

Keep Your Friends Close...

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

Version 1.0

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Sir Lanistor has sent word from the War College of his need for a few friends on an upcoming trip. Word has it Sir Lanistor is in trouble, but no one is coming out to arrest him this time, so that doesn't seem accurate. It is not the first time you've been called upon to straighten out someone else's mess. Do you want to get involved? A one round Furyondy regional adventure for APLs 6 to 12. This adventure is sixth in the Running Blood series.

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

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For questions specific to this document, please e-mail point of contact (POC) at poc@furyondy.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

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

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

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

TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

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

ADVENTURE BACKGROUND

Sir Rayvelis Lanistor, head of the War College, was killed in FUR3-01 *Redemption*, and then raised. However, since he has died he can no longer legally hold his land due to Furyondy law. At present, he is managing the lands for the king. Lanistor himself has no children and no immediate family. In FUR4-05 *Armor Tale* it is revealed that Lanistor has a cousin who may still be living but a prisoner in Iuzian lands. King Belvor, being in a similar situation himself (e.g. without an heir at his side), was sympathetic to Lanistor's plight and held off on declaring a new lord for his lands, in the hopes that Lanistor would make his desired heir known. Rayvelis, for his part, held out hope that further incursions into Iuzian lands would uncover the location of his cousin, Sir Thornton Lanistor, so made no further efforts to designate a non-family member as his heir. Despite Sir Rayvelis Lanistor's attempts to properly manage his lands, in many ways at this point NO ONE is in control of these lands (since he cannot officially hold them while they await assignment by the crown).

Recent events in Furyondy have seen Prince Thrommel rallying forces under his own banner as the "true heir" to the kingdom, despite his undead status. He has been busy not only gathering equipment (FUR4-07 *Under the Pale Moon*, FUR5-01 *Ties of Loyalty*) but also recruiting nobles to his cause. Receiving word of this "open" piece of land, Thrommel has seized on Belvor's "dereliction" of this duty to reward a noble he has

recruited. This serves him in multiple ways. First of all, it allows him to appoint someone of his own to hold Lanistor's estate. Second of all, should Lanistor object, he can encourage Lanistor's continued holding of his own lands...Rayvelis has only to provide support of repealing the "dead shall not rule" law. The repeal of this law would pave the way for Thrommel himself to inherit the throne once Belvor is dead...whether naturally or "helped along" by his once loving son.

The noble Thrommel has approached in this case is Lord Peroska Finium. Lord Finium previously appeared in FURintro4-02 Oracle's Heir. In that adventure the oracle declines his claim on an ancestral family sword, instead granting it to the son of his cousin. As this was pretty much the only inheritance he had coming, and he has expensive tastes (including drinking and gambling), he has need of another source of income. He sees practicing an actual trade beneath him and, as he is unlikely to gain an estate under Belvor's rule, was relatively easy for Thrommel to recruit with a promise of a small estate. In exchange for this favor from Thrommel, he agrees to do some research in Chendl (funded by the vampire prince) about the "dead shall not rule" law since most of the documents are housed in church buildings, not somewhere Thrommel wishes to go.

ADVENTURE SUMMARY

1: A Noble in Need. PCs are approached by Sir Lanistor who has received word about an appointment of an heir to his estate. PCs are asked to discover a little more about the listed heir, Sir Peroska Finium. They are also asked to be available to serve as bodyguards at the meeting between Lanistor and representatives of Sir Peroska Finium.

2: Investigation. PCs have ample time before the scheduled meeting to gather information about the noble and his allies through various meta-organizations or simply by asking around town.

3: The Meeting. PCs are present as bodyguards at the meeting and asked to watch and listen for clues to help Sir Lanistor. If they attack the group (something Lanistor does not want to happen), they end up fighting all three of the combatants at once but they have Lanistor's help.

4: Consultation with Lanistor. Lanistor feels this activity is illegal and would like these brigands dealt with. He plans to further investigate this situation at the castle while the PCs are expected to track and confront separately the representatives. Excessive delay in confronting them means some or all of them can escape.

5: The Farmhouse. PCs follow the representatives to a farm and confront the sorcerer Iteriss inside the house.

6: Elsewhere on the Farm. Further searching of the area around the farm locates one of the representatives, Olarch, in an outbuilding.

7: Enemy or Ally? Gray, the third representative, is out in the woods at the end of a hidden tunnel. PCs may meet him as a result of a contact set up by his feathered friend, Keelen, or may track him there from one of the meetings or from the farmhouse.

Conclusion. PCs report back to Lanistor.

PREPARATION FOR PLAY

It would be useful before beginning play to determine whether any PCs have played previous adventures in this series. The adventures in this series include:

- FUR4-02 Death of a Knight
- FUR4-06 Shadows of the Sun
- FUR4-07 Under the Pale Moon
- FUR4-09 Errant Son
- FUR5-01 Ties of Loyalty

Determine whether any PCs who played FUR4-09 Errant Son have the Ire of Tullen, the Errant Son. PCs who have played the other adventures in the series may be familiar with some of the related background. The Black Knight has also appeared or been referenced in multiple other adventures and it is assumed that any PC who has played an adventure in Furyondy has heard of him and knows him as an evil warrior.

This adventure also prominently features Sir Rayvelis Lanistor, who has appeared in the following adventures:

- FUR2-01 Common Defense
- FUR3-01 Redemption
- FUR4-05 Armor Tale

PCs that have played any of these previous adventures have met and are familiar with Sir Lanistor.

This adventure also features Lord Peroska Finium, who appeared in FURintro4-02 Oracle's Heir; so it would be useful to determine which PCs have played that adventure as they likely know him rather well.

For the introduction, as well as for Encounter 2 while PCs are gathering information, it is important to determine what PCs are members of various Furyondy meta-organizations.

INTRODUCTION

It is so nice to be in Chendl as it was meant to be. After years of dreary darkness, the city again sees the light of Pelor. Sure, undead still cause problems here and there, but the churches have done wonders in correcting that problem. Plus, since the darkness is gone, many of the undead are restricted from activity during the day. You and your companions

have just completed a successful raid on several vampire spawn and their leader and are feeling pretty good about your accomplishments.

Any PC who participated in a previous adventure with Sir Lanistor (FUR2-01 Common Defense, FUR3-01 Redemption or FUR4-05 Armor Tale) is approached by a messenger from him. If no PCs participated in any of those adventures, select one PC in the group to be approached by the messenger. The messenger first approaches any PC members of the Order of the Hart (Furyondy), giving preference to knights over squires. If none are present, he approaches any members of the Church of Heironeous, followed by any PCs in the Furyondy Military, in order of rank, then by the Green Jerkin Rangers. Next he would approach members of Furyondy Churches, in the following order: Mayaheine, Rao, St. Cuthbert, Trihereon. If no PCs are members of any of those meta-organizations, select the PC based on the following criteria:

- Race is human, elven, half-elven, dwarven (in that order).
- Home region is Furyondy.
- PC wears a holy symbol of a lawful deity, preference given to Heironeous, followed by Mayaheine, Rao and St. Cuthbert.
- Member of Thunderheart Mercenaries.
- A PC who appears to be a warrior (heavy armor and weapons).

Once the PC is selected, continue with the following:

Walking together from the Temple of Pelor, where you stopped briefly for healing, <insert selected PC name> is approached by a young man of about eight years of age bearing a missive and wearing the livery of the Furyondy College of War. "Excuse me, are you <insert selected PC name>?"

Once the PC responds in the affirmative, continue:

"I have an important message for you. Sir Lanistor needs to see you right away. You can bring your friends if you like. He said to bring some friends with you. We need to go right away. Are you ready?"

The messenger's name is Arguile and he is a page at the War College. He came with Lanistor this morning and knows that Lanistor has been checking around town for people for some unspecified task. Once the PCs agree to go with him, he leads them to the Kings Arms Tavern where Sir Lanistor waits to meet with them in a private room. PCs may introduce themselves if they have not all ready done so. Once the players are ready, proceed with Encounter 1.

ENCOUNTER 1: A NOBLE IN NEED

This encounter begins as the PCs arrive at the King's Arms Tavern for their meeting with Lanistor.

The young man, Arguile, leads you unerringly through the city to the Kings Arms Tavern, a large and well-maintained structure not far from the open market. The tavern is rather quiet this time of day, and only a couple of tables are occupied.

Arguile approaches the innkeeper, a heavy Oeridian man with sharp brown eyes and graying hair. The innkeeper gives a big smile at the new customers. Arguile explains that you are here to meet with Sir Lanistor and the older man nods. Bustling over to you, he states, "Welcome to the King's Arm, my good citizens. I am informed that you have a scheduled meeting, and this young lad knows the room where your friend awaits. What shall I send in for you to drink?"

Once the PCs have responded and indicate they are ready, Arguile leads them through the large common room to a private dining room. Continue with the following:

After passing through the large common room, Arguile stops outside a closed door and quickly knocks twice. A voice from inside calls: "Enter."

Stepping into the room, you see a tall, muscular man with golden blond hair and sad-looking grey eyes seated at the head of a good sized table. A bottle of fine wine is set to the side of his filled glass. He wears finely crafted full plate armor and bears a cloak clasp of the symbol of Heironeous. Over his armor is a tabard of the Knights of Furyondy.

Lanistor came to the Kings Arm Tavern with the expectation of finding suitable individuals without a need to travel further. However, for a variety of reasons those present either were not interested in his offer or he did not consider them experienced enough and/or reliable enough that he wished to hire them. He did, however, learn that the PC(s) approached in the introduction was (were) in town. Therefore, he sent the page he brought with him from the War College, Arguile, to locate the PC(s) and ask him or her to come and meet with him, bringing whatever friends he or she wished.

Creatures: The clientele of the Kings Arm Tavern are typically wealthier adventurers. Arguile is anxious for the PCs to go immediately to meet with Sir Lanistor, so he discourages them from much interaction with other clientele.

Rolf Satereeni: Male Oeridian Ftr4. Rolf is the innkeeper at the King's Arm

Arguile: Male Oeridian Ari1. Arguile is the young, eight-year-old page from the War College.

Sir Rayvelis Lanistor: Male Suel/Oeridian Ftr10/Knight of Furyondy4, hp 130; Appendix 1.

Sir Lanistor greets PCs from previous adventures or members of lawful Furyondy church meta-organizations, calling them by name. Fellow knights or squires in the Order of the Hart are greeted warmly by name and title, as are members of the Furyondy military and Green Jerkin rangers. As noted earlier, Lanistor previously took the time to find out a little more about the PCs before he sent Arguile to get them.

After the greetings, a serving lady arrives with the PCs' previously ordered drinks as well as a light lunch. Sir Lanistor invites the PCs to join him in a meal and begins some small talk with them during the meal, asking them things such as recent missions, etc. As the meal draws to a close, he states:

"If you don't have any current projects, I am planning a trip here shortly and could use some company. As some of you are no doubt aware, a couple years ago I suffered from a bad case of death. Now, my advisors assure me I have fully recovered, except for my wits." He chuckles.

"However, this has caused certain legal difficulties for me which until recently were not a pressing matter. Yesterday, I received this missive and obviously this requires more urgent attention."

At this point, give the PCs Players Handout #1. Once they have had a chance to review it, continue with the following:

"It is my hope that you may be interested in accompanying me to this meeting. Some of you could serve as bodyguards and others as legal consultants. In addition, as this issue has significant repercussions, I would know more of this Lord Finium and those allied with him. As I have not the time to conduct this investigation completely on my own, I'd appreciate your assistance in that matter as well. I am willing to pay you fifty wheatsheaves for your services in this matter over the next ten days. If you prefer, I would offer this coin instead to your church. What say you?"

Once the PCs agree, he continues with the following:

"Keep in mind that because I am seeking information, I do not wish any hostilities to ensue during this initial meeting. As you take my gold, I expect that you will respect my wishes in this matter. Your presence at the meeting is desired for protection in part but also, and perhaps more importantly, as extra sets of eyes and ears to help pick up facts I may miss. Do you have any questions?"

Sir Lanistor answers the PCs questions to the best of his ability. Note that he has never met the lord named in the missive. He is unable to fully investigate the matter as duties at the War College preclude a lengthy absence on his part. At the conclusion of the questions, he provides

the PCs with a writ indicating they are investigating matters for him over the next week. Use the list of questions and responses outlined below as a basis for answering any inquiries the PCs may have.

- What do you know of Lord Finium? *Very little. I did ask the courier who delivered the missive for a description of him. He is an Oeridian in his mid-twenties, with curly black hair and brown eyes. The individual mentioned that he tends to dress rather flamboyantly.*
- Are you expecting trouble? *Well, I would not expect this individual to begin with violence at the meeting, per se, but there is certainly the possibility of trouble developing in the future, particularly if they do not get their own way. That is why I am recruiting more experienced adventurers, such as yourselves.*
- What do you want us to find out about? *Given how little I've heard of him, I suspect he has backing from someone with more power and clout than he has. I want more information on who that is, who his allies are and what he is hoping to gain from this. Any additional information you can obtain about relevant laws would also likely be of use.*
- Can we bring magic to the meeting? *I am not aware of anything prohibiting it, so I would imagine so. I expect they would have some at their disposal as well.*
- What are you planning on doing during this time/before the meeting? *I will accompany you to the meeting, but given that I will need to be gone a week or so for that in travel I cannot afford to spend the time investigating prior to our departure. I have duties at the College that must be set in order before I leave.*
- When do we leave? *I'd like to depart first thing in the morning, three days from now. That should give us plenty of time to arrive. Meet me at the College of War; we will leave from there.*
- What do you know about the law on inheritance? *Normally, on a lord's death, the lands pass to the eldest male child. In the case of no male children, in most situations, the eldest female child would inherit. A lord can chose to declare another his heir, even bypassing children he may have, but such an heir would require approval of the lord to whom he holds his lands in fiefdom. As my estate is in the Fairwain Province, that would be the King himself.*
- Do you have an heir? *I am not sure.*
- How can you not be sure if you have an heir? *Seems odd, doesn't it? Well, the fact is I have never married and I have no children. When I was younger I always expected one of my brothers or cousins to hold the land when I was gone. Then, there was the Great Northern Crusade, and our family was completely obliterated...but for me. Or*

so I thought. A couple years ago some adventurers brought me word that one of my cousins, Sir Thornton Lanistor, was still alive and a prisoner in Iuzian lands. If he still lives, the lands are rightfully his.

- What happens if there is no heir? *In cases where there is no heir, the estate reverts to the crown and the King appoints a new lord for the estate.*
- Has the king appointed someone to hold your lands? *Not that I am aware of. I plan to verify that before we leave.*
- Who holds/manages your lands now? *Well, I have continued management of the estate...but should the king wish at any point I could be asked to surrender them to a new owner.*
- What do you want us to do at the meeting? *Two of you will serve as advisors, as specified in the letter. As we travel, we can determine which two of you are most diplomatic as well as knowledgeable about relevant areas. The rest should plan to serve as bodyguards.* Basically, Lanistor determines which PCs have the most Knowledge (local [Iuz]), Knowledge (nobility and royalty) or an appropriate Profession skill (e.g. barrister) for that purpose. If multiple PCs possess equivalent modifiers for these knowledge skills, Lanistor selects one based on his perception of their eloquence. He first would select the PC who received the missive, if that PC is a possible choice. If not, consider PC interactions with Lanistor up to this point as well as Diplomacy skill modifier to make the selection.
- Where is this Castle Ehlenestra? *Castle Ehlenestra is near the Vesve in northern Kalistren and marks the western edge of the Razing Line. Lady Sharnalem, a Knight of Furyondy, is the ruler of the keep.*

Treasure: Lanistor gives the PCs their money at this point, noting that he trusts them to fulfill their word based on their reputation. If they do not fulfill the extent of their obligation, however, he would be very displeased and may well pursue legal action.

All APLs: Loot – 0 gp, Coin – 50 gp, Magic – none.

Development: Once the PCs have asked all relevant questions they desire, Lanistor provides them with the writ, as mentioned above, which designates them as working for him investigating some matters. This is given to the PC approached in the Introduction. He then leaves to check into the question of whether the King has appointed someone for his estate. He then plans to return to the War College, where the PCs can meet with him in three days time. Assuming the PCs do as requested and begin some investigation into the noble and his allies, proceed to Encounter 2. If they chose not to but instead spend their time on other activities, make a note of this as Lanistor is most displeased with them. In that case, proceed directly to Encounter 3.

ENCOUNTER 2: INVESTIGATION

This encounter is free-form and designed to allow PCs to seek out and obtain information about the noble, the situation, relevant laws, etc from multiple sources. It is assumed that PCs are gathering this information while in Chendl. Some of the information, however, is available only closer to the source...in that case this is noted.

PCs choosing to simply ask around town (bars, taverns, etc) may learn the following, with a successful Gather Information check of the noted DC:

- DC 10: A local stable boy notes that a man “posing as a noble” was in town. He did not have an entourage and tipped poorly. The man fits the description of Sir Finium.
- DC 15: A scruffy looking bar patron was insulted when a noble (matching description of Sir Finium) approached him and awkwardly attempted to make contact with the “thieves’ guild.” The patron noted “*I’m no thug. I’m a law-abiding citizen.*”
- DC 20: PCs discover the noble stayed at the Heroes’ Rest Inn while he was in town.

PCs may seek out divinations at the various temples in town. With an appropriate donation, the churches make divinations for them. Note that if the temple is one listed below, PCs may attempt a Gather Information check as well while they are there. The following summarizes spell results and appropriate donations:

- Augury (85 gp): As this is more than an half hour in advance, no information can be gained.
- Divination (305 gp): “Look for hidden allies.”
- Commune (not available from NPCs, although PCs may chose to cast this spell themselves): Use the information available to answer questions accurately.

PCs may also choose to approach specific metaorganizations for information. In the case of meta-organizations, consider PC members of the organization to have a +10 circumstance bonus to Gather Information checks (rather than any bonus designated on their metaorganization certificate).

Mage Council:

- DC 10: Divinations show Thrommel to be somewhere in the Barony of Kalistren.
- DC 15: Thrommel has been demonstrated to use a network of magical amulets to communicate and keep track of his minions.
- DC 18: The search for a replacement for Karzalin continues. One of the candidates is an adventurer who participated in the ritual to dissipate the shield.
- DC 20: There have been confirmed reports of high power monster and animal summonings near the Razing Line recently. A DC 10 Knowledge (local [Iuz]) or Knowledge (history) check reveals that the Razing Line is a construction of the forces of Iuz in northern Kalistren. It is a quarter mile wide and miles long area

still bereft of any plant or animal life. A DC 15 Knowledge (local [Iuz]) check indicates that the area has a reputation of being “unholy” or cursed. PCs who participated in FUR3-07 Eclipse may recall this is the area where they obtained the lava used in the ritual which put up the original “shield” over Chendl.

- DC 25: There have been confirmed reports of evidence of *meteor swarm* and *incendiary cloud* cast near the Razing Line recently.

Old Faith (in Kalinstren, near the Vesve):

- DC 10: A farming family reported strange magic on their land. The local cleric was unable to assist. PCs will be travelling near to the area, and can make arrangements to speak directly with the victims. The family, includes Pa Akerly, Ma Akerly, Helga Akerly, Jeb Akerly, Sven Akerly, and little Maud Akerly. Each cries about loosing their home to a pack of marauding wolves, and a bunch of fanged men with wings. They ran from the area and sought help from the Old Faith shrine, but the local acolyte was chased away by an eerily intelligent raccoon.
- DC 15: When the shield went down in Chendl, all the clerics who participated have aged ten to fifteen years or suffered some mental ailment.
- DC 20: Some animals reported new or strange druids made them do things they didn’t want to do (A DC 23 Spellcraft check identifies this as consistent with a *dominate animal* spell).

Green Jerkins:

- DC 10: Several brigand leaders caught recently have been wearing identical amulets. The amulets have been seen also on some powerful undead and bear an image of a bat.
- DC 13: Rangers from Keristen report several recent attacks by Iuzian forces were only repelled with great difficulty by the naval forces stationed there.
- DC 16: The problems with undead in Chendl decreased somewhat when the shield was countered. However, problems with undead are increasing in the Barony of Willip and spreading to the edges of Gold County.
- DC 20: Some animals reported new or strange druids made them do things they didn’t want to do (A DC 23 Spellcraft check identifies this as consistent with a *dominate animal* spell).
- DC 23: Odd tracks have been found near the War College, for example, animal tracks of non-indigenous animals which abruptly stop...they are believed to have been summoned.

