1; CR 7; Medium humanoid (Elf); HD 7d8; hp 38; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk/Grp: +4/+4; Atk +7 melee (1d6, club) or +7 ranged (1d4 plus poison, dart); Full Atk +7 melee (1d6, club) or +7 ranged (1d4 plus poison, dart); Space/Reach: 5ft./5 ft.; SA Deforestation; SQ Immune to Sleep spells and effects, low-light vision; AL CN; SV Fort +8, Ref +5, Will +11 (+13 vs enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 16, Cha 10.

Skills and Feats: Craft (trapmaking) +11, Knowledge (nature) +12, Listen +15, Spot +15, Survival +14; Dodge, Mobility, Weapon Finesse.

Possessions: +2 leather armor, Ring of Protection (+1), heavy wooden shield, 5 poison darts, club.

Poison: Giant Wasp poison, DC 18 Fortitude save resists, 1d6 Ref/1d6 Ref

Deforestation (SP) : A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded. Deforestation enables a blighter to cast his daily allotment of spells.

Spells Prepared (4/3; base DC = 13 + spell level): 0— [*flare, ghost sound, inflict minor wounds, touch of fatigue*]; 1st—[*burning hands, decomposition, inflict light wounds*]

Encounter One

Rangers (6): Male or female elf Rgr2; CR 2; Medium humanoid (Elf); HD 2d8+2; hp 15; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk/Grp: +2/+4; Atk +5 melee (1d6+2, crit 19-20/x2, masterwork short sword) or +5 ranged (+6 at 30 feet or less) (1d8, crit x3, longbow); Full Atk +3/+3 melee (1d6+2, crit 19-20/x2, masterwork short swords) or +5 ranged (+6 at 30 feet or less) (1d8, crit x3, longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+2); SQ Immune to Sleep spells and effects, low-light vision; AL CG; SV Fort +4, Ref +6, Will +2 (+4 vs enchantments); Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +8, Move Silently +8, Listen +9, Search +9, Spot +9, Survival +7; Point-Blank Shot, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, longbow, masterwork short swords (2).

Encounter Four

Talerad Endreliir: Male elf Drd 6/Blighter 3; CR 9; Medium humanoid (Elf); HD 9d8; hp 48; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk/Grp: +6/+6; Atk +9 melee (1d6, club) or +9 ranged (1d4 plus poison, dart); Full Atk +9/+4 melee (1d6, club) or +9/+4 ranged (1d4 plus poison, dart); Space/Reach: 5ft./5 ft.; SA Deforestation, Blightfire, Sustenance, Unnatural wild shape 1/day; SQ Immune to Sleep spells and effects, low-light vision; AL CN; SV Fort +8, Ref +6, Will +11 (+13 vs enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 17, Cha 10.

Skills and Feats: Craft (trapmaking) +13, Knowledge (nature) +14, Listen +17, Spot +17, Survival +16; Dodge, Mobility, Natural Spell, Weapon Finesse.

Possessions: +2 leather armor, Ring of Protection (+1), +1 heavy wooden shield, 5 poison darts, club.

Poison: Giant Wasp poison, DC 18 Fortitude save resists, 1d6 Ref/1d6 Ref.

Deforestation **(Sp)** : A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it

and it is reseeded. Deforestation enables a blighter to cast his daily allotment of spells.

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

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

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

-Type changes to undead

-Natural Armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)

-+2 Dexterity, no Constitution score

-Immunity to cold

-Damage reduction 5/bludgeoning

Spells Prepared (5/4/2/1; base DC = 13 + spell level): 0—[*flare, ghost sound, inflict minor wounds* (2), *touch of fatigue*]; 1st—[*burning hands, decomposition, doom, inflict light wounds*]; 2nd—[*heat metal, produce flame*], 3rd—[*poison*]

Encounter One

Rangers (6): Male or female elf Rgr4; CR 4; Medium humanoid (Elf); HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk/Grp: +4/+6; Atk +7 melee (1d6+2, crit 19-20/x2, masterwork short sword) or +8 ranged (+9 at 30 feet or less) (1d8, crit x3, masterwork longbow); Full Atk +5/+5 melee (1d6+2, crit 19-20/x2, masterwork short swords) or +6/+6 ranged (+7/+7 at 30 feet or less) (1d8, crit x3, masterwork longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+2); SQ Immune to Sleep spells and effects, low-light vision; AL CG; SV Fort +5, Ref +7, Will +3 (+5 vs enchantments); Str 14, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +10, Move Silently +10, Listen +11, Search +11, Spot +11, Survival +9; Endurance, Point-Blank Shot, Rapid Shot, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, masterwork longbow, masterwork short swords (2).

