

NAE4-03

The Apprentice

A One-Round D&D LIVING GREYHAWK[®] Ahlissa (Naerie) regional Adventure

Version 1.3

Round 1

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You have come to Naerie City in time for Richfest. Weather is pleasant, people are polite and there is always something new around every corner. Unfortunately, someone sent some uninvited guests and it will be up to you and the Nasranite Watch to clear up the situation.

A one-round Regional adventure for APLs 2-10

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

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Introduction

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

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

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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

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

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Naerie. Characters native to Naerie pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

Cawyr, apprentice of the powerful mage Eurynymos, has been possessed by a cursed gem which has granted him great powers. However, the gem is also slowly draining his life force and driving him mad. Convinced that the people of Naerie are out to kill him, he has summoned monsters who now rampage on the streets, killing at random.

The PCs arrive in Naerie just before Cawyr unleashes his attack. They must help the Nasranite Watch and fight their way through streets into the wizard's residence and either kill or capture the apprentice.

Important note: Most monsters in this scenario count as having been summoned by a wizard with the Augment Summoning feat. This has been included in the monster statistics, but you must keep track of how many turns the monsters remain before they vanish at the end of the summoning. Usually this won't be a problem as they will stay fighting for quite a long time, but they might vanish nonetheless. If this happens, PCs don't get experience from monsters, that were not killed or otherwise dealt with. For example, getting rid of a monster with *dispel magic* yields full experience. When describing monsters, you should mention red eyes, pitch-black skin and other such marks. A successful DC15 Knowledge (the Planes) check allows the PC to know things about fiendish creatures (spell resistance, immunities, etc.)

Important NPCs

☛ **Damar Rocharion**, LN male human (Oeridian/Suel) Ftr6/Rng2.

Appearance: Nearing his 40s, Damar is a by-the-book type officer with short black hair and beard.

Character: Damar is currently in charge of the Nasranite Watch (the Naerie city guard) since the usual commander, Captain Belva, is visiting Felten. Originally from the Solnor Compact, Damar arrived in Idee during the Greyhawk Wars and took part in the liberation and annexation of Idee. He speaks Common, Old Oeridian & Goblinoid.

☛ **Apprentice Cawyr:** Student of the powerful wizard Eurynymos, who lives in Naerie City. Recently his master came into possession of a powerful gem and left for Irongate in search of further lore. While Eurynymos was away, the gem possessed Cawyr and convinced him that the citizens of Naerie City were planning to kill him. Determined to strike first, Cawyr used his augmented powers to summon monsters and unleash them upon the city.

☛ **Eurynymos:** The wizard Eurynymos has a residence in Naerie City. He specialises in elemental magic and is currently visiting Irongate. Thus he does not appear in this scenario. Other characters may refer to him by name.

Adventure Summary

Introduction: Richfest Games

The PCs are visiting Naerie City during Richfest. They have a chance to take part in several festival games.

Encounter 1: There May be Trouble Ahead...

As the PCs settle down for the afternoon, they are soon ordered to leave their comfortable inn by the city guard. The PCs will soon learn that citizens are being evacuated and the city guard is blocking the streets leading to the eastern quarters of the city. If the PCs want to get involved, they will be hired by Damar to act as temporary mercenaries in service of the city.

Encounter 2: City in Trouble:

Damar explains the situation and that they know the source of the trouble seems to be a wizard's residence in the eastern quarter of the city. The PCs are instructed to go there, while the city guard slowly clears the streets and puts a blockade around the residence.

Encounter 3: The Streets of Naerie City:

The PCs start to run towards the wizard's residence. Before they get there, they hear screams from an adjacent street, where two city guards are trying desperately to save people from monsters who have been summoned by Cawyr.

Encounter 4: At the Front Gate:

Near the gate to the residence, the PCs encounter more monsters summoned by Cawyr. He has also activated a magical trap on the gate leading to the residence. The PCs must either disable or dispel it.

Encounter 5: The Wizard's Residence:

Having finally battled their way to the wizard's residence, the PCs find Cawyr drawing even more power from the gem. Unwillingly, Cawyr has opened a gate to the Outer Planes and is summoning fiends to the Prime Material Plane.

Conclusion

Having defeated Cawyr, the PCs have a bit of time to look around before the Nasranite Watch arrives and takes the gem away.

Introduction

Once the players are settled and player characters have been introduced, proceed with the Introduction. The action begins in Naerie city, capital of Principality of Naerie:

You have arrived in Naerie City during Midsummer's Day, right in the middle of Richfest. The citizens are enjoying themselves and indulging in parties and games, while the Nasranite Watch keeps a relaxed eye on the events. It's late afternoon and many people have gathered in a large square to watch competing athletes, archers and wizards.

If the PCs wish to spend their gold in the city, they will be able to purchase any items in the Chapter 7 of the *Player's Handbook* within the gp limit of Naerie City (15,000gp). Commonly available magical items (see LGCS) can also be purchased.