Furyondy Players:

- DC 10: A bard the PCs talk with swears Thrommel is not really dead, but suffers from a magical divine curse brought about by turning against Heironeous.
- DC 15: Divinations show Thrommel to be acting in the Barony of Kalistren.

• DC 20: There have been confirmed reports of high power monster and animal summonings near the Razing Line recently. A DC 10 Knowledge (local [Iuz]) or Knowledge (history) check reveals that the Razing Line is a construction of the forces of Iuz in northern Kalistren. It is a quarter mile wide and miles long area still bereft of any plant or animal life. A DC 15 Knowledge (local [Iuz]) check indicates that the area has a reputation of being “unholy” or cursed. PCs who participated in FUR3-07 Eclipse may recall this is the area where they obtained the lava used in the ritual which put up the original “shield” over Chendl.

- DC 25: Belvor is refusing to marry because he has an illegitimate son.

Twilight Hunters:

- DC 10: Thrommel has been demonstrated to use a network of magical amulets to communicate and keep track of his minions.
- DC 13: Some stashes of these amulets previously recovered were apparently found by the owner and removed magically. Not all the amulets in a particular stash would be taken, however.
- DC 16: Two of the Hunters (a ranger and a member of the Church of Mayaheine) followed up on a rumor about unusual magic near the War College. They were attacked by a vampire spawn and slain.
- DC 20: There was a break-in at the Church of Rao a couple weeks ago. No one in the Hunters was involved and it’s unclear what they were after, as no increase in Rao-ian items has been seen on the black market.
- DC 23: Karzalin was reportedly seen near the Vesve with a couple of armored warriors.
- DC 26: Belvor’s “special lady-friend” (an attractive Oeridian rumored to be a druid of Merikka) came up missing about a week ago.

Church of St. Cuthbert:

- DC 10: There are rumors of circular crop blights in the Gold County last year.
- DC 15: Undead attacks have been fewer in frequency and intensity in Chendl since the shield was dissipated.
- DC 20: An unknown noble was in town supposedly stirring things up, protesting the “dead shall not rule” law and speaking of its “outdated” nature and need to be repealed.

Church of Heironeous:

- DC 10: Undead attacks have been fewer in frequency and intensity in Chendl since the shield was dissipated.
- DC 15: Lord Peroska Finium was in a few weeks ago requesting access to some church documents regarding legal succession and inheritance in Furyondy. He paid a hefty 100 ‘sheafs (gp) each to a couple of the acolytes to assist him.

- DC 20: Speaking with the acolytes reveals that Lord Finium seemed most interested in the “dead shall not rule” law.
- Diplomacy DC 30 (or expenditure of a permanent influence point with the Furyondy church): PCs may gain access to the records as well. They are expected to make a suitable donation (250 gp) to the church. Members of the Church of Heironorous meta-organization in Furyondy receive a +15 circumstance bonus on the Diplomacy check. Clergy are not required to make the Diplomacy check and are asked for only a 100gp donation, while members of the Silver Blades are completely exempt from this fee. PCs expected to pay the donation may instead expend another Influence Point with the Church of Heironorous in Furyondy to waive the donation (this Influence Point is in addition to the one to negate the Diplomacy check, if they chose that route).
 - PCs who gain access to the records and succeed at a DC 16 Search check find a parchment with some notes left behind by the noble (give the PCs Players Handout #2).

Church of Rao:

- DC 10: The church in Veluna has been requesting them to send acolytes to assist with the recovery efforts.
- DC 20: The library was broken into a couple weeks ago. Whoever it was tried to set a fire but the acolytes put it out with a quick use of spells. Evidence suggests the fire was magically set. Things are still in disarray and the church is in the process of reorganizing and cleaning up. They are unsure if anything was taken.

Churches of Pelor and Mayaheine:

- DC 10: Undead attacks have been fewer in frequency and intensity in Chendl since the shield was dissipated.
- DC 15: At the Church of Pelor, some of the clergy have noticed that some undead seemed to be harder to hit or focus on (e.g. see). These undead all wore identical amulets with a bat on them.
- DC 20: Madeera (Clr 4) of Mayaheine performed very well against the undead and was awarded one of the amulets. PCs may speak with Madeera, who notes that she has been troubled by nightmares lately. Further questioning reveals these occur only when she is staying at the church – not when she is adventuring or on missions away. Madeera notes, if the PCs ask to see the amulet, that she always leaves it hanging in her room.

HEROES' REST INN

PCs who discover that Lord Finium stayed here while in town may decide to further investigate. The Heroes' Rest is an upper quality inn and tavern which caters to slightly wealthier travelers. Although prices are triple the normal rate, it is considered “not bad” as far as rates in Chendl.

Creatures: If the PCs come during mid-day or evening, the common room is relatively full of about twenty to thirty patrons, all human, elven or half-elven. PCs wishing to gather information here about the situation may make a Gather Information check (general, as noted at the beginning of the encounter) as well as one assuming they approached the Furyondy Players or Green Jerkin Rangers meta-organizations, as these are the sort of patrons who are currently staying in the tavern.

There are three serving women working during the mid-day and evening and one in the morning hours, when the inn is not very busy. Any of the waitresses confirms to the PCs, if asked, that a Lord Finium was here for some time. All of them were happy to see him leave, as he was quite free with his hands, spoke to them in a degrading manner and tipped very poorly. In short, toward them, he was a boor. They note that he was accompanied by a “dreamy looking” young man, also in his mid-twenties. This friend, Iteriss, was a Suel with silky looking blond hair and blue eyes. Most of the time, he had a raven perched on his shoulder so he was probably a wizard...he looked rather bookish. If PCs ask to look at his room, they are directed to the innkeeper.

Arbor Daly: Male human Com4.

Arbor, the innkeeper, is a shrewd Oeridian businessman. He is agreeable to sharing information with his patrons and if asked questions prior to the PCs making a purchase, he informs them of this policy. In order to be considered a patron, PCs must purchase food and drink there, or rent a room for the evening. A single meal with one drink costs two gold (the minimum needed to be truly considered a “patron”), while PCs may rent a room for the evening for six gold. Once PCs are considered “patrons” and have showed him the writ from Sir Lanistor, he confirms that Sir Finium did stay there some days ago but has checked out.

He agrees to rent them the room Sir Finium stayed in, if they ask, as it is currently empty. The room Finium stayed in is slightly higher quality and larger, and it rents out for ten gold, as it is normally rented by groups. PCs are not allowed to simply go through the room and Search it without paying to rent it for the evening.

If asked, the innkeeper confirms that others have rented that room since Finium checked out. Although Sir Finium rented and paid for the room, most of the time another man, named Iteriss, stayed there with him. Iteriss had a pet raven which appeared unusually intelligent.

If PCs indicate they are going up to the room, continue with the following:

The door opens into a spacious room. Two large beds flank either side of the room. To your left is a large oaken wardrobe of good quality while to the right sits a table surrounded by four chairs. A nightstand with a pitcher, bowl and washing cloths sits between the beds and just below a window with one shutter open letting in the cool night air.

There is nothing of note to find while Searching the room. However, PCs who succeed at a DC 15 Spot check notice a raven sitting near the windowsill and apparently watching them. (This is decreased to a DC 10 if they mention they are opening the window for some reason).

Keelen: Awakened raven (Sense Motive +6).

Contrary to what the PCs may initially believe, Keelen is not the raven that was with Iteriss. Rather, he is a friend of Gray and was sent here to keep an eye on Iteriss and Lord Finium and report back. Keelen agreed to stay in the area for awhile longer, as Gray suspected his erstwhile colleagues may return. If the PCs befriend Keelen (e.g. a DC 25 Diplomacy or Animal Empathy check) and he trusts their motives, he speaks to them. He explains that his friend, Gray, asked him to come here and watch the “loud one and the mean one.” Gray stays with them sometimes but he does not like them and he knows they are up to something bad. He, in turn, is watching them for the “nice corn lady” who always has nice snacks for Keelen. She is Grey’s friend.

PCs can convince Keelen to set up a meeting with Grey by succeeding at another DC 25 Diplomacy check. Otherwise, explaining to him they are also there to check on the “bad things” those men are up to can get him to reveal the following:

- The “mean one” has a pet that sometimes looks like him, but is NOT a raven. Sometimes it looks like a big furry forest animal. It tried to bite him once. (If pressed for a description, Keelen describes a raccoon).
- The “loud one” is the one in charge and tells the others what to do. He wears lots of shiny things.
- They both went often to the same place, a big building with lots of people wearing the same clothes. If asked, he describes the location and a successful DC 20 Knowledge (local [Iuz Border States] check confirms this as the temple of Heironous. If persuaded with a DC 20 Diplomacy check, he shows them the way there.
- The “nice corn lady” comes to this city a lot. She visits a grey haired man by the flying trees. A DC 25 Knowledge (local [Iuz Border States]) check indicates the “flying trees” probably refers to the great floating gardens of Chendl (e.g. the royal gardens). If asked more about the “grey haired man,” Keelen notes that the “grey haired man” and the “nice corn lady” are nest mates. If asked about the “nice corn lady” he notes that she has shiny corn on her neck and feeds him good corn.
- The “loud one” and “mean one” left some paper when they left, but he knew it was important so he took it and put it in his nest. A DC 30 Diplomacy check is needed to persuade him to part with it. If he is persuaded to bring it, PCs see a map which is partially torn and difficult to read as a result. However, someone with the Track feat who succeeds at a DC 20 Survival or Knowledge (geography) check can puzzle out the location, given a couple hours. If PCs cannot puzzle out

the location, they have a couple options. They can attempt to get Keelen to set up a meeting with Gray or they can take the map to a scribe or sage in the city and for a 50 gp fee have it identified for them after a two hour wait.

If PCs try to ask about holy symbols (and have one to show him so he knows what they mean), he indicates that:

- The “nice corn lady” wears a pretty necklace with a silver scroll in front of gold grain. (DC 15 Knowledge (religion) check identifies Merikka).
- Grey wears some wood that is shaped like a leaf with an acorn in front. (DC 15 Knowledge (religion) check identifies Obad-Hai).
- The “grey haired man” sometimes wears a silver lightning bolt. (DC 10 Knowledge (religion) check identifies Heironous).
- The “loud one” and the “mean one” do not wear those things.

Development: If the PCs persuade Keelen to set up a meeting with Grey, that is arranged for the following day (assuming the next day is not the scheduled meeting with the representatives of Lord Finium) and is set to occur outside town. Keelen agrees to meet them outside the Heroes’ Rest and lead them to the meeting place. Once the PCs go to the meeting, see Encounter 7 for information on Grey and adjust as noted for the change in meeting location. If the PCs continue to gather information in town, refer to earlier portions of this Encounter. Once the PCs indicate they are proceeding to meet with Lanistor at the War College to leave for the meeting, proceed to Encounter 3.

ENCOUNTER 3: THE MEETING

This encounter begins once the PCs begin travelling to the meeting location. They have plenty of time to change and coordinate spells if they like during their travels, but verify these are selected before proceeding. The designated meeting place is in a small village some distance from Castle Ehlenestra, on the edge of the Vesve.

Prior to approaching the meeting location, Olarch, Grey and Iteriss left their nonmagical adventuring gear under the watchful eyes of their animal companions and familiar. The animals and familiar are hidden in the nearby woods, 120 feet away, and are only one to two rounds away at a full run. Any Listen and Spot checks to observe the animal companions should take into account the -12 for distance.

The meeting is scheduled to occur at the Dancing Pig, an inn nestled in a hilly, forested area between Castle Ehlenestra and the Vesve forest. The NPC negotiators approach from the direction of the Vesve, while the PCs approach from the direction of the castle.

The meeting takes place at approximately four bells in the afternoon and is expected to last two to four hours,

depending on the PCs' input and reactions. PCs who initiate combat without clear provocation are breaking the law in Sir Lanistor's view, and are subject to the King's Justice.

Following Sir Lanistor, you arrive at an inn nestled on a wooded lane, within a short distance of Castle Ehlenestra. The road curves past the inn and goes up over a small, nearby hill into the woods. Approaching, you see a small gnome boy whittling on a water barrel outside the inn. Above the door is a carved wooden sign of a pig with a top hat and cane, appearing to tap a hoof.

"Are you looking to stay at the Pig or are you passing on to the Vesve?" the gnome asks. Sir Lanistor replies, "We are planning to meet some folk here."

Give PCs a chance to interject any questions they would like before continuing.

After answering your questions, the boy asks "Will you need rooms or someone to look after your animals?" Sir Lanistor asks you to take care of the arrangements.

If PCs have not asked whether anyone else has arrived, Sir Lanistor does at this point. As the PCs make arrangements with the boy, the other negotiators arrive.

A group of men approach from up the road, hailing your party. Three men approach on foot, followed by four Oeridian brutes mounted on war ponies. The mounted warriors wear leather armor and wield spiked chains, longbows, and greataxes. They each toss a silver sheridan to the gnome boy, with directions to feed and groom the ponies.

The center of the three men is a small but spry, green eyed, blonde haired Suel male, appearing approximately twenty-five years of age. He has a broad smile that appears to gleam in the sunlight and is dressed in noble attire, with spell pouches on his waist and a dagger at his belt. The Suel's gaze flicks over each of you in turn. He has a strange black felt sash across his chest, apparently fashioned to hold multiple wands for easy access.

The center man wears no armor and no badge identifying any allegiance beyond a golden bat on a silver necklace. He also has a courier's pouch strapped to his side. "I am Iteriss, and my lord directed me to attend this meeting with you on his behalf. These are my travelling companions, Olarch and Grey. You'll see behind me my grouchy friends from Dyvers, who are here only because I've promised them strong drink. Please, let us go inside and talk like civilized folks."

Olarch, the male to the left, is an Oeridian with brown eyes and greasy black hair, standing 6'1" and appearing very scrawny. As he walks, Olarch makes a misstep and nearly trips, prompting a snicker from

the recently dismounted warriors. Olarch turns and hisses angrily at the warriors, who laugh at his anger. Olarch is dressed in a scholar's garb, with no apparent armor and no weapon but for a silver dagger on his belt. However, about his neck he wears a trident over a cresting wave, carved out of an odd wood.

A DC 10 Knowledge (nature) check identifies the wood as driftwood while a DC 12 Knowledge (religion) check identifies the symbol as that of Procan.

The male to the right, identified as Grey, is a dark-skinned Baklunish man standing approximately 5' 8", with a short beard, slightly longer black hair, and grey eyes. About his neck is a wooden carved symbol of an oak leaf and acorn. Grey has a silver sickle belted on, a quarterstaff in his hand and a set of spell component pouches on his belt. He wears a set of hide armor painted with green and brown hues in leaf patterns, giving it the appearance of blending in with woods at a distance.

A DC 10 Knowledge (religion) check identifies Grey's holy symbol as one of Obad-Hai.

The Oeridian brutes are in fact half-fiends, who have been disguised. At any point during this encounter, PCs who indicate they are looking carefully at the warriors or who sit by them inside the inn have a chance to notice they are more than what they initially appear to be. If appropriate, allow PCs to make a DC 25 Spot check to notice the disguise. If successful, PCs notice bumps on the backs of the warriors (wings hidden beneath their cloaks) as well as the pointed nature of their teeth.

Upon entering the Inn, Sir Lanistor orders a meal and drink for everyone, and sits on one side of the unoccupied center table. He then directs the two PCs selected previously as advisors in Encounter 1 to sit with him at the center table and asks the rest of the party to observe proceedings from one of the side tables. There are a total of five tables in the inn, one in each corner and one in the center, with the center table half again as large as the remaining other four tables.

The warriors seat themselves at the unoccupied table closest to the door. The warriors do not know the details of the meeting and are there solely as brute thugs if needed.

Iteriss, Olarch and Grey all sit at the center table. Iteriss pulls out his courier's pouch and pulls from it a roll of documents. These include a deed to Lanistor's estates, maps of the estates, a legal brief on the claim prepared by a sage known for his knowledge of Furyondy estate law, a tentative list of property to be turned over with the estate, and a list of property Lord Finium has graciously deemed that Lanistor may retain (personal effects Lord Finium considers of no value, but believes Lanistor may wish to retain for sentimental reasons). A DC 25 Knowledge (local [Iuz]) check or a DC 20 Knowledge (nobility and royalty) check reveals personal effects should not be covered under such a claim. This is an attempt to appear

to be granting Lanistor more than what they actually are from his personal estate.

Iteriss has an extra copy of the documents which he eventually grants leave for Lanistor to take and review overnight, on the agreement to meet at the same time the following day to resume their discussion. See Creatures section for Lanistor's goals as well as notes for roleplaying the various characters present. Note that once introductions are concluded, Lanistor turns the discussion over to his two PC assistants. Feel free to impose circumstance penalties to the interactions based on PC actions that may be considered hostile or rude.

Iteriss has the authority to delay matters again for a short period to permit Lanistor a chance to consult with legal authorities. However, any period so granted would be short enough to pressure Lanistor into a quick response. Iteriss's unspoken goal is to pressure the King to retract the law prohibiting "the dead" from inheriting. Should he be unsuccessful in this, his secondary goal is for Lanistor to surrender his estate to Lord Finium, thereby acknowledging his claim as appointed heir. If PCs advise Lanistor to press the issue with the king, Iteriss consents to a delay of ten days, to permit the issue to be raised with the king's court. Note that Iteriss does not quickly consent to this, instead making them argue and present a case. His feigned reluctance is a result of not wanting to appear too eager for Lanistor to take the claim back to the King for a ruling. As a result, Iteriss seeks collateral to assure their return following the delay. Specifically, he demands that Sir Lanistor leave his ancestral family armor, something Lanistor is not at all willing to do. PCs may persuade Iteriss that this is unnecessary with a DC 25 Diplomacy check. If they are unable to do so, he allows them to offer alternative collateral, roughly equal in value to that of Sir Lanistor's armor (6000 gp).

Creatures: Aside from the two groups, there are currently no other patrons inside the inn. Since Iteriss has paid the innkeeper for privacy, the innkeeper has the gnome lad outside direct others elsewhere while he waits in the kitchen in case the group has need of something. Thus, the only individuals inside are Iteriss, Olarch, Grey, Lanistor the warriors and the PCs.

Iteriss is a real charmer and the face man of the group. He seeks to keep a friendly face on the negotiations, and he can afford to, because he and Lord Finium see the situation as a win for them, no matter the outcome. Iteriss expresses remorse for Sir Lanistor's plight while trying to keep the discussion light and friendly. Iteriss does not want the matter to degenerate into a physical confrontation, as he wants the matter ultimately brought before the King, preferably in a public matter. If he is forced to kill the PCs and Sir Lanistor, his master's cause is not served. However, if necessary to save his own skin, he attacks in the most effective manner possible. If one of the PCs carries obviously illegal, evil or necromantic items, Iteriss politely offers the PC service in his personal staff, simply to draw Sir

Lanistor's attention to the matter and let Sir Lanistor squabble with his bodyguards.

Olarch is a bookish, nature nerd. Olarch appears distracted if PCs attempt to engage him in conversation, simply because he is trying to concentrate on carefully watching the PCs and Sir Lanistor, and he typically gives one word or unhelpful answers just to get out of a conversation. Olarch in his natural form is quite clumsy, and if PCs are successful in getting him to talk, he talks about the splendor in taking on the graceful animal forms, and talks at length of his favorite forms, including the lordly heron, the mighty kingfisher, and the rascally raccoon. Olarch has an inferiority complex, and continues to work with Iteriss and Lord Finium, simply because the work gives him access to better protection and more power. Olarch also is a bit of a bully, and has no problem eliminating weakened opponents first, simply to get numbers more in his favor. Olarch is always the first to ask for mercy but the first in line to deny someone else quarter if they oppose him.

Grey is a hidden ally, although neither he nor the PCs may understand their relationship. Grey is suspicious of the PCs as he feels they may have been influenced, magically or otherwise, by Iteriss already. He is aware of the risk of his spying, and definitely does not reveal his true nature to PCs anywhere in the vicinity of Iteriss or Olarch. If PCs attempt to engage him in conversation, he uses Diplomacy in an attempt to be disgusting or irritating, in order to minimize the PC's interest in conversing with him during the meeting. Grey defers all questions to Iteriss in an effort to avoid drawing attention to himself. However, he is quite capable of being charming. Grey is prepared to hurt the PC's should they initiate hostilities in order to play his part, because he stands to lose much more if his cover is blown. Despite this, he is quick to give quarter when asked, should hostilities erupt.