Encounter Three

Ghost Treant: CR 10; Huge Undead (Incorporeal); HD 7d12; hp 42; Init -1; Spd fly 30 ft. (perfect); AC 10, touch 10, flat-footed 10 (Against ethereal opponents AC 20, touch 7, flat-footed 20); Base Atk/Grp: +5/+22; Atk Incorporeal touch +4 melee or +14 against ethereal opponents (drain); Full Atk Incorporeal touch +4 melee or +14 against ethereal opponents (drain); Space/Reach: 15ft./15 ft.; SA Animate Trees, Double Damage against Objects, Draining Touch, Frightful Moan, Manifestation, Trample 2d6+13; SQ Damage reduction 10/slashing, incorporeal traits, low-light vision, rejuvination, +4 turn resistance, undead traits, vulnerability to fire; AL CN; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 0, Int 12, Wis 16, Cha 16.

Skills and Feats: Diplomacy +3, Hide -1, Intimidate +6, Knowledge (Nature) +6, Listen +16, Search +8, Sense Motive +8, Spot +16, Survival +8 (+10 aboveground), Improved Sunder, Iron Will, Power Attack

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage Against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage. A ghost treant can only affect ethereal objects or structures.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost remains partly on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Trample (Ex): Against ethereal opponents only. Reflex DC 22 half. The save DC is Strength based.

Encounter Four

Talerad Endreliir: Male elf Drd 6/Blighter 5; CR 11; Medium humanoid (Elf); HD 11d8; hp 58; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk/Grp: +7/+7; Atk +10 melee (1d6, club) or +10 ranged (1d4 plus poison, dart); Full Atk +10/+5 melee (1d6, club) or +10/+5 ranged (1d4 plus poison, dart); Space/Reach: 5ft./5 ft.; SA Deforestation, Blightfire, Sustenance, Unnatural wild shape 2/day, Unnatural wild shape (Large), Speak with dead animal, Contagious touch 1/day; SQ Immune to Sleep spells and effects, low-light vision; AL CN; SV Fort +9, Ref +6, Will +12 (+14 vs enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 19, Cha 10.

Skills and Feats: Craft (trapmaking) +15, Knowledge (nature) +16, Listen +19, Spot +19, Survival +18; Dodge, Mobility, Natural Spell, Weapon Finesse.

Possessions: +2 leather armor, Ring of Protection (+1), +1 heavy wooden shield, Periapt of Wisdom +2, 8 poison darts, club.

Poison: Giant Wasp poison, DC 18 Fortitude save resists, 1d6 Ref/1d6 Ref.

Deforestation (Sp) : A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded. Deforestation enables a blighter to cast his daily allotment of spells.

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

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

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

-Type changes to undead

-Natural Armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)

-+2 Dexterity, no Constitution score

-Immunity to cold

-Damage reduction 5/bludgeoning

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

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

Spells Prepared (6/4/4/3/2; base DC = 14 + spell level): 0—[*flare, ghost sound, inflict minor wounds (2), touch of fatigue(2)*]; 1st—[*burning hands, decomposition, doom, inflict light wounds*]; 2nd—[*chill metal, flaming sphere, heat metal, produce flame*], 3rd—[*dispel magic, poison, vampiric touch*], 4th—[*flame strike, rusting grasp*]

Encounter One

Rangers (6): Male or female elf Rgr6; CR 6; Medium humanoid (Elf); HD 6d8+6; hp 39; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk/Grp: +6/+8; Atk +9 melee (1d6+3, crit 19-20/x2, +1 short sword) or +9 ranged (+10 at 30 feet or less) (1d8, crit x3, longbow); Full Atk +9/+4 melee or +7/+7/+2/+2 melee (1d6+3, crit 19-20/x2, +1 short swords) or +9/+4 ranged or +7/+7/+2 ranged (+10/+5 or +8/+8/+3 at 30 feet or less) (1d8, crit x3, longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+4), Favored Enemy: Magical Beasts (+2); SQ Immune to Sleep spells and effects, low-light vision; AL CG; SV Fort +6, Ref +8, Will +4 (+6 vs enchantments); Str 14, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +12, Move Silently +12, Listen +13, Search +13, Spot +13, Survival +11; Endurance, Improved Two-Weapon Fighting, Point-Blank Shot, Quick Draw, Rapid Shot, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, longbow, +1 short swords (2).

Encounter Three

Ghost Treant Druid: male ghost treant druid 2; CR 12; Huge Undead (Incorporeal); HD 8d12; hp 48; Init -1; Spd fly 30 ft. (perfect); AC 10, touch 10, flat-footed 10 (Against ethereal opponents AC 20, touch 7, flat-footed 20); Base Atk/Grp: +6/+23; Atk Incorporeal touch +5 melee or +15 against ethereal opponents (drain); Full Atk Incorporeal touch +5/+0 melee or +15/+10 against ethereal opponents (drain); Space/Reach: 15ft./15 ft.; SA Animate Trees, Double Damage against Objects, Draining Touch, Frightful Moan, Manifestation, Trample 2d6+13; SQ Damage reduction 10/slashing, incorporeal traits, low-light vision, rejuvenation, spontaneous casting, +4 turn resistance, undead traits, vulnerability to fire; AL CN; SV Fort +13, Ref +1, Will +10; Str 29, Dex 8, Con 0, Int 12, Wis 16, Cha 16.

Skills and Feats: Diplomacy +5, Hide -1, Intimidate +6, Knowledge (Nature) +10, Listen +16, Search +8, Sense Motive +8, Spellcraft +5, Spot +16, Survival +12 (+14 aboveground), Improved Sunder, Iron Will, Power Attack

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage Against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage. A ghost treant can only affect ethereal objects or structures.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost remains partly on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Trample (Ex): Against ethereal opponents only. Reflex DC 22 half. The save DC is Strength based.

Spells Prepared (4/3; base DC = 13 + spell level): 0— [*create water, flare, guidance, light*]; 1st—[*charm animal, entangle, sandblast*].

Encounter Four

Talerad Endreliir: Male elf Drd 6/Rgr 1/Blighter 5; CR 13; Medium humanoid (Elf); HD 12d8; hp 63; Init +3; Spd 30 ft.; AC 23, touch 13, flat-footed 20; Base Atk/Grp: +8/+8; Atk +11 melee (1d6, club) or +13 ranged (1d8+2 plus poison, longbow); Full Atk +11/+6 melee (1d6, club) or +13/+8 ranged (1d8+2 plus poison, longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+2), Deforestation, Blightfire, Sustenance, Unnatural wild shape 2/day, Unnatural wild shape (Large), Speak with dead animal, Contagious touch 1/day; SQ Immune to Sleep spells and effects, low-light vision; AL CN; SV Fort +11, Ref +8, Will +12 (+14 vs enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 20, Cha 10.

Skills and Feats: Concentration +4, Craft (trapmaking) +16, Knowledge (nature) +17, Listen +20, Spot +20, Survival +21; Dodge, Mobility, Natural Spell, Spring Attack, Track, Weapon Finesse.

Possessions: +2 chain shirt, Ring of Protection (+1), +1 heavy wooden shield, +2 longbow, Periapt of Wisdom +2, 20 poison arrows, club.

Poison: Giant Wasp poison, DC 18 Fortitude save resists, 1d6 Ref/1d6 Ref.

Deforestation **(Sp)** : A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded. Deforestation enables a blighter to cast his daily allotment of spells.

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

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

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

-Type changes to undead

-Natural Armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)

-+2 Dexterity, no Constitution score

-Immunity to cold

-Damage reduction 5/bludgeoning

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

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

Spells Prepared (6/5/4/3/2/1; base DC = 15 + spell level): 0—[*flare, ghost sound, inflict minor wounds* (2), *touch of fatigue*(2)]; 1st—[*burning hands, decomposition, doom, inflict light wounds, ray of enfeeblement*]; 2nd—[*chill metal, flaming sphere, heat metal, produce flame*], 3rd—[*dispel magic, poison, vampiric touch*], 4th—[*flame strike, rusting grasp*], 5th—[*waves of fatigue*]