Sir Rayvelis Lanistor is a driven man who has dedicated his life to the fight against Old Wicked. He has overlooked in the past responsibilities for his estate in order to accomplish what he considered a larger and more important duty to his king and country. Ultimately, Lanistor's goal here is to do what is best for his country and king with a secondary goal of ensuring his estate remains intact and is placed in the care of someone he considers worthy. As a result, he has simply awaited the king's word about his estate up to this point. Lanistor is not a diplomat and basically turns the argument over to his PC assistants once introductions are concluded. He watches and listens carefully as the debate unfolds. He does know a little of the law (see questions and answers from PCs in Encounter 1). He also knows the king has not appointed anyone to his estate, and he knows that since Thrommel has been declared legally dead, he has no more claim on the throne and no legal basis to make any rulings, etc. Anything he knows he freely shares with the PCs if they ask or he considers it relevant. Lanistor does not agree to anything during this meeting, instead insisting that the group meet again the following day to

allow him time to consider the matters presented during the meeting.

Prior to entering the meeting, Olarch, Iteriss and Grey have cast preparatory spells in case hostilities were to break out, and to aid in their negotiations. They have only cast enhancement spells that last ten minutes per level or longer in advance of the meeting. As the intention is that this is a roleplay encounter, they do not initiate hostilities with the PCs, but see Tactics should the PCs choose to attack them.

Should the PCs attempt to *detect thoughts* on Olarch, and he makes his Will save, he points this out to the others. Such attempts automatically fail if attempted on Iteriss, due to his ring of mind shielding. If PCs attempt to do this to Grey, he says nothing, merely frowning a moment before meeting the PC's eye and raising an eyebrow.

All APLs (EL 15)

Sir Rayvelis Lanistor: Male Suel/Oeridian Ftr10/Knight Furyondy4, hp 130; Appendix 1.

Warriors (4): hp 55; Appendix 1.

APL 6 (EL 11)

Iteriss Zims: Male Suel Sor8; hp 41; Appendix 1.

Sharmane: quasit familiar; hp 20; Appendix 1.

Olarch Posidon: Male Oeridian Drd5/Wiz3; hp 37; Appendix 1.

Furball: wolf animal companion; hp 27; Appendix 1.

Grey: Male Baklunish Rog1/Drd7; hp 49; Appendix 1.

Fang: dire wolf animal companion; hp 45; *Monster Manual*, p 65.

APL 8 (EL 13)

Iteriss Zims: Male Suel Sor10; hp 51; Appendix 1.

Sharmane: quasit familiar; hp 25; Appendix 1.

Olarch Posidon: Male Oeridian Drd5/Wiz3/Arcane Heirophant2; hp 45; Appendix 1.

Furball: cheetah animal companion; hp 33; Appendix 1.

Grey: Male Baklunish Rog1/Drd9; hp 61; Appendix 1.

Fang: advanced dire wolf animal companion; hp 61; Appendix 1.

APL 10 (EL 15)

Iteriss Zims: Male Suel Sor12; hp 61; Appendix 1.

Sharmane: quasit familiar; hp 30; Appendix 1.

Olarch Posidon: Male Oeridian Drd5/Wiz3/Arcane Heirophant4; hp 53; Appendix 1.

Furball: tiger animal companion; hp 61; Appendix 1.

Grey: Male Baklunish Rog1/Drd11; hp 73; Appendix 1.

Fang: advanced dire wolf animal companion; hp 61; Appendix 1.

APL 12 (EL 17)

Iteriss Zims: Male Suel Sor14; hp 71; Appendix 1.

Sharmane: quasit familiar; hp 35; Appendix 1.

Olarch Posidon: Male Oeridian Drd5/Wiz3/Arcane Heirophant6; hp 61; Appendix 1.

Furball: dire lion animal companion; hp 61; Appendix 1.

Grey: Male Baklunish Rog1/Drd13; hp 85; Appendix 1.

Fang: advanced dire wolf animal companion; hp 77; Appendix 1.

Tactics: If the PCs initiate combat without clear provocation, Lanistor does not engage in the combat, but only intervenes to stabilize anyone who falls unconscious. He instead attempts to verbally smooth over the situation and get the PCs to stop hostilities. The GM is encouraged to use their own best judgment on whether there was provocation or not. In any event, should Lanistor choose to join in, he primarily focuses on anyone attacking him personally and initially strikes for nonlethal damage. Only if he is damaged to half his hit points does he switch to lethal damage.

If attacked, Iteriss's first action is to mentally call Sharmane to come and bring the animal companions. Note that Iteriss has not used his *scroll of stoneskin* prior to this encounter so that portion of the stat block should be ignored if the combat occurs at this time. Refer to Encounters Five and Six for general tactics of Iteriss and Olarch if PCs choose to attack, with the following adjustments. In this case, instead of general area of effect spells they avoid spells that would cause destruction to the tavern. Note that because of their ultimate goals, they do stop attacking the PCs if the PCs withdraw early in the combat.

The warriors focus all their attacks on whichever PC first initiated hostilities, attempting to drop that PC before taking any other action. Once that PC is dropped, they ask the others to "stand down" and stop attacking should the other PCs do so. However, if the other PCs do not "stand down," they begin focusing on whichever PC was most effective in combat up to that point, and is still engaging in hostilities.

Grey focuses for some time on defensive spells. If attacked directly for lethal damage outside, he casts *entangle*. Otherwise, he Wild Shapes and attacks for nonlethal damage.

Treasure: Should the PCs have engaged in combat without provocation, they gain no treasure as Lanistor does not allow them to basically (in his opinion) attack and slay NPCs who have committed no crimes and then steal their belongings. If the PCs have somehow managed to persuade Lanistor there was sufficient cause for the attack, they can loot Olarch and Iteriss (see Encounters Five and Six for treasure).

Development: The meeting ends anywhere from two to four hours after all arrive. If the PCs basically left all the talking up to Lanistor, determine this by a d3+1 for the number of hours. If PCs spoke at length, this should be three or four hours. Iteriss and his band then head back

up the road from whence they came. Proceed to Encounter 4.

ENCOUNTER 4: CONSULTATION WITH LANISTOR

This is likely to be a rather short encounter in which the PCs share with Lanistor their thoughts and impressions from the previous meeting. Pretty much as soon as the Sir Finium's representatives have left, Rayvelis asks the PCs to sit down and talk with him while they share their evening meal in a private room upstairs. This is a roleplaying encounter designed to allow the PCs to present to Sir Lanistor their recommendations for his actions in regards to succession on his land.

Finally the Sir Finium's representatives have left and you are sitting down to a fine meal, provided by Sir Rayvelis Lanistor, your employer. Once you have all been served and the wait staff has left you alone in this private room, he clears his throat. "Well, what did you all think?"

As the PCs were asked to keep their eyes and ears open during the meeting this is their opportunity to offer comments, input, etc. Rayvelis listens carefully to any theories they propose or comments they make. Lanistor's goals are clearly outlined in Encounter 3 but do not automatically determine his final actions in the conclusion. This is the opportunity PCs have to present their case. In order to persuade him to do anything they must roleplay out their argument, convincing him the decision is ultimately best not only for him, but also for the king and the nation. They must also succeed on a Diplomacy check, as noted in the options below. The most likely conclusions include:

- Allow the transfer of the estate to Lord Finium. Lanistor is extremely reluctant to agree with this recommendation (DC 40 Diplomacy check). Consider him as Unfriendly initially toward this concept; he must be made Helpful).
- Further investigate the negotiators to use the information later in negotiations (DC 10 Diplomacy check). Consider him initially Friendly toward this concept; he must be made Helpful. PCs automatically receive a +10 circumstance bonus to this check as a result of events during the negotiations as well as Lanistor's own suspicions).
- Request for a delay of the negotiations in order to approach the king about appointing an heir (DC 15 Diplomacy check). Consider him as Indifferent initially toward this concept; he must be made Friendly).
- Request for a delay of the negotiations in order to approach the king about reinstating Lanistor to hold his lands (DC 25 Diplomacy check). Lanistor does not want to request that he be reinstated as heir because he is aware of and concerned about the larger effects of

this on the laws of the nation. Therefore, consider him as Unfriendly initially toward this concept; he must be made Friendly).

If the PCs conclude that this land transfer is illegal, Rayvelis continues:

That is my thought as well.

In any of the above situations, except that the PCs convince Lanistor to hand over his lands, Lanistor then continues with the following:

While I am no barrister, I am somewhat familiar with the law simply by virtue of residency in this kingdom and to me this smacks of brigandry. As I noted in the meeting, they have no legal claim because Thrommel is not authorized to issue one.

I'd like you to track these folks down and see what else they may be up to. I suspect they may become dangerous if they realize I am not prepared to simply hand my lands over to them with no further support than this. Therefore, I advise you to be cautious and ready for conflict. Find out what you can from them and report back to me here. You should leave immediately if I am to have the information in time to know how to handle the meeting scheduled for tomorrow. Also if you leave as we finish here you probably still have enough light left to track them. I will stay here to further review these documents and see what legal counsel I can discover in the castle.

Creatures:

Sir Rayvelis Lanistor: Male Suel/Oeridian Ftr10/Knight of Furyondy 4, hp 130; Appendix 1.

Treasure:

Development: When the PCs leave to track down the "brigands", proceed to Encounter 5. If the PCs have persuaded Lanistor to hand over his lands, proceed to the appropriate conclusion. Assume that the meeting with Iteriss takes about four hours, and Lanistor meets with the PCs for a half hour after the meeting before sending them on their way.

ENCOUNTER 5: THE FARMHOUSE

Following the group is challenging, as it is evening once PCs finish their conversation with Lanistor and they must leave immediately in order to resolve this before twenty-four hours have passed. A DC 25 Survival check for individuals with the Track feat allows the PCs to find the farmhouse. Individuals without the Track feat must locate someone in the area of Castle Ehlenestra to assist them. By expending a favor or influence point with the Green Jerkin Rangers, Furyondy Military or Old Faith, the PCs can locate a scout willing to Track the group. The scout is a non-combatant and leaves as soon as he locates

the farmhouse for them. PCs that located the map in Encounter 2 and deciphered it (either by themselves or with someone else's assistance) can follow the map to the farmhouse; they do not need to Track the individuals there. PCs who allied with Grey prior to Encounter 3 may have obtained directions to the home if they specifically asked for them. If he gave them directions, they are able to locate the home with a DC 15 Survival check.

The farmhouse does not actually belong to this noble or his allies but was granted them as a base of operations by the Black Knight. As such, they are not really concerned about keeping it in good condition.

Two hours later, you arrive at your destination...a peaceful looking white farmhouse. Chickens strut across the yard and flowers line the path leading to the front door. The sun is just setting behind the barn off to your right, from which the lowing of cattle can be heard. A light shines from the windows of the farmhouse, and even from this distance someone can be heard moving about within.

For purposes of spell durations, note the total travel time to this location from the Dancing Pig is two and a half hours. Thus, if the meeting took four hours, the time from the beginning of the meeting in Encounter 3 is six and a half hours. Update time left on any active spells cast by the PCs previous, as the duration on some may have expired. In addition, begin tracking rounds at this point since the next encounter follows immediately after this one and any spells cast at this point, even those with relatively short durations, may remain active for subsequent encounters. Currently, the PCs are sixty feet from the house, which is fifty feet from the main trail on which they have been travelling.

At this point, it is likely that the PCs have been seen by Sharmane. Tracking rounds is important as it helps determine the number of preparatory spells Iteriss can cast before encountering the PCs. If the PCs indicate they are going to the barn, proceed to Encounter 6. If PCs have all ready been to the barn, adjust this encounter accordingly. Once PCs move into the farmhouse itself, see Appendix 3: Map of Farmhouse and Stable for a general outline of the home and the location of Iteriss. Then continue with the following:

A cacophony of clattering assaults your ears as you approach the house. The door opens with a creak you can hear over the noise and reveals an array of steaming pots, cutting knives and stirring bowls and spoons which appear to be in the process of preparing an evening meal without anyone directing them. Carrots are diced and lettuce shredded while pasta boils on the stove.

A DC 21 Spellcraft check indicates multiple *unseen servant* spells in effect. A DC 5 Profession (cook) check indicates that the pasta is boiling over and, from the smell; bread is burning in the oven, suggesting they have been left unattended. Alternatively, a DC 5 Spot check also reveals

the smell of burning bread. Again, this suggests the area is unattended.

Iteriss has set *unseen servants* (from his wand) to do his chores of preparing dinner while he lounges in the next room with a book. His familiar, Sharmane, is perched on the roof, invisible, watching the area so he can notify his master when Olarch returns. Iteriss plans to then hurry back out to the kitchen and appear to have been working hard all along. Unless PCs are hiding, the quasit notices the PCs automatically when they move onto the path up to the house, which extends fifty feet from the main road. If the PCs are hiding, each round of their approach the quasit makes an opposed Spot check versus the worst PC's Hide check to see if and when it notices them, as it only needs to see one PC to know something is up. Regardless of how well they are Hiding, the quasit hears and notices when the door is opened below as it lets out a squeak. As soon as Sharmane sees them, he notifies Iteriss, who begins preparing for battle as he remembers them from earlier. In this case, see tactics below.

Creatures: Iteriss and Olarch automatically assume the PCs are looking for trouble if they are coming as a group to the area, and act as if hostilities are imminent once they have word of the approach of the PCs, casting appropriate preparatory spells.

As noted earlier, Iteriss is in the living room when the PCs arrive and Sharmane is perched invisible on the roof. It is also possible that Olarch hears the commotion and comes to investigate. See Tactics below.

APL 6 (EL 8)

Iteriss Zims: Male Suel Sor8; hp 41; Appendix 1.
Sharmane: quasit familiar; hp 20; Appendix 1.

APL 8 (EL 10)

Iteriss Zims: Male Suel Sor10; hp 51; Appendix 1.
Sharmane: quasit familiar; hp 25; Appendix 1.

APL 10 (EL 12)

Iteriss Zims: Male Suel Sor12; hp 61; Appendix 1.
Sharmane: quasit familiar; hp 30; Appendix 1.

APL 12 (EL 14)

Iteriss Zims: Male Suel Sor14; hp 71; Appendix 1.
Sharmane: quasit familiar; hp 35; Appendix 1.

Tactics: As soon as he receives word from Sharmane that the PCs are approaching, Iteriss uses his *scroll of stoneskin* upon himself and orders Sharmane to attack the last PC entering the home. The hope is for Sharmane to pull the PCs' attention onto himself, thus allowing his master time to prepare spells. The quasit continues to focus on the same PC until he or she drops, then moves focus to whomever appears most injured at that point. If the PCs choose to knock on the door and wait rather than entering, determine how long they wish to wait and allow that many rounds for Iteriss to prepare. Once he is ready, he sends Sharmane to the barn to get Olarch and then

return. Once Sharmane returns, he and the quasit coordinate attacks upon the PCs at the door, with Iteriss attacking through an open window, to gain cover.

At APL 6, Iteriss begins by casting *displacement* and then *shield*. He follows this up with his most effective damaging spells, affecting as many PCs as possible regardless of any damage this may cause to the home and preferably using one that is quite loud (so Olarch may hear). If PCs are still outside, he uses a move action to open a window and casts the spells through the window until the PCs actually enter the home. When he begins attacking individual PCs or whenever given a choice of affecting that PC or another, he opts to target any PC with the **Ire of Tullen, the Errant Son** from FUR4-09 Errant Son.

At APL 8, Iteriss begins by casting *displacement* on himself, then using his move action to pull out his *wand of magic missiles* (fifth level). The next round, he casts *shield* on himself. Following completion of these protective spells, he casts *Evards black tentacles* to prevent the PCs from closing with him. If PCs are still outside, he uses a move action to open a window and casts the spell through the window. He then casts *lightning bolt*, attempting to affect the PCs without affecting Sharmane. If unable to do so, he instead casts *confusion* on as many PCs as possible. As his move action that round, he pulls his other wand. The next round he begins using both each round, with the higher level one as primary attack. If any PCs have the **Ire of Tullen, the Errant Son** from FUR4-09 Errant Son, then he starts by focusing attacks on that PC. Otherwise, he focuses the *magic missiles* on the PC who appears most injured.

At APL 10 and 12, Iteriss begins by casting buff spells on himself, in the following order: *displacement*, *globe of invulnerability* and *shield*. The first round he uses his move action to pull out his *wand of fireball* (fifth level). If PCs are still outside, he uses a move action to open a window and casts spells through the window. Specifically, following completion of the protective spells, he casts *Evard's black tentacles* to prevent the PCs from closing with him. He uses *cone of cold* to injure the PCs if he can affect most of the PCs without affecting Sharmane, otherwise he casts *confusion* to make things interesting, then pulls his *wand of magic missiles* (fifth level) as his move action. The following round, he begins using both wands each round, with the *fireball* as his primary attack. If any PCs have the **Ire of Tullen, the Errant Son** from FUR4-09 Errant Son, then he starts by focusing *magic missiles* on that PC. Otherwise, he focuses the *magic missiles* on the PC who appears most injured.

Allow Olarch a DC 18 Listen check to hear the spell effect every time an area of effect spell is cast, regardless of whether cast by Iteriss or the PCs. If Olarch succeeds, or if Sharmane has been sent to notify him of the PCs' presence, he begins preparation for combat as outlined in Encounter 6 and once ready moves toward the house.

Treasure: The PCs can recover items from Iteriss. If Olarch joined the combat, see Encounter 6 for his treasure. Anything not on the NPCs belongs to the poor

farmers who were evicted from this home and is not the PCs to take.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *ring of mind shielding* - (666 gp each), *scroll of protection from energy* (31 gp each), *wand of unseen servant* [25 charges] (31 gp each), *amulet of health +2* (333 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – *ring of mind shielding* - (666 gp each), *scroll of protection from energy* (31 gp each), *wand of unseen servant* [25 charges] (31 gp each), *amulet of health +2* (333 gp each), *wand of magic missiles – third level* [25 charges] (94 gp each), *wand of magic missiles – fifth level* [25 charges] (156 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – *ring of mind shielding* - (666 gp each), *scroll of protection from energy* (31 gp each), *wand of unseen servant* [25 charges] (31 gp each), *amulet of health +2* (333 gp each), *wand of magic missiles – third level* [25 charges] (94 gp each), *wand of magic missiles – fifth level* [25 charges] (156 gp each), *wand of fireball – fifth level* [30 charges] (562 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – *ring of mind shielding* - (666 gp each), *scroll of protection from energy* (31 gp each), *wand of unseen servant* [25 charges] (31 gp each), *amulet of health +2* (333 gp each), *wand of magic missiles – third level* [25 charges] (94 gp each), *wand of magic missiles – fifth level* [25 charges] (156 gp each), *wand of fireball – fifth level* [30 charges] (562 gp each), *ring of counterspells* (333 gp each), *rod of maximize spell* (1166 gp each).

Development: PCs may wish to Search the house. Keep in mind time constraints if they choose to “take 20” on this. In one of the bedrooms, the PCs can find a ledger if they make a successful DC 15 Search check. A relatively quick perusal and DC 15 Decipher Script check reveals it to be written in code. As a PC would need to study the ledger for an hour straight to break this code, nothing further can be gained at this time. PCs who request to do so may attempt this later (see appropriate section in the Conclusion once the adventure is complete). When the PCs indicate they are going to the barn, proceed to Encounter 6. Note that it is possible that Olarch has joined in the combat here; in that case, adjust Encounter 6 accordingly.

ENCOUNTER 6: ELSEWHERE ON THE FARM

This encounter occurs when PCs explore other areas around the farm. Other than the scattered chickens and a small pen of pigs off to the side, the only other area of interest is the barn. If the PCs went into the house first, it is possible that Olarch has moved to the house to confront them there, with the support of his sorcerer ally. If that is the case, adjust the read aloud text below.

Entering the barn, the odor of cow manure and fresh milk assaults your nose. From the loft above a couple of barnyard cats look down on you. Lined along the wall near the entrance are several pails of fresh milk...likely waiting to be carried into the

house. A couple of horses peer at you over their stall doors while further into the barn you hear the lowing of cows. Lanterns hang at either end of the stalls, casting a cheery light throughout the structure. Above your head hang rows of some type of drying plant.