Dire Badger Skeletons (4): CR 1; Medium Undead Animal; HD 3d12; HP 19; Init +8; Spd 30 ft, burrow 10 ft; AC 16, Touch 14, Flat-footed 12; Base Atk/Grapple +1/+3; Atk claw +3 melee (1d4+2); Full Atk 2 claws +3 melee (1d4+2), bite -2 melee (1d6+1); Space/reach 5ft/5ft; SQ Immunity to Cold, Damage Reduction 5/bludgeoning; AL NE; SV Fort +1, Ref +5, Will +3; Str 14, Dex 19, Con 0, Int 0, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Encounter One

Rangers (6): Male or female elf Rgr8; CR 8; Medium humanoid (Elf); HD 8d8+8; hp 51; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 16; Base Atk/Grp: +8/+10; Atk +11 melee (1d6+3, crit 19-20/x2, +1 short sword) or +13 ranged (+14 at 30 feet or less) (1d8, crit x3, masterwork longbow); Full Atk +11/+6 melee or +9/+9/+4/+4 melee (1d6+3, crit 19-20/x2, +1 short swords) or +13/+8 ranged or +11/+11/+6 ranged (+14/+9 or +12/+12/+7 at 30 feet or less) (1d8, crit x3, masterwork longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+4), Favored Enemy: Magical Beasts (+2), Woodland Stride, Swift Tracker; SQ Immune to Sleep spells and effects, low-light vision; AL CG; SV Fort +7, Ref +10, Will +4 (+6 vs enchantments); Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +15, Move Silently +15, Listen +15, Search +15, Spot +15, Survival +13; Endurance, Improved Two-Weapon Fighting, Point-Blank Shot, Quick Draw, Rapid Shot, Track, Two-Weapon Fighting.

Possessions: +2 chain shirt, masterwork longbow, +1 short swords (2).

Encounter Three

Ghost Treant Druid: Male ghost treant druid 4; CR 14; Huge Undead (Incorporeal); HD 10d12; hp 60; Init -1; Spd fly 30 ft. (perfect); AC 10, touch 10, flat-footed 10 (Against ethereal opponents AC 20, touch 7, flat-footed 20); Base Atk/Grp: +8/+25; Atk Incorporeal touch +7 melee or +17 against ethereal opponents (drain); Full Atk Incorporeal touch +7/+2 melee or +17/+12 against ethereal opponents (drain); Space/Reach: 15ft./15 ft.; SA Animate Trees, Double Damage against Objects, Draining Touch, Frightful Moan, Manifestation, Trample 2d6+13; SQ Damage reduction 10/slashing, incorporeal traits, low-light vision, rejuvenation, spontaneous casting, +4 turn resistance, undead traits, vulnerability to fire; AL CN; SV Fort +14, Ref +2, Will +11; Str 29, Dex 8, Con 0, Int 12, Wis 17, Cha 16.

Skills and Feats: Diplomacy +7, Hide -1, Intimidate +6, Knowledge (Nature) +12, Listen +17, Search +8, Sense Motive +8, Spellcraft +7, Spot +17, Survival +14 (+16 aboveground), Enlarge Spell, Improved Sunder, Iron Will, Power Attack

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage Against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage. A ghost treant can only affect ethereal objects or structures.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost remains partly on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Trample (Ex): Against ethereal opponents only. Reflex DC 22 half. The save DC is Strength based.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—[*create water, flare, guidance, light, resistance*]; 1st—

[*charm animal, entangle* (2), *sandblast*]; 2nd—[*heat metal, resist energy, summon swarm*]

Encounter Four

Talerad Endreliir: Male elf Drd 6/Rgr 3/Blighter 5; CR 15; Medium humanoid (Elf); HD 14d8; hp 73; Init +3; Spd 30 ft.; AC 23, touch 13, flat-footed 20; Base Atk/Grp: +10/+10; Atk +13 melee (1d6, 18-20/x2, rapier) or +15 ranged (1d8+2 plus poison, longbow); Full Atk +13/+8 melee (1d6, 18-20/x2, rapier) or +15/+10 ranged or +13/+13/+9 (1d8+2 plus poison, longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+2), Deforestation, Blightfire, Sustenance, Unnatural wild shape 2/day, Unnatural wild shape (Large), Speak with dead animal, Contagious touch 1/day; SQ Immune to Sleep spells and effects, low-light vision; AL CN; SV Fort +12, Ref +9, Will +13 (+15 vs enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 22, Cha 10.

Skills and Feats: Concentration +8, Craft (trapmaking) +18, Knowledge (nature) +21, Listen +22, Spot +22, Survival +21; Dodge, Endurance, Mobility, Natural Spell, Rapid Shot, Spring Attack, Track, Weapon Finesse.

Possessions: +2 chain shirt, Ring of Protection (+1), +1 heavy wooden shield, +2 longbow, rapier, Periapt of Wisdom +4, 20 poison arrows.

Poison: Giant Wasp poison, DC 18 Fortitude save resists, 1d6 Ref/1d6 Ref.

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded. Deforestation enables a blighter to cast his daily allotment of spells.

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

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

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

-Type changes to undead

-Natural Armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)

-+2 Dexterity, no Constitution score

-Immunity to cold

-Damage reduction 5/bludgeoning

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

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

Blighter Spells Prepared (6/5/5/3/2/1; base DC = 16 + spell level): 0—[*flare, ghost sound, inflict minor wounds* (2), *touch of fatigue*(2)]; 1st—[*burning hands, decomposition, doom, inflict light wounds, ray of enfeeblement*]; 2nd—[*chill metal, flaming sphere, heat metal, inflict moderate wounds, produce flame*], 3rd—[*dispel magic, poison, vampiric touch*], 4th—[*flame strike, rusting grasp*], 5th—[*waves of fatigue*]

Dire Wolf Skeletons (4): CR 3; Large Undead Animal; HD 6d12; HP 39; Init +7; Spd 50 ft; AC 14, Touch 12, Flat-footed 11; Base Atk/Grapple +3/+14; Atk bite +10 melee (1d8+10); Full Atk bite +10 melee (1d8+10); Space/reach 10ft/5ft; SQ Immunity to Cold, Damage Reduction 5/bludgeoning; AL NE; SV Fort +2, Ref +5, Will +3; Str 25, Dex 17, Con 0, Int 0, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Encounter One

Rangers (6): Male or female elf Rgr10; CR 10; Medium humanoid (Elf); HD 10d8+10; hp 63; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 16; Base Atk/Grp: +10/+12; Atk +15 melee (1d6+3, crit 19-20/x2, +1 short sword) or +15 ranged (+16 at 30 feet or less) (1d8, crit x3, masterwork longbow); Full Atk +15/+10 melee or +13/+13/+8/+8 melee (1d6+3, crit 19-20/x2, +1 short swords) or +15/+10 ranged or +13/+13/+8 ranged (+16/+10 or +14/+14/+9 at 30 feet or less) (1d8, crit x3, masterwork longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Aberrations (+2), Favored Enemy: Humans (+6), Favored Enemy: Magical Beasts (+2), Woodland Stride, Swift Tracker; SQ Immune to Sleep spells and effects, low-light vision; AL CG; SV Fort +8, Ref +11, Will +5 (+7 vs enchantments); Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +17, Move Silently +17, Listen +17, Search +17, Spot +17, Survival +15; Endurance, Evasion, Improved Two-Weapon Fighting, Point-Blank Shot, Quick Draw, Rapid Shot, Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: +2 chain shirt, masterwork longbow, +1 short swords (2).

Encounter Three

Ghost Treant Druid: Male ghost treant druid 6; CR 16; Huge Undead (Incorporeal); HD 12d12; hp 72; Init -1; Spd fly 30 ft. (perfect); AC 10, touch 10, flat-footed 10 (Against ethereal opponents AC 20, touch 7, flat-footed 20); Base Atk/Grp: +9/+26; Atk Incorporeal touch +8 melee or +18 against ethereal opponents (drain); Full Atk Incorporeal touch +8/+3 melee or +18/+13 against ethereal opponents (drain); Space/Reach: 15ft./15 ft.; SA Animate Trees, Double Damage against Objects, Draining Touch, Frightful Moan, Manifestation, Trample 2d6+13; SQ Damage reduction 10/slashing, incorporeal traits, low-light vision, rejuvenation, spontaneous casting, +4 turn resistance, undead traits, vulnerability to fire, wild shape 2/day; AL CN; SV Fort +15, Ref +3, Will +11; Str 29, Dex 8, Con 0, Int 12, Wis 17, Cha 16.