See Appendix 3: Map of Farmhouse and Barn for an outline of this building. Unless PCs are hiding, the quasit on top of the house notices the PCs automatically when they move onto the path up to the house, which extends fifty feet from the main road. The barn is another sixty feet past the house. If the PCs are hiding, each round of their approach the quasit makes an opposed Spot check versus the worst PC's Hide check to see if and when it notices them, as it only needs to see one PC to know something is up. If Sharmane sees them, he notifies Iteriss, who begins preparing for battle as he remembers the PCs from earlier.

At the time the PCs arrive at the site, Olarch was in the barn having just finished milking the cows. He happened to be standing over the trap door at the time, cleaning out the stall there, which is where his animal companion usually sleeps. There is a loft over the stalls, currently three quarters full of hay and straw. The walls and doors of the stalls are about five feet tall and provide cover. Half of them are occupied by cows, and two have horses in them. There is evidence, however, that two other horses are lodged here on a regular basis. The other stalls are empty but for the straw on the floor. The lanterns contain *continual flame* spells so they do not pose a danger of fire to the barn.

The roof of the barn comes to a peak at thirty feet from the ground, with the closest area of the ceiling at about twenty feet from the ground. The open area in front of the door has various farm implements organized throughout. There are hooks holding long rods above this area of the barn, on which hang drying pipeweed.

As soon as Olarch hears the PCs approach or hears the sounds of combat from the house, he uses a move action to set off the *alarm* on the trap door, which alerts the druid Grey that there are intruders about. He then uses the rest of his action to hide the presence of the trap door (unless PCs are within sight of him at the time). See Tactics below.

Stall Walls: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Creatures: Iteriss and Olarch automatically assume the PCs are looking for trouble if they are coming as a group to the area, and act as if hostilities are imminent once they have word of the approach of the PCs, casting appropriate preparatory spells.

As noted above, Olarch is in the stable. His animal companion happens to be with him in the stall as well. If the PCs have not been to the house yet and Iteriss knows of their arrival he may join the combat there as well (see Encounter 5 for defensive spells he casts once he knows of the PCs arrival, before moving out to the barn).

APL 6 (EL 8)

Olarch Posidon: Male Oeridian Drd5/Wiz3; hp 37; Appendix 1.

Furball: wolf animal companion; hp 27; Appendix 1.

APL 8 (EL 10)

Olarch Posidon: Male Oeridian Drd5/Wiz3/Arcane Heirophant2; hp 45; Appendix 1.

Furball: cheetah animal companion; hp 33; Appendix 1.

APL 10 (EL 12)

Olarch Posidon: Male Oeridian Drd5/Wiz3/Arcane Heirophant4; hp 53; Appendix 1.

Furball: tiger animal companion; hp 61; Appendix 1.

APL 12 (EL 14)

Olarch Posidon: Male Oeridian Drd5/Wiz3/Arcane Heirophant6; hp 61; Appendix 1.

Furball: dire lion animal companion; hp 61; Appendix 1.

Tactics: Furball is positioned in the entrance to the stall, over the trap door. Since he is adjacent to Olarch, all defensive spells help him as well. His intent is to protect his master by preventing PCs from getting into melee with Olarch. Note that the walls of the stalls provide cover, and thus Olarch can freely cast without provoking attacks of opportunity. Olarch begins by consuming the *potion of displacement*. Based on observations of the previous meeting, if the PCs had an archer present, he then consumes his *potion of protection from arrows*, followed by his *potion of protection from energy* (choosing fire). His *oil of magic vestment* is still active from earlier in the day (before the meeting). At this point, he casts *stoneskin* on himself (also affecting Furball). He then shifts into an appropriate animal form to gain improved armor class, attacks, etc. At APL 6 and 8, this would be a dire hawk. At APL 10 and 12, he instead shifts to a dire bear. Olarch then casts *listening lorcalle* and moves to join Iteriss at the house if PCs went there first and he heard the commotion.

Olarch then begins casting offensive spells, using area of effect spells to catch the greatest number of PCs without injuring himself, Furball or either of the horses that are in the last two stalls (farthest from the door and therefore the most likely direction of the PCs' entrance). If he has had time to shift forms, and can get to an area where he can be relatively protected for the following round, he may use his *Born of the Three Thunders* feat. However, he does not leave himself defenseless by using the feat recklessly, and typically uses the feat only when he has others to help protect him. Note also that since use of the feat results in his being stunned the following round, he makes sure to be in a location this would not cause him damage (e.g. if in bird form, he is securely perched, etc). When down to single-target spells, he selects a single target and continues focus on them until they fall. The first such target is any PC with the **Ire of**

Tullen, the Errant Son from FUR4-09 Errant Son. If no PC has this Ire, he instead selects someone who has managed to injure him significantly but is out of reach of Furball.

Allow Iteriss a DC 18 Listen check to hear the spell effect every time an area of effect spell is cast, regardless of whether cast by Olarch or the PCs. If Iteriss succeeds, or if Sharmane Spotted the PCs and notified him of the PCs' presence, he begins preparation for combat as outlined in Encounter 5. Once ready, he moves to join Olarch in the barn.

Treasure: The PCs are can recover items from Olarch. If Iteriss joined the combat, see Encounter 5 for his treasure. Anything not on the NPCs belongs to the poor farmers who were evicted from this home and is not the PCs to take.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – wand of cure light wounds [25 charges]- (31 gp each), pearl of power – first level (83 gp each), pearl of power – second level (333 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – wand of cure light wounds [25 charges](31 gp each), pearl of power – first level (83 gp each), pearl of power – second level (333 gp each), lesser metamagic rod of silent spell (250 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – wand of cure light wounds [25 charges](31 gp each), pearl of power – first level (83 gp each), pearl of power – second level (333 gp each), lesser metamagic rod of silent spell (250 gp each), scroll of dispel magic, greater (138 gp each), wand of silence (375 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – wand of cure light wounds [25 charges](31 gp each), pearl of power – first level (83 gp each), pearl of power – second level (333 gp each), lesser metamagic rod of silent spell (250 gp each), scroll of dispel magic, greater (138 gp each), wand of silence (375 gp each), druids vestments (833 gp each).

Development: Once PCs have defeated Olarch, they may take some time to investigate the barn. A DC 10 Survival check indicates multiple people have traveled through the barn. A DC 15 Survival check for individuals with the Track feat identifies four different sets of footprints. A DC 20 Search or Survival check in the area where Olarch was standing uncovers a trap door. Give PCs a +5 circumstance bonus on this check if they came to the barn first or if Olarch did not hear the combat from the house, as he had less time to hide the trap door. If PCs decide to go down the trap door, proceed to Encounter 7. If PCs have not yet been to the house and wish to go there, go back to Encounter 5. Otherwise, if PCs indicate they are returning to Sir Lanistor, skip to the appropriate Conclusion.

ENCOUNTER 7: ENEMY OR ALLY?

This encounter occurs in one of two situations. The first is that the PCs have befriended Keelen from Encounter 2, and he sets up a meeting with his friend Grey. The second possibility is that they have gone down the trap-door from the barn in Encounter 6, and followed the tunnel to

its exit point. If the PCs meet with Grey as a result of a meeting set up by Keelen, adjustments are noted throughout the encounter. In this case, skip to the third set of read aloud text.

Climbing ten feet down a rope ladder you reach a tunnel. Currently it appears that work is in progress to widen this area but at present it is simply a five foot wide tunnel. Once beyond the trap door, the tunnel ceiling closes down to five feet. Travelling a couple hundred feet through the tunnel, which occasionally twists and turns, you at last see sheltered light ahead. It appears the end of the tunnel is covered somewhat by bushes or foliage of some sort. Between you and the end of the tunnel is a dire wolf, who blinks at you before moving out.

As soon as Fang exits the tunnel, Grey knows that he has company. When PCs exit the tunnel, he is waiting for them. Continue with the following:

Beneath a nearby oak tree, you see Grey, a dark-skinned man with a short beard and slightly longer black hair regarding you quietly with grey eyes. Around his neck is a wooden carved symbol of an oak leaf and acorn and in his hand is a rolled sheet of paper. The dire wolf sits in front of him, near a hooded lantern.

If PCs are being led by Keelen, Grey is again ready and expecting them. He has pre-cast stoneskin, barkskin and freedom of movement. Instead of the above text, read the following:

After some hours of travel, Keelen wheels to land near an oak tree. "He meets us here." After about fifteen minutes, you see a man approaching. He is dark-skinned with a short beard and slightly longer black hair. Grey eyes regard you quietly. Around his neck is a wooden carved symbol of an oak leaf and acorn and in his hand is a rolled sheet of paper. Grey wears a set of hide armor painted with green and brown hues in leaf patterns, giving it the appearance of blending in with woods at a distance. The dire wolf sits in front of him.

Grey is a Wolf Nomad who now makes his home in the forests of Furyondy. A member of the Old Faith, he has been working with Lord Finium at the request of Valana, a friend of his. She is the druid of Merikka Keelen calls the "nice corn lady." She is concerned about Thrommel's recent activity and the effects this is having on the kingdom. After discovering an alliance between Lord Finium and the Black Knight some time ago, she asked Grey to keep an eye on him. Consequently, Grey allowed himself to be "recruited" to Thrommel's cause. In reality, however, Grey is an undercover spy for the Old Faith and Valana.

Grey is not stupid and is not interested in revealing himself until he is certain the PCs are trustworthy. That

is, he needs to verify they are not agents of Thrommel checking up on him! Generally speaking, Grey is most interested in parlay with the PCs and with figuring out who they are, who they are working for and where their allegiances lie. While PCs may succeed at this encounter by slaying or capturing Grey (if his true allegiance is not discovered), the preferred method of success is by convincing Grey that they are supporters of King Belvor, that they are not allied with Thrommel or Iuz and that they have the best interests of the kingdom – and its land – at heart.

Should PCs parlay with Grey, note that they must actually roleplay their arguments and discussions with him in order to sway his opinion. They must address his concerns (e.g. who they are allied with, where their allegiances lie, what their intentions are) in a logical, reasoned manner. Grey is suspicious of the PCs, so he starts out as Unfriendly towards them. PCs must move his attitude to Helpful (DC 40 Diplomacy check) in order to enlist his assistance in their cause (e.g. convince him to share information with them). The GM may decide to grant up to +5 circumstance bonus to this check based on arguments presented by the PCs and exceptional roleplay. Note that PCs offering additional arguments can assist each other on this attempt. In addition, if the PC making the primary Diplomacy check has the **Ire of Tullen, the Errant son** from FUR4-09 Errant Son, they receive a +2 circumstance bonus on that check.

PCs cannot re-try this Diplomacy check unless they were at least partially successful the first time. Thus, PCs who are able to move his attitude to Indifferent (DC 15) or Friendly (DC 25) may make a new attempt to persuade him. The DC for this new attempt should be based on his new attitude, as outlined in the PHB p. 72. If PCs do not attain the minimum Diplomacy check (DC 15) to move his attitude on the initial attempt, Grey considers the PCs hostile and proceeds as described in Tactics below (e.g. withdrawing as noted therein).

Creatures:

APL 6 (EL 8)

Grey: Male Baklunish Rog1/Drd7; hp 49; Appendix 1.

Fang: dire wolf animal companion; hp 45; Monster Manual, p 65.

APL 8 (EL 10)

Grey: Male Baklunish Rog1/Drd9; hp 61; Appendix 1.

Fang: advanced dire wolf animal companion; hp 61; Appendix 1.

APL 10 (EL 12)

Grey: Male Baklunish Rog1/Drd11; hp 73; Appendix 1.

Fang: advanced dire wolf animal companion; hp 61; Appendix 1.

APL 12 (EL 14)

Grey: Male Baklunish Rog1/Drd13; hp 85; Appendix 1.

Fang: advanced dire wolf animal companion; hp 77; Appendix 1.

Tactics: Grey is actually interested primarily in finding out more about the PCs and determining where their loyalties lie (see above). He is not interested in fighting them. If the PCs attack him for lethal damage, he attempts a parlay with them (speaking as a free action). If PCs do not respond, or if they fail to adjust his attitude with Diplomacy, he casts *freedom of movement* from the scroll he is holding on Fang the first round and uses his move action to pull out his *scroll of tree stride*. The second round, he orders Fang to flee (a free action) and uses the *scroll of tree stride* to move away from the PCs.

Note that if, in the first round, the PCs attack and take Grey down to half or less of his total hit points, he orders Fang to flee then and instead of using the *scroll of freedom of movement*, he pulls and uses his *tree stride* scroll to move away from the PCs.

Grey is not considered defeated if he flees from the PCs...they must either enlist him as an ally or slay (or capture) him before he is able to flee in order to gain experience for this encounter. Fang attempts to protect Grey while Grey is there speaking with the PCs, so he does attack those who attempt to close and attack in melee. Once ordered to flee, he does so unless prevented by the PCs, in which case he attacks them to the best of his ability. Grey also attacks only if the PCs somehow prevent him and Fang from leaving.

Treasure: PCs may loot Grey if they slay him. However, as they are fined for his murder and his possessions confiscated to be sent to his next of kin, there is no net gain. If the PCs resolve the situation through Diplomacy, such that Grey considers them allies, they gain no gold but Grey does inform them of where they can purchase a circlet such as he wears. In addition, at APL 8 and above, he informs them, if they are interested, in where to obtain a ring such as he wears. This information is given to the PCs ONLY if they agree to keep his true allegiance secret from agents of Thrommel.

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *circlet of persuasion* - (0 gp each; access only).

APLs 8 to 12: Loot – 0 gp, Coin – 10 gp, Magic – *circlet of persuasion* (0 gp each; access only), *ring of counterspells* (0 gp each; access only).

Development: If Grey is attacked and escapes, he reports the PCs to the local authorities. If Grey is persuaded by the PCs that they are his allies, he shares with them the information he knows. Specifically, he tells them that he was asked by his friend, Valana, to keep an eye on Lord Finium as she suspected Finium of being in allegiance with Thrommel. He notes that he has confirmed this to be the case. He also knows that Thrommel does have some higher placed nobles won over to his cause although as yet he has no additional names.

If the PCs meet with Grey before the meeting with the representatives of Lord Finium (e.g. as a result of

Keelen), then Grey asks them not to let on where his true allegiance lies as this would compromise his ability to continue with this activity in the future. He is able to summarize for them the main points expected to be brought up at that meeting. He can tell them also the general skills of the two main “representatives” of Lord Finium (e.g. that one is a sorcerer with a quasit familiar and the other is a druid/wizard). He would not know specific spells they may prepare but does know that the sorcerer specializes in wands while the druid/wizard specializes in sonic and electrical damage. He does NOT have specifics in terms of locating Lord Finium. He cannot tell PCs where Valana is right now...if pressed for information on her, he simply notes that she spends about a month each year visiting with “family.”

CONCLUSION

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, John DuBois, or the convention's RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Review the notes below and read or run for the PCs each possible outcome that applies. Note that while it is not possible for PCs to receive all outcomes, it IS possible (and likely!) that they receive multiple outcomes. When reviewing the outcomes for the PCs, proceed in the order in which they are listed. Because of the matrix nature of this adventure, several outcomes may apply and it will likely be necessary for the GM to provide some transitional statements in order for the conclusion to flow smoothly.

DECIPHERING THE LEDGER

PCs who found the ledger in the farmhouse and possess ranks in Decipher Script may attempt to break the code. In order to break the code, the PC must spend an hour straight puzzling over the information in the ledger and then succeed at a DC 26 Decipher Script check. If they fail, Lanistor takes the ledger to be reviewed by his sources and the PCs are therefore unable to try again. If they succeed, however, they are able to determine that the ledger references a series of bribes paid to various court and government officials. The reasons for the bribes are not recorded in the ledger.

ATTACKING THE NEGOTIATORS

In this situation, the PCs have angered Lanistor by refusing to follow his instructions regarding peaceful negotiations in the first meeting at the Heroes' Rest Inn.

As a result, they lose Favor of Sir Lanistor; cross this off the AR. In addition, Lanistor does not allow PCs to accompany him to discuss this case before King Belvor. Cross off Barrister of the Realm from the AR.

Sir Rayvelis Lanistor is angered with your failure to respect his wishes about peaceful negotiations. As a result, he feels important information about these individuals' allies was lost.

If PCs attacked the negotiators without provocation, they are reported to the local authorities, who begin attempts to arrest them. PCs who voluntarily turn themselves in for such charges are jailed for 2 TU and fined 200 gp. The possessions of the individuals defeated are returned to their families and thus are not available for PC treasure. If Sir Lanistor is slain as a result of this conflict, PCs are considered party to it and jailed an additional 13 TU (total of 15 TU) in Castle Greylode. If PCs attempt to escape, they receive the notation Wanted In Furyondy on their AR (record 30 TUs). This is an individual, not a party decision. Thus, one PC at the table may chose to escape while the rest turn themselves in; use the results consistent with the actions of the individual PC. For those PCs who attempt to escape, immediately make a check to see whether they are caught and if they are, impose the noted penalties at this time on their AR.

If the GM determines PCs had provocation for the attack (for example: discussion ensued with the negotiators which results in the PCs feeling they are guilty of treason and they persuade Lanistor of this), then Lanistor does not report them to the local authorities. Since the negotiators were considered guilty of treason, a portion of their possessions (e.g. any “overcap” gold) is forwarded to the crown but PCs can keep the remainder. If Sir Lanistor is slain as a result of this conflict, PCs are considered party to it. If they arrange and pay half the cost of a *raise dead* for him, however, he argues for leniency and no additional charges are filed (e.g. PCs are released without any TU penalty or fines). If they do not arrange and pay at least half of a *raise dead* for Lanistor, but they voluntarily turn themselves in, they are jailed for 13 TU in Castle Greylode. If they do not arrange and pay at least half of a *raise dead* for Lanistor, then attempt to escape, they receive the notation Wanted In Furyondy on their AR (mark 26 TUs). This is an individual, not a party decision. Thus, one PC at the table may chose to escape while the rest turn themselves in; use the results consistent with the actions of the individual PC. For those PCs who attempt to escape, immediately make a check to see whether they are caught and if they are, impose the noted penalties at this time and note this on the AR. Note that the TU penalty is double that noted above if PCs must be tracked down and arrested.

If Grey is slain or directly attacked, refer to “PCs attack Grey,” below as well. If PCs attempt to locate Lord Finium, see that section below.

PERSUADING LANISTOR TO HAND OVER HIS ESTATE

In this situation, the PCs manage to persuade Lanistor to hand over his estate.

The situation has been resolved, and a new Lord now rules Lanistor's estate. One wonders, however, whether that was truly the wisest decision. Could something else have been done to see the lands in the hands of one more loyal to the king?

Cross off all Favors from the AR, including Wanted in Furyondy and Ire of the Old Faith. PCs do not gain access to the treasure from Olarch, Grey or Iteriss either; cross those items off the AR.

ATTEMPTING TO LOCATE LORD FINIUM

In this situation, the PCs are attempting to locate Lord Finium.

Despite careful questioning of various commoners in the area, you are unable to meet with Lord Finium face to face. It seems each time you arrive in a town, he left a few days before.

TRACKING AND SLAYING ITERISS AND OLARCH

In this situation, the PCs have complied with Lanistor's request about peaceful negotiations and followed his instructions afterwards to confront the negotiators, either together or separately. As such, they gain the Favor of Sir Lanistor. Since at this point, the negotiators were suspected of illegal activity, and attack the PCs on their arrival at the farm, PCs are not charged with assault; cross off Wanted in Furyondy. After reading the text below, proceed to the portion describing how the PCs dealt with Grey.

The farmers whose home was taken over by these allies of Thrommel are truly grateful to have their home back. It brings joy to your heart as well to know that you have dealt a blow today weakening Thrommel's allies. Your skill in slaying these individuals means they have been unable to report the results of this meeting to their lord.

Lanistor as well is pleased with your performance and indicates he will keep you in mind if he has need of assistance in the future and offers you a favor in addition to your agreed-upon pay for services rendered.

TRACKING ITERISS AND OLARCH

ONE OR BOTH ESCAPE

In this situation, the PCs have complied with Lanistor's request about peaceful negotiations and followed his instructions afterwards to confront the negotiators, either together or separately. As such, they gain the Favor of Sir Lanistor. Since at this point, the negotiators were suspected of illegal activity, and attack the PCs on their

arrival at the farm, PCs are not charged with assault; cross off Wanted in Furyondy. After reading the text below, proceed to the portion describing how the PCs dealt with Grey.