Skills and Feats: Diplomacy +9, Hide -1, Intimidate +6, Knowledge (Nature) +14, Listen +18, Search +8, Sense Motive +8, Spellcraft +9, Spot +18, Survival +16 (+18 aboveground), Enlarge Spell, Improved Sunder, Iron Will, Natural Spell, Power Attack

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is

incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage Against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage. A ghost treant can only affect ethereal objects or structures.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost remains partly on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Trample (Ex): Against ethereal opponents only. Reflex DC 22 half. The save DC is Strength based.

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—[*create water, flare, guidance, light, resistance*]; 1st—

[*charm animal, entangle* (2), *sandblast*]; 2nd—[*heat metal, flaming sphere, resist energy, summon swarm*]; 3rd—[*call lightning, enlarged heat metal, spike growth*]

Encounter Four

Talerad Endreliir: Male elf Drd 6/Rgr 5/Blighter 5; CR 17; Medium humanoid (Elf); HD 16d8; hp 83; Init +3; Spd 30 ft.; AC 27, touch 13, flat-footed 24; Base Atk/Grp: +12/+12; Atk +17 melee (1d6+2, 18-20/x2, rapier) or +17 ranged (1d8+2 plus poison, longbow); Full Atk +17/+12/+7 melee (1d6+2, 18-20/x2, rapier) or +17/+12/+7 ranged or +14/+14/+10/+5 ranged (1d8+2 plus poison, longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+4), Favored Enemy: Magical Beasts (+2), Deforestation, Blightfire, Sustenance, Unnatural wild shape 2/day, Unnatural wild shape (Large), Speak with dead animal, Contagious touch 1/day; SQ Immune to Sleep spells and effects, low-light vision; AL CN; SV Fort +13, Ref +10, Will +13 (+15 vs enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 23, Cha 10.

Skills and Feats: Concentration +12, Craft (trapmaking) +20, Knowledge (nature) +21, Listen +24, Spot +24, Survival +23; Dodge, Endurance, Mobility, Natural Spell, Rapid Shot, Shot on the Run, Spring Attack, Track, Weapon Finesse.

Possessions: +3 chain shirt, Ring of Protection (+3), +2 heavy wooden shield, +2 longbow, +2 rapier, Periapt of Wisdom +4, 20 poison arrows.

Poison: Giant Wasp poison, DC 18 Fortitude save resists, 1d6 Ref/1d6 Ref.

Deforestation (Sp) : A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded. Deforestation enables a blighter to cast his daily allotment of spells.

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

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

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

-Type changes to undead

-Natural Armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)

-+2 Dexterity, no Constitution score

-Immunity to cold

-Damage reduction 5/bludgeoning

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

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

Blighter Spells Prepared (6/5/5/3/2/1; base DC = 16 + spell level): 0—[*flare, ghost sound, inflict minor wounds* (2), *touch of fatigue*(2)]; 1st—[*burning hands, decomposition, doom, inflict light wounds, ray of enfeeblement*]; 2nd—[*chill metal, flaming sphere, heat metal, inflict moderate wounds, produce flame*], 3rd—[*dispel magic, poison, vampiric touch*], 4th—[*flame strike, rusting grasp*], 5th—[*waves of fatigue*]

Ranger Spells Prepared (2; base DC = 16 + spell level): 1st—[*entangle, longstrider*]

Advanced Dire Lion Skeletons (4): CR 5; Large Undead Animal; HD 10d12; HP 64; Init +7; Spd 40 ft; AC 14, Touch 12, Flat-footed 11; Base Atk/Grapple +5/+16; Atk claw +12 melee (1d6+7); Full Atk 2 claws +12 melee (1d6+7), bite +6 melee (1d8+3); Space/reach 10ft/5ft; SA Improved Grab, Pounce, Rake 1d6+3; SQ Immunity to Cold, Damage Reduction 5/bludgeoning; AL NE; SV Fort +3, Ref +6, Will +5; Str 25, Dex 17, Con 0, Int 0, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

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

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melle, damage 1d6+3.

Encounter One

Rangers (6): Male or female elf Rgr12; CR 12; Medium humanoid (Elf); HD 12d8+12; hp 75; Init +4; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk/Grp: +12/+14; Atk +19 melee (1d6+4, crit 19-20/x2, +2 short sword) or +17 ranged (+16 at 30 feet or less) (1d8, crit x3, masterwork longbow); Full Atk +19/+14/+9 melee or +17/+17/+12/+12/+7/+7 melee (1d6+4, crit 19-20/x2, +2 short swords) or +17/+12 +7 ranged or +15/+15/+10/+5 ranged (+18/+13 or +16/+16/+11/+6 at 30 feet or less) (1d8, crit x3, masterwork longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Aberrations (+2), Favored Enemy: Humans (+6), Favored Enemy: Magical Beasts (+2), Woodland Stride, Swift Tracker; SQ Immune to Sleep spells and effects, low-light vision; AL CG; SV Fort +9, Ref +12, Will +6 (+8 vs enchantments); Str 14, Dex 19, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +19, Move Silently +19, Listen +19, Search +19, Spot +19, Survival +17; Endurance, Evasion, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Point-Blank Shot, Quick Draw, Rapid Shot, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Short Sword.

Possessions: +3 chain shirt, masterwork longbow, +2 short swords (2).

Encounter Three

Ghost Treant Druid: Male ghost treant druid 8; CR 18; Huge Undead (Incorporeal); HD 14d12; hp 84; Init -1; Spd fly 30 ft. (perfect); AC 10, touch 10, flat-footed 10 (Against ethereal opponents AC 20, touch 7, flat-footed 20); Base Atk/Grp: +11/+28; Atk Incorporeal touch +10 melee or +20 against ethereal opponents (drain); Full Atk Incorporeal touch +10/+5 melee or +20/+15 against ethereal opponents (drain); Space/Reach: 15ft./15 ft.; SA Animate Trees, Double Damage against Objects, Draining Touch, Frightful Moan, Manifestation, Trample 2d6+13; SQ Damage reduction 10/slashing, incorporeal traits, low-light vision, rejuvenation, spontaneous casting, +4 turn resistance, undead traits, vulnerability to fire, wild shape 3/day; AL CN; SV Fort +16, Ref +3, Will +12; Str 29, Dex 8, Con 0, Int 12, Wis 18, Cha 16.

Skills and Feats: Diplomacy +11, Hide -1, Intimidate +6, Knowledge (Nature) +16, Listen +20, Search +8, Sense Motive +9, Spellcraft +11, Spot +20, Survival +19 (+21 aboveground), Enlarge Spell, Improved Sunder, Iron Will, Natural Spell, Power Attack

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage Against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage. A ghost treant can only affect ethereal objects or structures.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost remains partly on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Trample (Ex): Against ethereal opponents only. Reflex DC 22 half. The save DC is Strength based.

Spells Prepared (6/5/4/4/3; base DC = 13 + spell level): 0—[*create water, flare, guidance, light, resistance, virtue*]; 1st—[*charm animal, entangle (2), obscuring mist, sandblast*]; 2nd—[*heat metal, flaming sphere, resist energy, summon swarm*]; 3rd—[*call lightning, enlarged heat metal, spike growth, wind wall*]; 4th—[*enlarged call lightning, flame strike, ice storm*]

Encounter Four

Talerad Endreliir: Male elf Drd 6/Rgr 6/Blighter 6; CR 19; Medium humanoid (Elf); HD 19d8; hp 93; Init +3; Spd 30 ft.; AC 30, touch 13, flat-footed 27; Base Atk/Grp: +14/+14; Atk +19 melee (1d6+2, 18-20/x2, rapier) or +20 ranged (1d8+3 plus poison, longbow); Full Atk +19/+14/+9 melee (1d6+2, 18-20/x2, rapier) or +20/+15/+10 ranged or +18/+18/+13/+8 ranged (1d8+3 plus poison, longbow); Space/Reach: 5ft./5 ft.; SA Favored Enemy: Humans (+4), Favored Enemy: Magical Beasts (+2), Deforestation, Blightfire, Sustenance, Unnatural wild shape 2/day, Unnatural wild shape (Large), Speak with dead animal, Contagious touch 2/day; SQ Immune to Sleep spells and effects, low-light vision; AL CN; SV Fort +13, Ref +12, Will +15 (+17 vs enchantments); Str 10, Dex 16, Con 10, Int 13, Wis 23, Cha 10.