Lanistor is pleased with your performance and indicates he will keep you in mind if he has need of assistance in the future. He offers you a favor in addition to your agreed-upon pay for services rendered.

In addition, the farmers whose home was taken over by these allies of Thrommel are truly grateful to you to have their home back. Unfortunately, one (or both) of the rogues who commandeered it are still loose in the countryside...and have no doubt reported all about the situation to his (their) lord.

If the PCs captured one of the two, also add the following:

The military happily take custody of your captive, indicating they will question him about his involvement in this situation.

TRACKING AND CAPTURING ITERISS AND OLARCH

In this situation, the PCs have complied with Lanistor's request about peaceful negotiations and followed his instructions afterwards to confront the negotiators, either together or separately. As such, they gain the Favor of Sir Lanistor. In addition, they have managed to capture the negotiators suspected of illegal activity. Cross off Wanted in Furyondy. After reading the text below, proceed to the portion describing how the PCs dealt with Grey.

The farmers whose home was taken over by these allies of Thrommel are truly grateful to you to have their home back. The military happily take custody of your captives, indicating they will question them about their involvement in this situation. Your skill in capturing the individuals means they have been unable to report the results of this meeting to their lord.

Lanistor is pleased with your performance and indicates he will keep you in mind if he has need of assistance in the future. He offers you a favor in addition to your agreed-upon pay for services rendered.

ATTACKING GREY

In this situation, PCs view Grey as a threat and deal with him accordingly. They do not take the time to parley with him or are unable to discover his true allegiance and motives. As a result, when word reaches others in the community of the Old Faith, they become angered with the PCs. Cross off the Favor of the Old Faith on the PC's AR. For their more direct role in this circumstance, those who attacked Grey themselves (by spell or weapon) or by proxy (e.g. ordering summoned animals to do so), receive the Ire of the Old Faith. Note that the Ire of the Old Faith is awarded by individual PC; if half the party attacks

directly and the other half try to verbally resolve the situation or simply cast defensive spells only the half who actually attacked him receive the Ire.

Read the following to those who receive the Ire of the Old Faith:

For awhile you felt good about your accomplishments in helping Sir Lanistor and defeating those who attempted to take his land by guile. However, lately many druids and rangers have shunned you...and you've noticed certain spells to be no longer effective. Perhaps you made an error?

If PCs propose to Lanistor that this situation should now be addressed more directly to the king, proceed to that portion of the Conclusion. Before doing so, make certain that the group comes to a consensus of the request they are laying before the king. They either ask him to declare an heir for Lanistor or they ask him to allow Lanistor to hold his lands.

DEALING WITH GREY DIPLOMATICALLY

In this situation, PCs have parlayed with Grey and discovered his true allegiance and motives. He is pleased with their handling of the situation and asks their silence about this matter to allow him to continue in this work.

In addition, by speaking before using force in dealing with Grey, you avoided harm to someone working for King Belvor in providing vital information to those close to him. Grey would like to continue his work and asks that you not mention what you have discovered about his allegiance to any outside your group.

All PCs who agree to this receive the Favor of the Old Faith. If they do not, cross off the Favor of the Old Faith on the PC's AR. This is determined by individual PC choice and may result in PCs at the same table receiving different results. Since PCs did not attack Grey, cross off Ire of the Old Faith from their AR.

If PCs propose to Lanistor that this situation should now be addressed more directly to the king, proceed to that portion of the Conclusion. Before doing so, make certain that the group comes to a consensus of the request they are laying before the king. They either ask him to declare an heir for Lanistor or they ask him to allow Lanistor to hold his lands.

UNSUCCESSFULLY PARLAYING WITH GREY

In this situation, PCs have attempted to parlay with Grey but were unsuccessful in discovering his true allegiance and motives. PCs then allowed Grey to leave without attacking him. If PCs attacked him or were successful in their Diplomatic efforts, see the appropriate section above.

Unfortunately, while you attempted to speak before using force in dealing with Grey, you were unable to

discover more about his purpose and intent. Suspecting his motives to be good ones, you allowed him to leave unmolested.

Because PCs did not discover Grey's true allegiance and motives, they do not receive the Favor of the Old Faith. Mark this off the ARs. Since PCs did not attack Grey, also mark Ire of the Old Faith off from their AR.

If PCs propose to Lanistor that this situation should now be addressed more directly to the king, proceed to that portion of the Conclusion. Before doing so, make certain that the group comes to a consensus of the request they are laying before the king. They either ask him to declare an heir for Lanistor or they ask him to allow Lanistor to hold his lands.

ASKING THE KING TO APPOINT AN HEIR

In this situation, PCs have spoken with Lanistor and recommended that he approach King Belvor and ask that the king appoint an heir. Determine the manner in which they recommend doing so; specifically whether they feel this should be done privately or publicly. PCs may choose to accompany Lanistor in this errand. Doing so costs 1 TU and is an individual PC choice (e.g. not all PCs at the table must make the same decision but each PC who chooses to do so must spend 1 TU). For PCs who choose not to accompany Lanistor, cross off Barrister of the Realm from their AR.

You travel with Lanistor back to Chendl and request to speak with King Belvor. After several days wait, you are granted an audience.

Entering the throne room, the king is seated upon his throne at the far side of the room, flanked by two visible bodyguards. Were he standing, he would likely top out six feet of height and appears to still be in good physical condition. His short brown hair is heavily graying but his blue-green eyes are as sharp as ever. His manner is strong and regal, as a king by birth and a warrior by practice. Above his throne is a tapestry with his personal coat of arms. Around his neck is a silver holy symbol of Heironeous.

Allow PCs to present the case and request. Make sure each PC present has an opportunity to say something.

King Belvor listens carefully to your case.

If PCs approached privately, continue with the following.

He then turns to Sir Lanistor. "My loyal friend; were it not for false accusations you would still be Lord of your own estate and we would not be having this conversation. It truly pains me to see you supplanted for such a reason but I know you are an astute man and realize the necessity of it. I would not place my beloved land in the rule of undead. As a result, perhaps I waited too long in doing what

needed to be done. Then, too, I hoped for some time that your cousin Thornton still lived...but perhaps that was wishful thinking."

"I can, at least, offer you some comfort, small though it may be. Tell me now whom you would wish to hold your lands. If you could legally at this point name an heir, whom would that be?"

Sir Lanistor responds "Truly, my liege, I did not expect this. I admit I had given some thought to this myself, but purely in a rhetorical manner. I would not wish any to think that you chose someone solely for my desire but know that you must select one whom you consider would best serve our country. Thus I am reluctant to disclose this information where any ears but your own may hear it."

King Belvor nods and rises. "In that case, old friend, come with me." He turns and walks out the door. Lanistor turns to you "I apologize if this appears rude; I will return in a moment." He then follows Belvor from the room. Mere moments later, the two return and Lanistor again moves to your side while Belvor again seats himself.

Regardless of whether PCs approached publicly or privately, conclude with the following:

King Belvor sits quietly for a moment, as though pondering the request. "This is too serious a matter for me to decide on quickly. I will give careful consideration of your request and make an announcement soon."

PCs who are present throughout this discussion and actually made some contribution in presenting the case receive Barrister of the Realm on their AR. PCs who simply accompany Lanistor but say nothing in the presentation do not receive the Barrister of the Realm; mark it off their AR.

ASKING THE KING TO REINSTATE LANISTOR

In this situation, PCs have spoken with Lanistor and recommended that he approach King Belvor and ask to be re-instated as lord of his estate. Determine the manner in which they recommend doing so; specifically whether they feel this should be done privately or publicly. PCs may choose to accompany Lanistor in this errand. Doing so costs 1 TU and is an individual PC choice (e.g. not all PCs at the table must make the same decision but each PC who chooses to do so must spend 1 TU). For PCs who choose not to accompany Lanistor, cross off Barrister of the Realm from their AR.

You travel with Lanistor back to Chendl and request to speak with King Belvor. After several days wait, you are granted an audience.

Entering the throne room, the king is seated upon his throne at the far side of the room, flanked by two visible bodyguards. Were he standing, he would likely top out six feet of height and appears to still be in good physical condition. His short brown hair is heavily graying but his blue-green eyes are as

sharp as ever. His manner is strong and regal, as a king by birth and a warrior by practice. Above his throne is a tapestry with his personal coat of arms. Around his neck is a silver holy symbol of Heironeous.

Allow PCs to present the case and request. Make sure each PC present has an opportunity to say something.

King Belvor listens carefully to your case.

If PCs approached privately, continue with the following.

He then turns to Sir Lanistor. "My loyal friend; were it not for false accusations you would still be Lord of your own estate and we would not be having this conversation. It truly pains me to see you supplanted for such a reason but I know you are an astute man and I thought you realized the necessity of it. Nothing would please me more but that you be able to retain your lands but, of course, doing so would require changing our law."

"While the law is old and some would say outdated, I am not certain it does not at this time serve a good purpose. After all, I would not place my beloved land in the rule of undead."

Quietly then, so that one wonders if he intended to speak aloud, he notes "Perhaps I waited too long in doing what needed to be done. Then, too, I hoped for some time that your cousin Thornton still lived...but perhaps that was wishful thinking."

Regardless of whether PCs approached publicly or privately, conclude with the following:

King Belvor sits quietly for a moment, as though pondering the request. "This is too serious a matter for me to decide on quickly. I will give careful consideration of your request and make an announcement soon."

PCs who are present throughout this discussion and actually made some contribution in presenting the case receive Barrister of the Realm on their AR. PCs who simply accompany Lanistor but say nothing in the presentation do not receive the Barrister of the Realm; mark it off their AR.

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 5

Defeat Iteriss

APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter 6

Defeat Olarch

APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter 7

Ally with/Capture/Slay Grey

APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Story Award

Meeting with and obtaining information from Grey prior to Encounter 3: The Meeting

APL6 90 xp
APL8 120 xp
APL10 150 xp
APL12 180 xp

Story Award

Recommend to Lanistor that he approach the king privately and ask for an heir to be appointed:

All APLs 50 xp

Discretionary roleplaying award

APL6 40 xp
APL8 55 xp
APL10 70 xp
APL12 85 xp

Total possible experience:

APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 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 1:

All APLs: L: 0 gp; C: 50 gp; M: 0 gp

Encounter 5:

Keep in mind that charges used from wands decrease the total value PCs gain. The gold listed below assumes NO charges were spent (a most unlikely scenario).

APL 6: L: 0 gp, C: 0 gp, M: 728 gp – ring of mind shielding (666 gp), scroll of protection from energy (31 gp), wand of unseen servant [25 charges] (31 gp).

APL 8: L: 0 gp, C: 0 gp, M: 978 gp – ring of mind shielding (666 gp), scroll of protection from energy (31 gp), wand of unseen servant [25 charges] (31 gp), wand of magic missiles – third level [25 charges] (94 gp), wand of magic missiles – fifth level [25 charges] (156 gp).

APL 10: L: 0 gp, C: 0 gp, M: 1540 gp – *ring of mind shielding* (666 gp), *scroll of protection from energy* (31 gp), *wand of unseen servant [25 charges]* (31 gp), *wand of magic missiles – third level [25 charges]* (94 gp), *wand of magic missiles – fifth level [25 charges]* (156 gp), *wand of fireball – fifth level [30 charges]* (562 gp).

APL 12: L: 0 gp, C: 0 gp, M: 3039 gp – *ring of mind shielding* (666 gp), *scroll of protection from energy* (31 gp), *wand of unseen servant [25 charges]* (31 gp), *wand of magic missiles – third level [25 charges]* (94 gp), *wand of magic missiles – fifth level [25 charges]* (156 gp), *wand of fireball – fifth level [30 charges]* (562 gp), *ring of counterspells* (333 gp), *rod of maximize spell* (1166 gp).

Encounter 6:

Keep in mind that charges used from wands decrease the total value PCs gain. The gold listed below assumes NO charges were spent (a most unlikely scenario).

APL 6: L: 0 gp, C: 0 gp, M: 447 gp – *wand of cure light wounds [25 charges]* (31 gp), *pearl of power – first level* (83 gp), *pearl of power – second level* (333 gp).

APL 8: L: 0 gp, C: 0 gp, M: 697 gp – *wand of cure light wounds [25 charges]* (31 gp), *pearl of power – first level* (83 gp), *pearl of power – second level* (333 gp), *lesser metamagic rod of silent spell* (250 gp).

APL 10: L: 0 gp, C: 0 gp, M: 1022 gp – *wand of cure light wounds [25 charges]* (31 gp), *pearl of power – first level* (83 gp), *pearl of power – second level* (333 gp), *lesser metamagic rod of silent spell* (250 gp), *scroll of dispel magic, greater* (138 gp), *wand of silence [25 charges]* (187 gp).

APL 12: L: 0 gp, C: 0 gp, M: 1855 gp – *wand of cure light wounds [25 charges]* (31 gp), *pearl of power – first level* (83 gp), *pearl of power – second level* (333 gp), *lesser metamagic rod of silent spell* (250 gp), *scroll of dispel magic, greater* (138 gp), *wand of silence [25 charges]* (375 gp), *druids vestments* (833 gp).

Total Possible Treasure

APL 6: L: 0 gp; C: 50 gp; M: 1175 gp - Total: 1225 gp (maximum 900 gp)

APL 8: L: 0 gp; C: 50 gp; M: 1675 gp - Total: 1725 gp (maximum 1300 gp)

APL 10: L: 0 gp; C: 50 gp; M: 2562 gp - Total: 2612 gp (maximum 2300 gp)

APL 12: L: 0 gp; C: 50 gp; M: 4894 gp - Total: 4944 gp (maximum 3300 gp)

Special

Favor of Sir Lanistor: This favor is considered an Influence Point with the Knights of Furyondy for purposes of squiring to the Order of the Hart in Furyondy. Through special training with Sir Lanistor, the TU cost to become a squire is decreased by 2. PCs who do not wish to join the Knights of the Hart or do not meet the requirements may instead purchase a *dusty rose prism ioun stone* or a +1 keen battleaxe.

Wanted in Furyondy: Serious Assault (noble). Base chance of capture 10%, cumulative chance of capture 5%. Punishment: 26/30 TUs (DM circles one) and a 500 gp fine.

Barrister of the Realm: You may choose to study law in Chendl under the Royal Chancellors. Should you opt to do so, spend 4 TUs on this AR;

for two years from the date of this AR, you receive a +4 competence bonus on any knowledge check relating to Furyondy law or nobility and may defend yourself or fellow PCs accused of crimes in the kingdom of Furyondy. By spending 1 TU and succeeding at a DC 25 Diplomacy check, you can reduce the GP fine or TU penalty by 50%.

Favor of the Old Faith: The members of the Old Faith agree to teach you one of the following feats: Natural Bond or Energy Affinity. If you prefer, they will instead cast *reincarnate* for you at the cost of the material component (1000 gp). Cross out the options above not chosen when the AR is granted.

Ire of the Old Faith: This PC may not cast or gain benefit from any divine spells granted by Beory, Berei, Obad-Hai, Merikka or Ehlonna until one year has passed from the date of this AR or they obtain an *atonement* cast by one of these deities. This casting of *atonement* incurs an XP cost. The PC loses all current influence points with the Old Faith of Furyondy.

Travelling Spellbook: *shocking grasp, thunderhead, see invisibility, phantasmal assailants, detect thoughts, shout.* (1300 gp)

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 6:

- *Circlet of persuasion* (Regional; DMG)
- *Wand of unseen servant* (Adventure; CL 1; DMG; 750 gp)
- *Ring of mind shielding* (Adventure; DMG)
- *Pearl of power, 1st-level spell* (Adventure; DMG)
- *Pearl of power, 2nd-level spell* (Adventure; DMG)
- *Travelling spellbook* (Adventure; see above)

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

- *Ring of counterspells* (Regional; DMG)
- *Wand of magic missile (3rd)* (Adventure; DMG)
- *Wand of magic missile (5th)* (Adventure; DMG)
- *Metamagic rod, silent, lesser* (Adventure; DMG)

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

- *Wand of fireball (5th)* (Adventure; DMG)
- *Wand of silence* (Adventure; DMG)
- *Divine scroll of dispel magic, greater* (Adventure; DMG)

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

- *Metamagic rod, maximize, lesser* (Adventure; DMG)
- *Druid's vestments* (Adventure; DMG)

APPENDIX 1: ALL APLS

ENCOUNTER 1

SIR RAYVELIS LANISTOR
CR 14

Male human Ftr10/Knight of Furyondy 4
NG Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Aura Inspire Allies

Languages Common

AC 28, touch 14, flat-footed 27

(+1 Dex, +10 armor, +4 shield, +3 deflection)

hp 130 (14d10 HD); regeneration/fast healing; DR

Fort +14, **Ref** +6, **Will** +5

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

Melee battleaxe +19/+14/+9 (1d8+6/19-20X3)

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

Base Atk +14; **Grp** +18

Atk Options Blind Fight, Cleave, Combat Reflexes, Great Cleave, Hold the Line, Improved Critical (battleaxe), Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe); Fated Strike, Fated Blow, Improved Fated Strike

Combat Gear +2 full plate, +2 heavy steel shield, +2 battleaxe, ring of protection +3

Knight of Furyondy Spells Prepared (CL 4th):

2nd—*delay poison*

1st—*bless weapon, lesser restoration*

‡ Already cast

Abilities Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 16

SQ Fight til the End (Diehard)

Feats Improved Initiative, Leadership,

Skills Climb +9, Diplomacy +11, Intimidate +7, Knowledge (local [Iuz]) +5, Knowledge (nobility and royalty) +5, Ride +14, Sense Motive +9,

Possessions combat gear plus

Spellbook spells prepared plus 0—

Enemies: Several of the abilities mention enemies of the Knights of the Hart. For purposes of those abilities, the enemies of the Knights of the Hart are individuals with allegiance to the following organizations or nations: the Empire of Iuz, the Scarlet Brotherhood, the Horned Society, Ket, and the Pomarj.

Fated Strike (Ex) Rayvelis strikes harder against current enemies of the knights of the Hart. He deals a +2 sacred bonus to damage rolls against such enemies.

Inspire Allies (Su) All allies within a 10 ft. radius of Sir Lanistor receive a +2 morale bonus to fear and mind-affecting saving throws. This ability does not bestow the bonus to the knight or other knights of the Hart.

Fated Blow (Su) Sir Lanistor has the ability to smite current enemies of the Knights of the Hart once per day. This acts just like the paladin's smite evil ability.

Improved Fated Strike (Ex) Rayvelis strikes harder and with more precision when up against the current enemies of the Knights of the Hart. He deals a +2 sacred bonus to attack and damage rolls against the enemies listed above. This ability supercedes fated strike.

ENCOUNTER 2

WARRIOR
CR 8

Male Human Baklunish Rgr 2/Ftr 4

LE Medium outsider (native)

Init +5; **Senses** Darkvision 60ft.; Listen +7, Spot +7

Languages Common, Infernal, Ignan, Draconic, Elven, Abyssal

AC 19, touch 15, flat-footed 14

(+5 Dex, +3 armor, +1 natural, Dodge, Mobility)

hp 55 (6 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +10, **Ref** +9, **Will** +1

Speed 30 ft. in studded leather (6 squares), base movement 30 ft., fly 30 ft. (average); **Spring Attack**

Melee flail +9/+4 (1d8+3) or flail +7/+2 (1d8+3) and sickle +7 (1d6+3) or claw +9/+9 (1d4+3) and bite +4 (1d6+3)

Ranged throwing axes +9/+4 (1d6+3), 10' range increment

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

Base Atk +6/+1; **Grp** +7

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Smite Good 1/day, Two Weapon Fighting, Whirlwind Attack

Combat Gear flail, sickles (2), throwing axes (4), studded leather armor

Spell-Like Abilities (CL 6th):

4th—*unholly blight* (DC 14)

2nd—*desecrate*

1st—*darkness* (3)

‡ Already cast

Abilities Str 16, Dex 20, Con 16, Int 18, Wis 10, Cha 10

SQ Favored Enemy (Elf), Wild Empathy

Feats Track,

Skills Survival +5, Jump +7, Climb +7, Hide +8, Move Silently +8, Search +7, Ride +9, Tumble +7

Possessions combat gear plus 50' silk rope, standard riding horse, saddle, bridle, saddle blanket and bags, bedroll, backpack with 3 water skins, flint and steel, 1 adventurer's outfit, 1 weeks rations, 1 lb soap

Smite good (Su) Once per day, the creature can make a normal melee attack to deal extra damage equal to its HD (+6) against a good foe.