Skills and Feats: Concentration +12, Craft (trapmaking) +23, Knowledge (nature) +24, Listen +27, Spot +27, Survival +26; Dodge, Endurance, Manyshot, Mobility, Natural Spell, Rapid Shot, Spring Attack, Track, Weapon Finesse.

Possessions: +4 chain shirt, Ring of Protection (+4), +3 heavy wooden shield, +3 longbow, +2 rapier, Periapt of Wisdom +4, 20 poison arrows.

Poison: Giant Wasp poison, DC 18 Fortitude save resists, 1d6 Ref/1d6 Ref.

Deforestation (Sp) : A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded. Deforestation enables a blighter to cast his daily allotment of spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 +

blighter's class level + blighter's Wis modifier) and ignites flammable objects it touches.

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

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

-Type changes to undead

-Natural Armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge)

-+2 Dexterity, no Constitution score

-Immunity to cold

-Damage reduction 5/bludgeoning

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

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

Blighter Spells Prepared (6/5/5/4/3/2/1; base DC = 16 + spell level): 0—[*flare, ghost sound, inflict minor wounds (2), touch of fatigue(2)*]; 1st—[*burning hands, decomposition, doom, inflict light wounds, ray of enfeeblement*]; 2nd—[*chill metal, flaming sphere, heat metal, inflict moderate wounds, produce flame*], 3rd—[*dispel magic, poison, stinking cloud, vampiric touch*], 4th—[*flame strike, rusting grasp, wall of fire*], 5th—[*antilife shell, waves of fatigue*], 6th—[*finger of death*]

Ranger Spells Prepared (3; base DC = 16 + spell level): 1st—[*delay poison, entangle, longstrider*]

Dire Tiger Skeletons (4): CR 7; Large Undead Animal; HD 16d12; HP 104; Init +7; Spd 40 ft; AC 14, Touch 12, Flat-footed 11; Base Atk/Grapple +8/+20; Atk claw +16 melee (2d4+8); Full Atk 2 claws +16 melee (2d4+8), bite +10 melee (2d6+4); Space/reach 10ft/5ft; SA Improved Grab, Pounce, Rake 1d6+3; SQ Immunity to Cold, Damage Reduction 5/bludgeoning; AL NE; SV Fort +3, Ref +6, Will +5; Str 25, Dex 17, Con 0, Int 0, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Blighter

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

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

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

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

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

Hit Die: d8

Requirements

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

Alignment: Any nongood.

Base Attack Bonus: +4

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

Class Skills

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

Skill Points at Each Level: 4+ Int modifier.

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

Class Features

The following are class features of the blighter prestige class.

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

Spells per Day: Since blighters are ex-druids, they lose their druid spellcasting abilities. However, they gain access to new, more destructive spells. At each blighter level, the character gains spells per day according to Table 2-3. She must choose her spells from the blighter spell list, below. The blighter's caster level is equal to her blighter level plus her druid level.

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

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

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

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

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as the druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root taping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and is reseeded. Deforestation enables a blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environments with only sparse vegetation does not empower the character to cast spells.

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

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

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

- Type changes to undead.

- Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).

- +2 Dexterity, no Constitution score.

- Immunity to cold

- Damage reduction 5/bludgeoning.

The blighter gains one extra use per day of this ability at every even blighter level after 3rd. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level and a Huge skeletal animal at 9th level.

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

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

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

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

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

Blighter Spell list

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

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

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

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

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

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

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

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

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

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

New Spells

Decomposition

Necromancy

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

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

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

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

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

Languor

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

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

Contagious Touch

Necromancy

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

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

Miasma

Evocation

Level: Druid 6

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 3 rounds/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

By filling the subject's mouth and throat with unbreathable gas, you prevent him from doing much more than coughing and spitting. The subject cannot speak. Conversation is impossible, spells with verbal components cannot be cast, bardic music cannot be performed, and no noise other than coughing and spitting is possible. The subject can hold his breath for 2 rounds per point of Constitution but must make a Constution check (DC 10 + 1 per previous success) each round therafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp). On the next round, the subject drops to -1 hit points and is dying; on the third round, he suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*).