ENCOUNTER 5**ITERISS ZIMS****CR 8**

Male Suel Sorcerer 8

NE Medium humanoid (human)

Init +2; Senses Alertness (if familiar is near); Listen +0, Spot +0**Languages** Abyssal, Ancient Suel, Common, Draconic, Elvish, Old Oeridian, OrcishAC 12, touch 12, flat-footed 10
(+2 Dex)**Miss Chance** 50% (if able to cast *displacement*)hp 41 (8d4 HD); DR 10/adamantine (80 hp; *stoneskin*)**Immune** detect thoughts, discern lies or any alignment determination (*ring of mind shielding*)**Fort +4, Ref +4, Will +6****Speed** 30 ft. (6 squares);**Melee** dagger +3 (1d4-1) or**Ranged** ray +6 (by spell)**Space** 5 ft.; **Reach** 5 ft.**Base Atk +4; Grp +3****Atk Options** Two Weapon Fighting**Combat Gear:** scroll of *stoneskin* (CL 8), scroll of protection from energy (CL 8), potion of protection from arrows**Sorcerer Spells Known** (CL 8th):

4th (4/day)—Evard's black tentacles

3rd (6/day)—displacement, lightning bolt

2nd (7/day)—detect thoughts, scorching ray, shatter

1st (8/day)—color spray, comprehend languages, magic missile, ray of enfeeblement, shield

0 (6/day)—amanuensis, caltrops, detect magic, detect poison, mage hand, mending, read magic, sonic snap

† Already cast**Abilities** Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 20**SQ** Summon Familiar**Feats** Alertness (when familiar is near), Combat Casting, Craft Wand, Improved Familiar, Two Weapon Fighting**Skills** Concentration +17, Knowledge (arcane) +7, Spellcraft +7,**Possessions** combat gear plus wand of unseen servant [25 charges], *ring of mind shielding***SHARMANE****CR X**

Quasit familiar

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; Senses darkvision 60ft; Alertness; Listen +9, Spot +8**Languages** Abyssal, CommonAC 22, touch 15, flat-footed 19
(+2 size, +3 Dex, +7 natural)**Miss Chance** 50% (naturally invisible)

hp 20 (8d8 HD); fast healing 2; DR 5/cold iron or good

Immune poison, Improved Evasion**Resist** fire 10**Fort +2, Ref +5, Will +7****Speed** 20 ft. (4 squares), fly 50 ft. (perfect);

Melee claw +9/+9 (1d3-1 plus poison) and bite +4 (1d4-1)

Space 2.5 ft.; Reach 0 ft.

Base Atk +4; Grp -5**Atk Options** Weapon Finesse**Special Actions** Spell-like abilities**Spell-Like Abilities** (CL 6th):2nd—*invisibility* (at will)1st—*cause fear* (DC 11; 30ft radius)0—*detect good* (at will), *detect magic* (at will)**† Already cast****Abilities** Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10**SQ** Alternate form (raven, raccoon), Empathic link, deliver touch spells, speak with master**Feats** Improved Initiative**Skills** Bluff +6, Concentration +11, Diplomacy +2, Disguise +0 (+2 acting), Hide +17 (+37 invisible and moving; +57 invisible and still), Intimidate +2, Knowledge (arcane) +6, Knowledge (planes) +6, Listen +9, Move Silently +9, Search +6, Spellcraft +6, Spot +8**Poison** (Ex) Injury, Fort DC 13, initial damage 1d4 Dex; secondary damage 2d4 Dex.**ENCOUNTER 6****OLARCH POSIDON****CR 8**

Male Oeridian Druid 5/Wizard 3

CN Medium humanoid (human)

Init -1; Senses Listen +9, Spot +8**Languages** CommonAC 13, touch 9, flat-footed 13
(-1 Dex, +4 armor)

hp 37 (5d8+3d4 HD);

Fort +5, Ref +1, Will +11 (+4 spell like abilities of fey)**Speed** 30 ft. (6 squares)**Melee** dagger +3 (1d4-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk +4; Grp +3****Atk Options** Energy Substitution (electric), Natural Spell, Still Spell, Wild shape 1/day (see below stat block),**Combat Gear** silver dagger, pearl of power [1st], pearl of power [2nd], potion of protection from arrows, potion of displacement, potion of protection from energy, potion of magic vestment +4**Druid Spells Prepared** (CL 5th):3rd—*call lightning, poison*2nd—*barkskin, listening lorecall, resist energy*1st—*cure light wounds, entangle, produce flame, speak with animals*0—*cure minor wounds* (3), *detect magic, detect poison***Wizard Spells Prepared** (CL 3rd):2nd—*scorching ray, see invisibility*1st—*color spray, magic missile, shocking grasp*0—*detect magic, detect poison, message* (2)**† Already cast****Abilities** Str 8, Dex 8, Con 10, Int 16, Wis 18, Cha 10**SQ** Nature sense, Summon familiar, Wild empathy, Woodland stride, Trackless step**Feats** Eschew Materials, Scribe Scroll,**Skills** Concentration +10, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +10, Knowledge (local [Iuz]) +6, Knowledge (nature) +13, Knowledge (nobility and royalty) +6, Knowledge (planes) +6, Listen +9, Spellcraft +14, Spot +8, Survival +14**OLARCH POSIDON (DIRE HAWK)** **CR 8**

Male Oeridian Druid 5/Wizard 3

CN Medium humanoid (human)

Init +6; Senses Listen +9, Spot +8**Languages** Common (cannot speak)

AC 19, touch 16, flat-footed 13

(+6 Dex, +3 natural)
hp 37 (5d8+3d4 HD);
Fort +7, Ref +8, Will +11 (+4 spell like abilities of fey)
Speed 10 ft. (2 squares), fly 80 ft. (average);
Melee talons +9/+9 (1d4+1) and bite +4 (1d6)
Space 5 ft.; Reach 5 ft.
Base Atk +3; Grp +4
Atk Options Energy Substitution (electric), Natural Spell, Still Spell,
Druid Spells Prepared (CL 5th):
3rd—call lightning, poison
2nd—barkskin, listening lorecall, resist energy
1st—cure light wounds, entangle, produce flame, speak with animals
0—cure minor wounds (3), detect magic, detect poison
Wizard Spells Prepared (CL 3rd):
2nd—scorching ray, see invisibility
1st—color spray, magic missile, shocking grasp
0—detect magic, detect poison, message (2)
† Already cast
Abilities Str 12, Dex 22, Con 15, Int 16, Wis 18, Cha 10
Feats Eschew Materials,
Skills Concentration +10, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +10, Knowledge (local [Iuz]) +6, Knowledge (nature) +13, Knowledge (nobility and royalty) +6, Knowledge (planes) +6, Listen +9, Spellcraft +14, Spot +8, Survival +14

FURBALL CR X

Wolf animal companion
N Medium magical beast (animal)
Init +3; Senses Low light vision, Scent, Listen +4, Spot +4
AC 17, touch 12, flat-footed 14 (+3 Dex, +4 natural)
hp 27 (4d8 HD);
Fort +6, Ref +9, Will +2
Speed 50 ft. (10 squares);
Melee bite +6 (1d6+2)
Space 5 ft.; Reach 5 ft.
Base Atk +3; Grp +5
Atk Options Trip, Weapon Focus (bite)
Special Actions
Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6
Skills Link, Share spells, Evasion
Feats Track, Lightning Reflexes
Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills Wolves have a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 7 CR 8

GREY
Male Baklunish Rog1/Drd7
N Medium humanoid (human)
Init +2; Senses Listen +9, Spot +8
Languages Common, Draconic, Elvish, Orcish, Old Oeridian
AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor)
hp 49 (1d6+7d8 HD);

Fort +6, Ref +6, Will +9 (+4 spell like abilities of fey)
Speed 20 ft. in hide armor (4 squares), base movement 30 ft.;
Melee silver sickle +5 (1d6)
Space 5 ft.; Reach 5 ft.
Base Atk +5; Grp +5
Atk Options Natural Spell, Silent Spell, Sneak attack +1d6, Wild shape 3/day (see below)
Combat Gear brooch of shielding, elemental gem (earth), scroll of tree stride, scroll of freedom of movement
Druid Spells Prepared (CL 7th):
4th—flame strike, freedom of movement
3rd—call lightning (2), poison
2nd—barkskin, entangle (silent), listening lorecall, resist energy
1st—charm animal, entangle, obscuring mist, produce flame, speak with animal
0—create water, cure minor wounds (3), detect magic (2), light
† Already cast
Abilities Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 12
Skills Nature sense, Trackless step, Trapfinding, Wild empathy, Woodland stride
Feats Negotiator, Skill Focus (Diplomacy)
Skills Bluff +5, Concentration +11, Diplomacy +17, Gather Information +8, Heal +9, Hide +4, Intimidate +5, Knowledge (nature) +8, Listen +9, Move Silently +4, Search +5, Sense Motive +10, Spot +8, Survival +15
Possessions combat gear plus circlet of persuasion

GREY (DIRE HAWK) CR 8

Male Baklunish Rog1/Drd7
N Medium humanoid (human)
Init +6; Senses Listen +8, Spot +8
Languages Common, Draconic, Elvish, Orcish, Old Oeridian
AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)
hp 49 (1d6+7d8 HD);
Fort +7, Ref +10, Will +9 (+4 spell like abilities of fey)
Speed 10 ft. (2 squares), fly 80 ft. (average);
Melee talons +9/+9 (1d4+1) and bite +4 (1d6)
Space 5 ft.; Reach 5 ft.
Base Atk +5; Grp +5
Atk Options Natural Spell, Silent Spell, Sneak attack +1d6, Wild shape 3/day (see below)
Combat Gear brooch of shielding, elemental gem (earth), scroll of tree stride, scroll of freedom of movement
Druid Spells Prepared (CL 7th):
4th—flame strike, freedom of movement
3rd—call lightning (2), poison
2nd—barkskin, entangle (silent), hold animal, resist energy
1st—charm animal, entangle, obscuring mist, produce flame, speak with animal
0—create water, cure minor wounds (3), detect magic (2), light
† Already cast

Abilities Str 12, Dex 22, Con 15, Int 12, Wis 18, Cha 12
Skills Nature sense, Trackless step, Trapfinding, Wild empathy, Woodland stride
Feats Negotiator, Skill Focus (Diplomacy)
Skills Bluff +5, Concentration +12, Diplomacy +17, Gather Information +8, Heal +9, Hide +8, Intimidate +5, Knowledge (nature) +8, Listen +8, Move Silently +8, Search +5, Sense Motive +10, Spot +8, Survival +16
Possessions combat gear plus circlet of persuasion

ENCOUNTER 5**ITERISS ZIMS****CR 10**

Male Suel Sorcerer 10

NE Medium humanoid (human)

Init +2; Senses Alertness; Listen +0, Spot +1

Languages Abyssal, Ancient Suel, Common, Draconic, Elvish, Old Oeridian, Orcish

AC 12, touch 12, flat-footed 10
(+2 Dex)

Miss Chance 50% (if able to cast displacement)

hp 51 (10d4 HD); DR 10/adamantine (100 hp; stoneskin)

Immune detect thoughts, discern lies or any alignment determination (*ring of mind shielding*)

Fort +5, Ref +5, Will +7

Speed 30 ft. (6 squares);

Melee dagger +4 (1d4-1) or

Ranged ray +7 (by spell)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +4

Atk Options Double Wand Wielder, Two Weapon Fighting

Combat Gear: scroll of stoneskin (CL 10) †, scroll of protection from energy, wand of magic missiles (CL 3), wand of magic missiles (CL 5), potion of protection from arrows

Sorcerer Spells Known (CL 10th):

- 5th (4/day)—hold monster
- 4th (6/day)—confusion, Evard's black tentacles
- 3rd (7/day)—clairaudience/clairvoyance, displacement, lightning bolt
- 2nd (7/day)—detect thoughts, scorching ray, shatter, touch of idiocy
- 1st (8/day)—color spray, comprehend languages, magic missile, ray of enfeeblement, shield
- 0 (6/day)—amanuensis, caltrops, detect magic, detect poison, ghost sounds, mage hand, mending, read magic, sonic snap

† Already cast

Abilities Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 20

SQ Summon Familiar

Feats Alertness (when familiar is near), Combat Casting, Craft Wand, Double Wand Wielder, Improved Familiar, Two Weapon Fighting

Skills Concentration +19, Knowledge (arcane) +9, Spellcraft +9, Spot +1

Possessions combat gear plus wand of unseen servant [25 charges], ring of mind shielding

SHARMANE**CR X**

Quasit familiar

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; Senses darkvision 60ft; Alertness; Listen +9, Spot +8

Languages Abyssal, Common

AC 23, touch 15, flat-footed 20
(+2 size, +3 Dex, +8 natural)

Miss Chance 50% (naturally invisible)

hp 25 (10d8 HD); fast healing 2; DR 5/cold iron or good

Immune poison, Improved Evasion

Resist fire 10

Fort +3, Ref +6, Will +8

Speed 20 ft. (4 squares), fly 50 ft. (perfect);

Melee claw +10/+10 (1d3-1 plus poison) and bite +5 (1d4-1)

Space 2.5 ft.; Reach 0 ft.

Base Atk +5; Grp -4

Atk Options Weapon Finesse

Special Actions Spell-like abilities

Spell-Like Abilities (CL 6th):

- 2nd—*invisibility* (at will)
- 1st—*cause fear* (DC 11; 30ft radius)
- 0—*detect good* (at will), *detect magic* (at will)

† Already cast

Abilities Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

SQ Alternate form (raven, raccoon), Empathic link, deliver touch spells, speak with master

Feats Improved Initiative

Skills Bluff +6, Concentration +13, Diplomacy +2, Disguise +0 (+2 acting), Hide +17 (+37 invisible and moving; +57 invisible and still), Intimidate +2, Knowledge (arcane) +8, Knowledge (planes) +6, Listen +9, Move Silently +9, Search +6, Spellcraft +8, Spot +8

Poison (Ex) Injury, Fort DC 13, initial damage 1d4 Dex; secondary damage 2d4 Dex.

ENCOUNTER 6**OLARCH POSIDON****CR 10**

Male Oeridian Druid 5/Wizard 3/Arcane Hierophant 2

CN Medium humanoid (human)

Init -1; Senses Listen +11 Spot +11

Languages Common

AC 13, touch 9, flat-footed 13
(-1 Dex, +4 armor)

hp 45 (5d8+3d4+2d6 HD);

Fort +5, Ref +1, Will +14 (+4 spell like abilities of fey)

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4-1)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +4

Atk Options Born of the Three Thunders, Energy Substitution (electric), Natural Spell, Still Spell, Wild shape 3/day (see below stat block),

Combat Gear silver dagger, pearl of power [1st], pearl of power [2nd], potion of displacement, potion of protection from energy, potion of magic vestment +4 †, lesser metamagic rod of silent spell, potion of protection from arrows

Druid Spells Prepared (CL 7th):

- 4th—flame strike (sonic/electric), freedom of movement
- 3rd—call lightning, poison, vigor
- 2nd—barkskin, briar web, listening lorecall, resist energy
- 1st—cure light wounds, entangle, produce flame, produce flame (sonic/electric), speak with animals
- 0—cure minor wounds (3), detect magic, detect poison, know direction

Wizard Spells Prepared (CL 5th):

- 3rd—fireball (sonic/electric), spectral hand
- 2nd—phantasmal assailants, scorching ray, see invisibility
- 1st—color spray, magic missile, shocking grasp, thunderhead
- 0—detect magic, detect poison, message (2)

† Already cast

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

SQ Nature sense, Summon familiar, Wild empathy, Woodland stride, Trackless step, Ignore Arcane Spell Failure, Companion familiar

Feats Eschew Materials, Scribe Scroll,

Skills Concentration +12, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +13, Knowledge (local

[Iuz]) +6, Knowledge (nature) +15, Knowledge (nobility and royalty) +6, Knowledge (planes) +6, Listen +11, Spellcraft +16, Spot +11, Survival +16

OLARCH POSIDON (DIRE HAWK) CR 10

Male Oeridian Druid 5/Wizard 3/Arcane Hierophant 2
CN Medium humanoid (human)

Init +6; **Senses** Listen +11 Spot +11

Languages Common (cannot speak)

AC 19, touch 16, flat-footed 13
(+6 Dex, +3 natural)

hp 45 (5d8+3d4+2d6 HD);

Fort +7, **Ref** +8, **Will** +14 (+4 spell like abilities of fey)

Speed 10 ft. (2 squares), fly 80 ft. (average);

Melee talons +9/+9 (1d4+1) and bite +4 (1d6)

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

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

Atk Options Born of the Three Thunders, Energy Substitution (electric), Natural Spell, Still Spell, Wild shape 3/day (see below stat block),

Combat Gear silver dagger, pearl of power [1st], pearl of power [2nd], potion of displacement, potion of protection from energy, potion of magic vestment +4 †, lesser metamagic rod of silent spell

Druid Spells Prepared (CL 7th):

- 4th—flame strike (sonic/electric), freedom of movement
- 3rd—call lightning, poison, vigor
- 2nd—barkskin, briar web, listening lorcalle, resist energy
- 1st—cure light wounds, entangle, produce flame, produce flame (sonic/electric), speak with animals
- 0—cure minor wounds (3), detect magic, detect poison, know direction

Wizard Spells Prepared (CL 5th):

- 3rd—fireball (sonic/electric), spectral hand
- 2nd—phantasmal assailants, scorching ray, see invisibility
- 1st—color spray, magic missile, shocking grasp, thunderhead
- 0—detect magic, detect poison, message (2)

† Already cast

Abilities Str 12, Dex 22, Con 15, Int 16, Wis 18, Cha 10

SQ Nature sense, Summon familiar, Wild empathy, Woodland stride, Trackless step, Ignore Arcane Spell Failure, Companion familiar

Feats Eschew Materials, Scribe Scroll,

Skills Concentration +12, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +13, Knowledge (local [Iuz]) +6, Knowledge (nature) +15, Knowledge (nobility and royalty) +6, Knowledge (planes) +6, Listen +11, Spellcraft +16, Spot +11, Survival +16

FURBALL CR X

Cheetah familiar companion

N Medium magical beast (animal)

Init +5; **Senses** Low light vision, Scent, Alertness, Listen +5, Spot +5

AC 18, touch 15, flat-footed 13
(+5 Dex, +3 natural)

hp 33 (5d8 HD);

Fort +6, **Ref** +9, **Will** +2

Speed 50 ft. (10 squares); sprint

Melee bite +8 (1d6+3) and claws +3/+3 (1d2+1)

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

Base Atk +3; **Grp** +6

Atk Options Trip, Weapon Finesse

Special Actions

Abilities Str 17, Dex 20, Con 15, Int 8, Wis 12, Cha 6
SQ Link, Share spells, Evasion, Improved Evasion, Empathic link, Deliver touch spells, Speak with master

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

Trip (Ex) A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint (Ex) Once per hour, a cheetah can move ten times its normal speed (500 ft) when it makes a charge.

ENCOUNTER 7

GREY

CR 10

Male Baklunish Rog1/Drd9

N Medium humanoid (human)

Init +2; **Senses** Listen +8, Spot +8

Languages Common, Draconic, Elvish, Orcish, Old Oeridian

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 armor)

hp 61 (1d6+9d8 HD);

Immune Venom

Fort +7, **Ref** +7, **Will** +10 (+4 spell like abilities of fey)

Speed 20 ft. in hide armor (4 squares), base movement 30 ft.;

Melee silver sickle +6 (1d6)

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

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

Atk Options Enlarge Spell, Natural Spell, Silent Spell, Sneak attack +1d6, Wild shape 3/day, Large (see below)

Special Actions

Combat Gear brooch of shielding, elemental gem (earth), scroll of tree stride, scroll of freedom of movement, ring of counterspells (dispel magic), oil of magic vestment +5 †

Druid Spells Prepared (CL 9th):

- 5th—stoneskin
- 4th—dispel magic, flame strike, freedom of movement
- 3rd—call lightning (2), fog cloud (silent), poison
- 2nd—barkskin, cure light wounds (silent), entangle (silent), listening lorcalle, resist energy
- 1st—charm animal, entangle, obscuring mist, produce flame, speak with animal
- 0—create water, cure minor wounds (3), detect magic (2), light

† Already cast

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

SQ Nature sense, Trackless step, Trapfinding, Wild empathy, Woodland stride

Feats Negotiator, Skill Focus (Diplomacy)

Skills Bluff +5, Concentration +13, Diplomacy +19, Gather Information +8, Heal +11, Hide +4, Intimidate +5, Knowledge (nature) +10, Knowledge (religion) +3, Listen +8, Move Silently +4, Search +5, Sense Motive +10, Spot +8, Survival +18

Possessions combat gear plus circlet of persuasion

FANG

CR X

Dire wolf animal companion

N Large magical beast (animal)

Init +3; **Senses** Low light vision, scent, Listen +8, Spot +8

AC 17, touch 12, flat-footed 14

(-1 size, +3 Dex, +5 natural)

hp 61 (8d8 HD);

Fort +8, **Ref** +8, **Will** +6

Speed 50 ft. (10 squares);

Melee bite +14 (1d8+11)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +18

Atk Options Trip, Weapon Focus (bite)

Abilities Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10

SQ Link, Share spells, Evasion

Feats Alertness, Run, Track

Skills Hide +0, Move Silently +4, Survival +2*,

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills The dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 bonus on Survival checks when tracking by scent.

ENCOUNTER 5**ITERISS ZIMS****CR 12**

Male Suel Sorcerer 12

NE Medium humanoid (human)

Init +2; Senses Alertness (if familiar is near); Listen +0, Spot +2**Languages** Abyssal, Ancient Suel, Common, Draconic, Elvish, Old Oeridian, Orcish**AC** 12, touch 12, flat-footed 10 (+2 Dex)**Miss Chance** 50% (if able to cast *displacement*)**hp** 61 (12d4 HD); **DR** 10/adamantine (120 hp; stonelike)**Immune** detect thoughts, discern lies or any alignment determination (*ring of mind shielding*)**Fort +6, Ref +6, Will +8****Speed** 30 ft. (6 squares);**Melee** dagger +5 (1d4-1) or**Ranged** ray +8 (by spell)**Space** 5 ft.; **Reach** 5 ft.**Base Atk +6; Grp +5****Atk Options** Double Wand Wielder, Extend Spell, Two Weapon Fighting**Combat Gear:** scroll of stonelike (CL 12) †, scroll of protection from energy, wand of magic missiles (CL 3), wand of magic missiles (CL 5), wand of fireball (CL 5), potion of protection from arrows**Sorcerer Spells Known** (CL 12th):

6th (3/day)—globe of invulnerability

5th (6/day)—cone of cold, hold monster

4th (7/day)—confusion, dimension door, Evard's black tentacles

3rd (7/day)—clairaudience/clairvoyance, displacement, lightning bolt, sound lance

2nd (7/day)—detect thoughts, fireburst, scorching ray, shatter, touch of idiocy

1st (8/day)—color spray, comprehend languages, magic missile, ray of enfeeblement, shield

0 (6/day)—amanuensis, caltrops, detect magic, detect poison, ghost sounds, mage hand, mending, read magic, sonic snap

† Already cast

Abilities Str 8, Dex 15, Con 15, Int 12, Wis 10, Cha 20**SQ** Summon Familiar**Feats** Alertness, Combat Casting, Craft Wand, Double Wand Wielder, Improved Familiar, Two Weapon Fighting**Skills** Concentration +21, Knowledge (arcane) +11, Spellcraft +11, Spot +2**Possessions** combat gear plus wand of unseen servant [25 charges], *ring of mind shielding***SHARMANE****CR X**

Quasit familiar

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; Senses darkvision 60ft; Alertness; Listen +9, Spot +8**Languages** Abyssal, Common**AC** 24, touch 15, flat-footed 21 (+2 size, +3 Dex, +9 natural)**Miss Chance** 50% (naturally invisible)**hp** 30 (12d8 HD); fast healing 2; **DR** 5/cold iron or good**Immune** poison, Improved Evasion**Resist** fire 10, SR 17**Fort +4, Ref +7, Will +9****Speed** 20 ft. (4 squares), fly 50 ft. (perfect);**Melee** claw +11/+11 (1d3-1 plus poison) and bite +6 (1d4-1)**Space** 2.5 ft.; **Reach** 0 ft.**Base Atk +6; Grp -3****Atk Options** Weapon Finesse**Special Actions** Spell-like abilities**Spell-Like Abilities** (CL 6th):2nd—*invisibility* (at will)1st—*cause fear* (DC 11; 30ft radius)0—*detect good* (at will), *detect magic* (at will)

† Already cast

Abilities Str 8, Dex 17, Con 10, Int 11, Wis 12, Cha 10**SQ** Alternate form (raven, raccoon), Empathic link, deliver touch spells, speak with master**Feats** Improved Initiative**Skills** Bluff +6, Concentration +15, Diplomacy +2, Disguise +0 (+2 acting), Hide +17 (+37 invisible and moving; +57 invisible and still), Intimidate +2, Knowledge (arcane) +10, Knowledge (planes) +6, Listen +9, Move Silently +9, Search +6, Spellcraft +10, Spot +8**Poison** (Ex) Injury, Fort DC 13, initial damage 1d4 Dex; secondary damage 2d4 Dex.**ENCOUNTER 6****OLARCH POSIDON****CR 12**

Male Oeridian Druid 5/Wizard 3/Arcane Hierophant 4

CN Medium humanoid (human)

Init -1; Senses Listen +16, Spot +14**Languages** Common**AC** 13, touch 9, flat-footed 13 (-1 Dex, +4 armor)**hp** 53 (5d8+3d4+4d6 HD);**Fort +6, Ref +2, Will +15** (+4 spell like abilities of fey)**Speed** 30 ft. (6 squares)**Melee** dagger +6/+1 (1d4-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk +7; Grp +6****Atk Options** Born of the Three Thunders, Energy Substitution (electric), Natural Spell, Still Spell, Wild shape 3/day, large (see below stat block),**Combat Gear** silver dagger, Pearl of Power [1st], Pearl of Power [2nd], potion of displacement, potion of protection from energy, potion of magic vestment +4 †, lesser metamagic rod of silent spell, scroll of greater dispel magic, wand of silence, potion of protection from arrows**Druid Spells Prepared** (CL 9th):5th—*tree stride*4th—*flame strike* (sonic/electric) (2), *freedom of movement*3rd—*call lightning*, *poison*, *protection from energy* (sonic), *vigor*2nd—*barkskin*, *briar web*, *listening lorecall*, *magic fang* (still), *resist energy*1st—*cure light wounds*, *entangle*, *produce flame*, *produce flame* (sonic/electric), *speak with animals*0—*cure minor wounds* (3), *detect magic*, *detect poison*, *know direction***Wizard Spells Prepared** (CL 7th):4th—*shout*3rd—*detect thoughts* (still), *fireball* (sonic/electric), *spectral hand*2nd—*glitterdust*, *phantasmal assailants*, *scorching ray*, *see invisibility*

- 1st— color spray, comprehend languages, magic missile, shocking grasp, thunderhead
o— detect magic, detect poison, message (2)

† Already cast

Abilities	Str 8, Dex 8, Con 10, Int 16, Wis 19, Cha 10
SQ	Nature sense, Summon familiar, Wild empathy, Woodland stride, Trackless step, Ignore Arcane Spell Failure, Companion familiar, Channel animal 2/day
Feats	Brew Potion, Eschew Materials, Scribe Scroll,
Skills	Concentration +14, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +14, Knowledge (local [Iuz]) +6, Knowledge (nature) +16, Knowledge (nobility and royalty) +6, Knowledge (planes) +6, Listen +16, Spellcraft +18, Spot +14, Survival +18

Channel animal (Sp) You gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you. You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (see p. 176 PHB).

OLARCH POSIDON (DIRE BEAR) CR 12

Male Oeridian Druid 5/Wizard 3/Arcane Hierophant 4
CN Medium humanoid (human)

Init -1; **Senses** Listen +16 Spot +14

Languages Common (cannot speak)

AC 17, touch 10, flat-footed 16
(-1 size, +1 Dex, +7 natural)

hp 53 (5d8+3d4+4d6 HD);

Fort +10, **Ref** +4, **Will** +15 (+4 spell like abilities of fey)

Speed 40 ft. (8 squares)

Melee claw +19/+19 (2d4+10) and bite +13 (2d8 +5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +23

Atk Options Born of the Three Thunders, Energy Substitution (electric), Natural Spell, Still Spell, Wild shape 3/day, large, Weapon Focus (claw), Improved grab

Druid Spells Prepared (CL 9th):

5th— tree stride

4th— flame strike (sonic/electric) (2), freedom of movement

3rd— call lightning, poison, protection from energy (sonic), vigor

2nd— barkskin, briar web, listening lorecall, magic fang (still), resist energy

1st— cure light wounds, entangle, produce flame, produce flame (sonic/electric), speak with animals

o— cure minor wounds (3), detect magic, detect poison, know direction

Wizard Spells Prepared (CL 7th):

4th— shout

3rd— detect thoughts (still), fireball (sonic/electric), spectral hand

2nd— glitterdust, phantasmal assailants, scorching ray, see invisibility

1st— color spray, comprehend languages, magic missile, shocking grasp, thunderhead

o— detect magic, detect poison, message (2)

† Already cast

Abilities Str 31, Dex 13, Con 19, Int 16, Wis 19, Cha 10
SQ Nature sense, Summon familiar, Wild empathy, Woodland stride, Trackless step, Ignore Arcane Spell Failure, Companion familiar, Channel animal 2/day

Feats Brew Potion, Eschew Materials, Scribe Scroll,

Skills Concentration +14, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +14, Knowledge (local [Iuz]) +6, Knowledge (nature) +16, Knowledge (nobility and royalty) +6, Knowledge (planes) +6, Listen +16, Spellcraft +18, Spot +14, Survival +18

Channel animal (Sp) You gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you. You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (see p. 176 PHB).

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

FURBALL

CR X

Tiger familiar companion

N Large magical beast (animal)

Init +3; **Senses** Low light vision, Scent, Alertness, Listen +3, Spot +3

AC 17, touch 12, flat-footed 14
(-1 size, +3 Dex, +5 natural)

hp 61 (8d8 HD);

Fort +9, **Ref** +9, **Will** +3

Speed 40 ft. (8 squares)

Melee claws +12/+12 (1d8+7) and bite +6 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +17

Atk Options Improved grab, Pounce, Rake 1d8+3, Improved Natural attack (claw), Improved Natural attack (bite)

Abilities Str 24, Dex 16, Con 17, Int 9, Wis 12, Cha 6

SQ Link, Share spells, Evasion, Improved Evasion, Share spells, Empathic link, Deliver touch spells, Speak with master, Speak with animals of its kind

Skills Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +3, Swim +11

Improved grab (Ex) To use this ability, a tiger must hit with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 7

CR 12

GREY

Male Baklunish Rog1/Drd11
N Medium humanoid (human)

Init +6; Senses Listen +8, Spot +8
Languages Common, Draconic, Elvish, Orcish, Old Oeridian
AC 20, touch 12, flat-footed 18 (+2 Dex, +8 armor)
hp 73 (1d6+11d8 HD);
Immune Venom
Resist
Fort +8, Ref +7, Will +11 (+4 spell like abilities of fey)
Weakness
Speed 20 ft. in hide armor (4 squares), base movement 30 ft.; Melee silver sickle +8/+3 (1d6)
Space 5 ft.; Reach 5 ft.
Base Atk +8; Grp +8
Atk Options Enlarge Spell, Natural Spell, Silent Spell, Sneak attack +1d6, Wild shape 4/day, Large/Tiny (see below)
Special Actions
Combat Gear brooch of shielding, elemental gem (earth), scroll of tree stride, scroll of freedom of movement, ring of counterspells (dispel magic), oil of magic vestment +5 †
Druid Spells Prepared (CL 11th):
6th—flame strike (enlarge, silent)
5th—flame strike (enlarge), stoneskin
4th—dispel magic, flame strike, freedom of movement, scrying
3rd—call lightning (2), fog cloud (silent), poison, vigor
2nd—barkskin, cure light wounds (silent), entangle (silent), listening lorecall, resist energy
1st—charm animal, cure light wounds, entangle, obscuring mist, produce flame, speak with animal
0—create water, cure minor wounds (3), detect magic (2), light
† Already cast
Abilities Str 10, Dex 14, Con 12, Int 12, Wis 19, Cha 12
SQ Nature sense, Trackless step, Trapfinding, Wild empathy, Woodland stride
Feats Improved Initiative, Negotiator, Skill Focus (Diplomacy)

Skills Bluff +5, Concentration +15, Diplomacy +21, Gather Information +8, Heal +13, Hide +4, Intimidate +5, Knowledge (nature) +12, Knowledge (religion) +5, Listen +8, Move Silently +4, Search +5, Sense Motive +10, Spot +8, Survival +20

Possessions combat gear plus *circlet of persuasion*, *medallion of thoughts*

FANG

CR X

Dire wolf animal companion
N Large magical beast (animal)
Init +3; **Senses** Low light vision, scent, Listen +8, Spot +8

AC 17, touch 12, flat-footed 14
(-1 size, +3 Dex, +5 natural)

hp 61 (8d8 HD);

Fort +8, **Ref** +8, **Will** +6

Speed 50 ft. (10 squares);

Melee bite +14 (1d8+11)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +18

Atk Options Trip, Weapon Focus (bite)

Abilities Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10
SQ Link, Share spells, Evasion

Feats Alertness, Run, Track

Skills Hide +0, Move Silently +4, Survival +2*,

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills The dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 bonus on Survival checks when tracking by scent.

ENCOUNTER 5**ITERISS ZIMS****CR 14**

Male Suel Sorcerer 14

NE Medium humanoid (human)

Init +2; Senses Alertness (if familiar is near); Listen +0, Spot +3**Languages** Abyssal, Ancient Suel, Common, Draconic, Elvish, Old Oeridian, OrcishAC 12, touch 12, flat-footed 10
(+2 Dex)**Miss Chance** 50% (if able to cast *displacement*)

hp 71 (14d4 HD); DR 10/adamantine (140 hp; stoneskin)

Immune detect thoughts, discern lies or any alignment determination (*ring of mind shielding*)**Fort +6, Ref +6, Will +9****Speed** 30 ft. (6 squares);**Melee** dagger +6/+1 (1d4-1) or**Ranged** ray +9 (by spell)**Space** 5 ft.; **Reach** 5 ft.**Base Atk +7; Grp +6****Atk Options** Double Wand Wielder, Extend Spell, Two Weapon Fighting**Combat Gear:** scroll of stoneskin (CL 14) †, scroll of protection from energy, wand of magic missiles (CL 3), wand of magic missiles (CL 5), wand of fireball (CL 5), lesser metamagic rod of maximize spell, ring of counterspells (dispel magic), potion of protection from arrows**Sorcerer Spells Known** (CL 12th):

7th (3/day)—spell turning

6th (5/day)—disintegrate, globe of invulnerability

5th (7/day)—cone of cold, hold monster, summon monster V

4th (7/day)—arcane eye, confusion, dimension door, Evard's black tentacles

3rd (7/day)—clairaudience/clairvoyance, displacement, lightning bolt, sound lance

2nd (7/day)—detect thoughts, fireburst, scorching ray, shatter, touch of idiocy

1st (8/day)—color spray, comprehend languages, magic missile, ray of enfeeblement, shield

0 (6/day)—amanuensis, caltrops, detect magic, detect poison, ghost sounds, mage hand, mending, read magic, sonic snap

† Already cast

Abilities Str 8, Dex 15, Con 15, Int 12, Wis 10, Cha 20**SQ** Summon Familiar**Feats** Alertness (when familiar is near), Combat Casting, Craft Wand, Double Wand Wielder, Improved Familiar, Two Weapon Fighting**Skills** Concentration +23, Knowledge (arcane) +13, Spellcraft +13, Spot +3**Possessions** combat gear plus wand of unseen servant [25 charges], *ring of mind shielding***SHARMANE****CR X**

Quasit familiar

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; Senses darkvision 60ft; Alertness; Listen +9, Spot +8**Languages** Abyssal, CommonAC 25, touch 15, flat-footed 22
(+2 size, +3 Dex, +10 natural)**Miss Chance** 50% (naturally invisible)

hp 35 (14d8 HD); fast healing 2; DR 5/cold iron or good

Immune poison, Improved Evasion**Resist** fire 10, SR 19**Fort +4, Ref +7, Will +10****Speed** 20 ft. (4 squares), fly 50 ft. (perfect);**Melee** claw +12/+12 (1d3-1 plus poison) and bite +6 (1d4-1)**Space** 2.5 ft.; **Reach** 0 ft.**Base Atk +7; Grp -2****Atk Options** Weapon Finesse**Special Actions** Spell-like abilities**Spell-Like Abilities** (CL 6th):2nd—*invisibility* (at will)1st—*cause fear* (DC 11; 30ft radius)0—*detect good* (at will), *detect magic* (at will)

† Already cast

Abilities Str 8, Dex 17, Con 10, Int 12, Wis 12, Cha 10**SQ** Alternate form (raven, raccoon), Empathic link, deliver touch spells, speak with master**Feats** Improved Initiative**Skills** Bluff +6, Concentration +17, Diplomacy +2, Disguise +0 (+2 acting), Hide +18 (+38 invisible and moving; +58 invisible and still), Intimidate +2, Knowledge (arcane) +12, Knowledge (planes) +6, Listen +9, Move Silently +9, Search +6, Spellcraft +12, Spot +8**Poison** (Ex) Injury, Fort DC 13, initial damage 1d4 Dex; secondary damage 2d4 Dex.**ENCOUNTER 6****OLARCH POSIDON****CR 14**

Male Oeridian Druid 5/Wizard 3/Arcane Hierophant 6

CN Medium humanoid (human)

Init -1; Senses Listen +17 Spot +17**Languages** Common

AC 13, touch 9, flat-footed 13

(-1 Dex, +4 armor)

hp 61 (5d8+3d4+6d6 HD);

Fort +7, Ref +3, Will +16 (+4 spell like abilities of fey)**Speed** 30 ft. (6 squares)**Melee** dagger +7/+2 (1d4-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk +8; Grp +7****Atk Options** Born of the Three Thunders, Energy Substitution (electric), Natural Spell, Still Spell, Wild shape 4/day, large, tiny (see below stat block),**Combat Gear** silver dagger, pearl of power [1st], pearl of power [2nd], potion of displacement, potion of protection from energy, potion of magic vestment +4 †, lesser metamagic rod of silent spell, scroll of greater dispel magic, wand of silence, druids vestments, potion of protection from arrows**Druid Spells Prepared** (CL 11th):6th—*anitlife shell*5th—*flame strike* (still, sonic/electric), *tree stride*4th—*flame strike* (sonic/electric) (2), *freedom of movement*, *scrying*3rd—*briar web* (still), *call lightning*, *poison*, *protection from energy* (sonic), *vigor*2nd—*barkskin*, *briar web*, *fog cloud*, *listening lorecall*, *resist energy*1st—*cure light wounds*, *entangle*, *faerie fire*, *produce flame*, *produce flame* (sonic/electric), *speak with animals*0—*cure minor wounds* (3), *detect magic*, *detect poison*, *know direction*

Wizard Spells Prepared (CL 9th):

- 5th—cone of cold (sonic/electric)
 4th—shout, stoneskin
 3rd—detect thoughts (still), displacement, fireball (sonic/electric), spectral hand
 2nd—ghoul touch, glitterdust, phantasmal assailants, scorching ray, see invisibility
 1st—color spray, comprehend languages, magic missile, shocking grasp, thunderhead
 0—detect magic, detect poison, message (2)

‡ Already cast

Abilities Str 8, Dex 8, Con 10, Int 16, Wis 19, Cha 10

SQ Nature sense, Summon familiar, Wild empathy, Woodland stride, Trackless step, Ignore Arcane Spell Failure, Companion familiar, Channel animal 2/day, Channel plant 1/day

Feats Brew Potion, Eschew Materials, Scribe Scroll,

Skills Concentration +15, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +16, Knowledge (local [Iuz]) +6, Knowledge (nature) +18, Knowledge (nobility and royalty) +7, Knowledge (planes) +7, Listen +17, Spellcraft +20, Spot +17, Survival +20

Channel animal (Sp) You gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you. You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (see p. 176 PHB).

Channel plant (Sp) You gain the ability to establish a magical conduit between yourself and a natural, non-animated plant (but not creatures of the plant type) once daily. This ability functions as the channel animal class feature, except that the line of effect from the plant to the target is based on your senses. You can use this power to deliver touch spells through the plant. Once you cast the spell, the plant is considered to be holding the charge for the spell (see p. 176 PHB), except that the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

OLARCH POSIDON (DIRE BEAR) CR 12

Male Oeridian Druid 5/Wizard 3/Arcane Hierophant 4

CN Medium humanoid (human)

Init -1; **Senses** Listen +14 Spot +14

Languages Common (cannot speak)

AC 17, touch 10, flat-footed 16
 (-1 size, +1 Dex, +7 natural)

hp 61 (5d8+3d4+6d6 HD);

Fort +11, **Ref** +5, **Will** +16 (+4 spell like abilities of fey)

Speed 40 ft. (8 squares)

Melee claw +19/+19 (2d4+10) and bite +13 (2d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +23

Atk Options Born of the Three Thunders, Energy Substitution (electric), Natural Spell, Still Spell, Wild shape 3/day, large, Weapon Focus (claw), Improved grab

Druid Spells Prepared (CL 11th):

- 6th—anilife shell
 5th—flame strike (still, sonic/electric), tree stride

4th—flame strike (sonic/electric) (2), freedom of movement, scrying

3rd—briar web (still), call lightning, poison, protection from energy (sonic), vigor

2nd—barkskin, briar web, fog cloud, listening lorecall, resist energy

1st—cure light wounds, entangle, faerie fire, produce flame, produce flame (sonic/electric), speak with animals

0—cure minor wounds (3), detect magic, detect poison, know direction

Wizard Spells Prepared (CL 9th):

- 5th—cone of cold (sonic/electric)

4th—shout, stoneskin

3rd—detect thoughts (still), displacement, fireball (sonic/electric), spectral hand

2nd—ghoul touch, glitterdust, phantasmal assailants, scorching ray, see invisibility

1st—color spray, comprehend languages, magic missile, shocking grasp, thunderhead

0—detect magic, detect poison, message (2)

‡ Already cast

Abilities Str 31, Dex 13, Con 19, Int 16, Wis 19, Cha 10

SQ Nature sense, Summon familiar, Wild empathy, Woodland stride, Trackless step, Ignore Arcane Spell Failure, Companion familiar, Channel animal 2/day, Channel plant 1/day

Feats Brew Potion, Eschew Materials, Scribe Scroll,

Skills Concentration +21, Diplomacy +8, Handle Animal +3, Heal +10, Knowledge (arcane) +16, Knowledge (local [Iuz]) +6, Knowledge (nature) +18, Knowledge (nobility and royalty) +7, Knowledge (planes) +7, Listen +17, Spellcraft +20, Spot +17, Survival +20

Channel animal (Sp) You gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you. You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (see p. 176 PHB).

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

FURBALL

CR X

Tiger familiar companion

N Large magical beast (animal)

Init +3; **Senses** Low light vision, Scent, Alertness, Listen +3, Spot +3

AC 17, touch 12, flat-footed 14
 (-1 size, +3 Dex, +5 natural)

hp 61 (8d8 HD);

Fort +9, **Ref** +9, **Will** +3

Speed 40 ft. (8 squares)

Melee claws +12/+12 (1d8+7) and bite +6 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +17

Atk Options Improved grab, Pounce, Rake 1d8+3, Improved Natural attack (claw), Improved Natural attack (bite)

Abilities Str 24, Dex 16, Con 17, Int 9, Wis 12, Cha 6

SQ Link, Share spells, Evasion, Improved Evasion, Share spells, Empathic link, Deliver touch spells, Speak with master, Speak with animals of its kind

Skills Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +3, Swim +11

Improved grab (Ex) To use this ability, a tiger must hit with a claw or 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 tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ENCOUNTER 7

GREY

Male Baklunish Rog1/Drd11

N Medium humanoid (human)

Init +6; **Senses** Listen +8, Spot +8

Languages Common, Draconic, Elvish, Orcish, Old Oeridian

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 armor)

hp 85 (1d6+13d8 HD);

Immune Venom

Fort +9, **Ref** +8, **Will** +12 (+4 spell like abilities of fey)

Speed 20 ft. in hide armor (4 squares), base movement 30 ft.;

Melee silver sickle +9/+4 (1d6)

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

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

Atk Options Enlarge Spell, Natural Spell, Silent Spell, Sneak attack +1d6, Thousand faces, Wild shape 4/day, Large/Tiny/Plant (see below)

Special Actions

Combat Gear brooch of shielding, elemental gem (earth), scroll of tree stride, scroll of freedom of movement, ring of counterspells (dispel magic), oil of magic vestment +5 †, staff of fire

Druid Spells Prepared (CL 11th):

7th—true seeing

6th—flame strike (enlarge, silent), greater dispel magic

5th—cure critical wounds, flame strike (enlarge), stoneskin

4th—dispel magic, flame strike, freedom of movement, scrying, vigor (silent)

3rd—call lightning (2), fog cloud (silent), poison, vigor

CR 14

2nd—barkskin, cure light wounds (silent), entangle (silent), hold animal, listening lorecall, resist energy

1st—charm animal, cure light wounds, entangle, obscuring mist, produce flame, speak with animal

0—create water, cure minor wounds (3), detect magic (2), light

† Already cast

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 19, Cha 12

SQ Nature sense, Trackless step, Trapfinding, Wild empathy, Woodland stride

Feats Improved Initiative, Negotiator, Skill Focus (Diplomacy)

Skills Bluff +5, Concentration +17, Diplomacy +23, Gather Information +8, Heal +15, Hide +4, Intimidate +5, Knowledge (nature) +14, Knowledge (religion) +7, Listen +8, Move Silently +4, Search +5, Sense Motive +10, Spot +8, Survival +22

Possessions combat gear plus circlet of persuasion, medallion of thoughts

FANG

Dire wolf animal companion

N Large magical beast (animal)

Init +3; **Senses** Low light vision, scent, Listen +9, Spot +9

AC 19, touch 12, flat-footed 16
(-1 size, +3 Dex, +7 natural)

hp 77 (10d8 HD);

Fort +8, **Ref** +8, **Will** +6

Speed 50 ft. (10 squares);

Melee bite +15/+10 (2d6+11)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +19

Atk Options Improved Natural Attack (bite), Trip, Weapon Focus (bite)

Abilities Str 27, Dex 17, Con 17, Int 2, Wis 12, Cha 10

SQ Link, Share spells, Evasion, Devotion

Feats Alertness, Run, Track

Skills Hide +0, Move Silently +4, Survival +2*

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills The dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 bonus on Survival checks when tracking by scent.

CR X

APPENDIX 2: NEW RULES ITEMS

SPELLS

Amanuensis

Transmutation

Level: Cleric 0, sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Targets: Object or objects with writing

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with *explosive runes*), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magical traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of the blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

Source: Spell Compendium 9

Briar Web

Transmutation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell causes grasses, weeds, bushes and even trees to grow thorns and then wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain and creatures move at half speed within the affected area. Any creature moving through the area also takes one point of nonmagical piercing damage for each five feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Source: Spell Compendium 39

Caltrops

Conjuration (Creation)

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A *caltrops* spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered with caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrop's attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum).

Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no additional effect.

Source: Spell Compendium 42

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).
Material Component: A bit of sulfur.

Source: Complete Arcane 102

Listening Lorecall
Divination
Level: Druid 2, Ranger 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level
You gain a +4 insight bonus on Listen checks. In addition, if you have 5 or more ranks in Listen, you gain blindsense out to 30 feet. If you have 12 or more ranks in Listen, you gain blindsight out to 15 feet. A silence spell or effect negates the blindsense or blindsight granted by a listening lorecall spell.
Source: Spell Compendium 133

Phantasmal Assailants
Illusion
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text
Spell Resistance: Yes
You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of a phantasmal assailant succeeds in disbelieving and is wearing a helm of telepathy, the spell can be turned back upon you with the same effect.
Source: Spell Compendium 154

Sonic Snap
Evocation [Sonic]
Level: Sorcerer/wizard 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes
You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a silence spell.
Source: Spell Compendium 195

Sound Lance
Evocation [Sonic]
Level: Clr4, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
Sound lance causes a projectile of intense sonic energy sound to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster level (maximum 10d8). A sound lance cannot penetrate the area of a silence spell.
Source: Spell Compendium 196

Thunderhead
Evocation [Electricity]
Level: Druid 1, sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature
Duration: 1 round/level
Saving Throw: Reflex negates; see text
Spell Resistance: Yes
Thunderhead creates a small thundercloud over the subject's head. The cloud moves with the subject, following it unerringly even if he becomes invisible or leaves the region. In every round of the spell's duration, a miniature bolt of lightning leaps from the thundercloud to strike the subject. Each bolt deals 1 point of electricity damage that is negated by a successful Reflex save.
Material component: A small piece of copper wire.
Source: Spell Compendium 219

Vigor, Lesser
Conjuration (Healing)
Level: Clr1, Drd1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 rounds + 1 round/level (max 15 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: Spell Compendium 229

Vigor

Conjuration (Healing)

Level: Cleric 3, druid 3

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell functions like *lesser vigor*, except as noted here and that it grants fast healing 2.

Source: Spell Compendium 229

FEATS

Born of the Three Thunders [Metamagic]

You have learned to marry the power of lightning and thunder in your electricity and sonic spells.

Prerequisites: Knowledge (nature) 4 ranks, Energy Substitution (electricity).

Benefits: When you cast a spell with either the electricity descriptor or the sonic descriptor that deals hit point damage, you can declare that spell to be a spell of the three thunders, with half of its damage dealt as electricity damage and half dealt as sonic damage. In addition, the spell concludes with a mighty thunderclap that stuns all creatures that take damage from the spell for 1 round unless they succeed on a Fortitude save, then knocks stunned creatures prone unless they succeed on a Reflex save (both saves at the same DC as the base spell). Channeling the three thunders is costly, though, and you are automatically dazed for 1 round after doing so.

A three thunders spell uses a spell slot of the spell's normal level. In addition, its descriptor changes to include both energy types—for example, a *lightning*

bolt of the three thunders is an evocation [electricity, sonic] spell.

Source: Complete Arcane 76

Double Wand Wielder

You can activate two wands at the same time.

Prerequisites: Craft Wand, Two-Weapon Fighting.

Benefits: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and your other your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

Source: Complete Arcane 77

Hold the Line

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, BAB +2.

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

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Source: Complete Warrior 100

Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5, any metamagic feat.

Benefits: Choose one type of energy (acid, cold, electricity, fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Source: Complete Arcane 79

PRESTIGE CLASSES

Arcane Hierophant

Arcane hierophants wield a blending of arcane magic and divine magic with a heavy emphasis on nature and the elements. Though they possess the learning and discipline commonly associated with wizards, they also have practical knowledge of the natural world commonly associated with druids. Like druids, they can change shape into animal and elemental forms, but they also can wield powerful arcane spells.

Becoming an Arcane Hierophant

Multiclassing as a wizard/druid provides the quickest path to becoming an arcane hierophant, though you can meet the arcane spellcasting requirements as a bard or sorcerer and the divine spellcasting requirements as a relatively high-level ranger. You'll need druid or ranger levels to meet the class feature requirements. Intelligence or Wisdom (either one can govern your spellcasting) is a key ability for you. A high Dexterity score can prove helpful to you in combat, both to improve your Armor Class and to help you beat the opposition to the punch with a quick spell.

Requirements

To qualify to become an arcane hierophant, a character must fulfill all the following criteria.

Alignment: Any non-lawful.

Base Attack Bonus: +4

Skills: Knowledge (arcane) 8 ranks; Knowledge (nature) 8 ranks

Spells: Ability to cast 2nd-level arcane spells and 2nd-level divine spells

Special: Trackless step feature.

Class Skills

The arcane hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcane) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), 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.

The Arcane Hierophant

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Companion Familiar, ignore arcane spell failure, wild shape, +1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
2 nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
3 rd	+2	+1	+1	+3	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
4 th	+3	+1	+1	+4	<i>Channel animal</i> 2/day, +1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
5 th	+3	+1	+1	+4	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
6 th	+4	+2	+2	+5	<i>Channel plant</i> 1/day, +1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
7 th	+5	+2	+2	+5	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
8 th	+6	+2	+2	+6	<i>Channel animal</i> 4/day, +1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
9 th	+6	+3	+3	+6	+1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class
10 th	+7	+3	+3	+7	<i>Channel plants</i> 2/day, +1 level of existing arcane spellcasting class, +1 level of existing divine spellcasting class

Class Features:

As they advance in level, arcane hierophants improve their spellcasting abilities. They also learn how to change shape, and they develop powers that allow them to use plants and animals as weapons and tools.

Weapon and Armor Proficiency: You gain no proficiency in any weapons or armor. You abide by the same restrictions that druids do, and you lose your divine spellcasting ability and supernatural or spell-like class abilities if you wear prohibited armor or carry a prohibited shield.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class and a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one arcane spellcasting class or more than one divine spellcasting class before becoming an arcane hierophant, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Ignore Arcane Spell Failure: When casting an arcane spell, you ignore the arcane spell failure chance for any nonmetallic light or medium armor (padded, leather, or hide armor). You learn to cast arcane spells while wearing the types of armor that druids favor.

Wild Shape (Su): If you do not already possess the ability, you gain no new ability to wild shape. However, you add your arcane hierophant level to your druid level and gain the wild shape ability of a druid of the resulting level. For example, a character who is a 3rd-level wizard/3rd-level druid/4th-level arcane hierophant has the wild shape ability of a 7th level druid. If you are not a druid, (for example, if you entered the class as a wizard/ranger), you do not gain the ability to wild shape.

Companion Familiar: Upon becoming an arcane hierophant, you must dismiss your familiar, if you have one. (You do not risk losing XP for doing so.) You may retain any one animal companion you already possess. You add your arcane hierophant class level to your druid or ranger level for purposes of determining your animal companion's bonus Hit Dice, natural armor adjustment, and Strength/Dexterity adjustment (see the sidebar The Druid's Animal Companion, page 36 of the Player's Handbook). For example, a character who is a 4th-level druid/3rd level wizard/4th level arcane hierophant has the animal companion of an 8th-level druid (+4 bonus HD, +4 natural armor, and a +2 Strength/Dexterity adjustment, or an animal companion chosen from the 4th-level or 7th-level lists).

In addition, your animal companion (if any) gains many of the abilities that a familiar would possess. You add your arcane hierophant class level to your arcane spellcasting class level, and determine the Intelligence bonus and special abilities of your animal companion accordingly (see the sidebar Familiars, page 53 of the Player's Handbook). For example, a 4th-level druid/3rd-level wizard/4th-level arcane hierophant has a familiar companion equal to that of a 7th-level wizard and 8th-level druid (Intelligence 9, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, devotion).

The Hit Dice, hit points, attack bonus, saving throws, feats, and skills of the familiar companion are determined as normal for an animal companion. Due to the familiar companion's unusual Intelligence score, it may very well have more skill points than other animals of its kind. The familiar companion is a magical beast (augmented animal), but you can bestow harmless spells on your familiar companion as if it were an animal instead of a magical beast. If your familiar companion is killed or dismissed, you do not lose XP. You can summon a new familiar 24 hours of uninterrupted prayer.

Channel Animal (Sp): Starting at 4th level, you gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided that you have line of sight and line of effect to the animal. The spell's line of effect extends from the animal to the target based on the senses of the animal, not you.

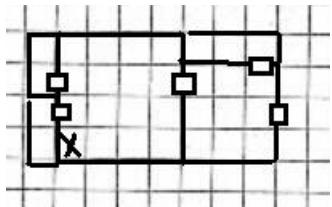
You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge of the spell (see page 176 of the Player's Handbook). Starting at 8th level, you gain two additional uses of this ability each day.

Channel plant (Sp): You gain the ability to establish a magical conduit between yourself and a natural, non-animated plant (but not creatures of the plant type) once daily. This ability functions as the channel animal class feature, except that the line of effect from the plant to the target is based on your senses. You can use this power to deliver touch spells through the plant. Once you cast the spell, the plant is considered to be holding the charge for the spell (see p. 176 PHB), except that the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

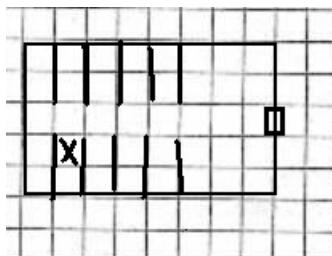
Source: Complete Arcane 108

APPENDIX 3: MAP OF FARMHOUSE AND STABLE

PCs enter the farmhouse into the kitchen. "X" marks the initial location of Iteriss.



Below is a map of the stables, where Olarch is at their arrival. If he is not aware of the PCs approach he is toward the back, inside the stall marked "X". Furball, his animal companion, is located on the "X" while he is behind Furball inside the stall. Walls of the stalls extend five feet up and provide cover.



For both maps, one square is five feet.

PLAYER HANDOUT 1: LETTER RECEIVED BY SIR LANISTOR

Sir Rayvelis Lanistor,

It is with sorrow and trepidation that I pen this note to you. You, who have served our realm so many years and with such dedication...dedication unto death. You, who serve as an epitome of the Hero for which our land desperately awaits. Even after your prime, you find ways to continue to shove a hot poker in the face of Old Wicked and spit upon his name.

Unfortunately, King Belvor has proven less than able to effectively manage the realm, and has been delinquent in his duties to those who serve him and the land...and you share a fault with the king in this regard. You named no heir before your death, nor have you helped secure the long-term management of your estate by providing the king with an heir or new holder. Prince Thrommel, Furyondy's true and proper heir, is no such slackard. Three years is quite enough time to name an heir. The law is quite clear...the dead shall not inherit.

Prince Thrommel believes himself forced to act in the absence of his father performing the rightful duties of a patriarch for the realm. King Belvor should have named an heir for you, given your failure to do so, over two years ago. Our prince is unaware of any circumstances that would necessitate such a delay in the disposition of your former estate. No more time can be given you to resolve the matter, as we must not appear weak to our adversaries.

Therefore, His Highness has given me title to your estate, and asked me to contact you privately to arrange for the transfer of control of the estate. I would like to conclude this matter as soon as can reasonably arranged. A meeting is scheduled a week from your receipt of this letter. This should give you ample time to put your affairs in order, conduct whatever research you feel appropriate on the issue of succession, gather your personal effects, and prepare an itemized list of the contents of your estate for discussion and review. Please bring these materials with you to the Dancing Pig Inn, near Castle Ehlenestra, between the Castle and the Vesve Forest.

I understand this must come as a shock to one such as you who has served the realm so well. It pains me to require such travels of you. Please feel free to bring a combination of up to six individuals to serve as servants, bodyguards, legal experts, etc., as you see fit. If I am detained by service to our prince elsewhere, I will send a representative known to both myself and His Highness to negotiate on my behalf.

Please understand that our prince holds you in the highest regard, and it pains him to see you in such a situation. He holds out a hand of friendship, and offers you a place in his ranks, standing with might against Old Wicked in the defense of our land. If you would like to know more, please feel free to broach this topic at the meeting.

Sincerely, Lord Peroska Finium

PLAYER HANDOUT 2

You find a scrap of parchment with the following notes while searching in the Church of Heironeous records:

- 19 year old Lord Barthom Newberri died a month after his father, during the Great Northern Crusade, in 588 CY, leaving behind an estate without a clear heir. The crown waited to rule on the matter for a year, during which time three knights in the area became embroiled in border disputes over a choice forest and pasture area. This drew over 200 footmen from the Crusade for a year, while the matter was contested, to the ire of the Crown.
- Question: How can My Lord's claim be denied when a cleric magistrate has not been able to confirm his death, as his body has never been brought before one for inspection?
- Why not have your personal effects held in trust for a year, to see if you "return from the dead"? Is there anything preventing that turn of law?
- Question: Can we subvert the "Dead Shall Not Rule" by having the holdings/titles pass to a third party, and then willed back to My Lord?
- King Arvas II decreed a lot of things... he decreed nobles have the right of using women on the night before their marriages, to make sure their proper Oeridian blood tempered foul Suel blood. Just because "The Dead Shall Not Rule" was his decree doesn't mean he spoke for all time. If one of his decrees was unjust and improper, could not others be as well?
- Do we have any information definitively stating whether or not Lanistor had a will?