The PCs will see that there are four competitions in progress – unarmed combat, melee, archery and magical duel. Each PC may enter two of these competitions before festivities start to die down, facing a single opponent as determined by APL. You can describe that first opponents are commoners trying their luck and PCs have no problems beating them or play them out with commoners (4 hp) having +0 to hit or grapple against PC. In melee combat, commoners use shortspears (1d6 damage). If PCs defeat their opponent, they will receive an assortment of goods from the local merchants. After any duel, local priests for no charge heal those PCs with subdual damage.

Note: If more than one PC enters the same competition, they must compete against each other before fighting against the main opponent. If odd number of players enters the competition (3 or 5), then one of them must fight against main opponent and if he wins, compete against other PC in the final round. Priests of the Velaeri (Oeridian agricultural gods), and Sotillion (goddess of summer and the south wind, and the wife of Zilchus) in particular, will watch carefully for signs of PCs deliberately throwing a trial against a companion. PCs attempting it must succeed at an opposed Bluff check against priests Sense Motive (+4 + APL). PCs caught cheating are disqualified.

Unarmed Combat Competition

The rules of the competition are quite simple, the PC must face a single opponent whom he must render either unconscious or pinned immobile for 2 full rounds.

Use of magic or magical items is not allowed and is enforced by priests of Velaeri around the competition area. The opponents vary by APLs:

APL 2-4

☛ **Umorak:** male human (Flan) Bbn4; hp 41 (see Appendix 1 & 2).

Appearance. Umorak is of Flan origin and 6'2" tall, with blue and green tribal tattoos. His skin is deeply tanned and his hair is black.

Character. Umorak is a warrior from Sunndi, from the Hollow Highlands to be exact. He is an honourable warrior and will salute his opponent afterwards regardless of defeat/victory, unless the opponent is a half-orc, in which case he will simply walk away after the fight.

APL 6-10

☛ **Fogaln Daveras:** male human (Oeridian/Suel) Mnk8; hp 51 (see Appendix 3, 4 & 5).

Appearance. Fogaln has sandy brown hair and grey eyes and is 5'8" tall. His skin is pale and freckled, betraying his Suel ancestry.

Character. Fogaln is a monk, dedicated to the Suel goddess Bralm, goddess of insects and industriousness. He works as a miner in Menst and has traveled here to take part in this ritual in the name of Bralm. He intends to use the prize, if he wins, to buy new tools for his fellow miners. His attitude towards fellow competitors is indifferent but he will greet opponents out of tradition without any excess posturing.

Treasure: If a PC wins this contest, he/she gets the prize for the Winner of the Richfest Unarmed Competition marked to his AR.

☛ **Winner of the Richfest Unarmed Competition:** This character has received a prize from one of the competitions held at the Naerie City Richfest Fair. He may use this to receive 100gp worth of free equipment from the PHB/DMG after any ONE Naerie regional adventure.

Melee combat competition

PCs entering this competition must face a single opponent with blunted weapons (all weapon types are available) that inflict only subdual damage. The winner is the one who renders his opponent unconscious.

Use of magic or magical items is not allowed and is enforced by priests of Velaeri around the competition area. The opponents vary by APL:

APL 2-4

👤 **Royal Guard Brienn:** male human (Oeridian) Ftr4; hp 32 (see Appendix 1 & 2).

Appearance: Brienn is a 6 ft. tall, pureblooded Oeridian, and wears a green and brown tabard over his chainmail.

Character: Brienn is one the royal guards from House Haxx, who guards Prince Barzhaan. He has decided to earn some extra money for himself and takes part in the competition.

APL 6-10

👤 **Damar Rocharion:** male human (Oeridian/Suel) Ftr6/Rng2; hp 66 (see Appendix 3, 4 & 5).

Appearance: Damar Rocharion is dressed in a chain shirt, is 6'4" tall and of Oeridian/Suel stock.

Character: PCs will meet Damar later in the module as well. He is second in command of the Nasranite Watch and he is here after being urged by his colleagues to win the cash prize.

Treasure: If a PC wins this contest, he/she gets the prize for the Winner of the Richfest Melee Competition marked to his AR.

👤 **Winner of the Richfest Melee Competition:** This character has received a prize from one of the competitions held at the Naerie City Richfest Fair. He may use this to receive 100gp worth of free equipment from the PHB/DMG after any **ONE** Naerie regional adventure.

Archery Competition

This trial is different than most. Unlike the unarmed/melee combat, all PCs/NPCs take part at the same time. Every contestant uses a standard longbow. It's assumed few commoners take part but they won't hit anything further than 200 ft. away.

- Each contestant names which of the series of straw butts dressed in looted armor (AC 11), set at 200 feet intervals between 200 and 1000 feet, they will hit.
- A hit has to penetrate the armor of the butt to count i.e. the attack roll must equal or exceed AC 11, hence the addition of chain mail armor bonus to butt's base AC of 5.
- Each contestant has three shots. The one who hits the farthest target is the winner
- If there is a draw after three shots, the remaining contestants each shoot a single arrow at next furthest target. Those who fail are out. If there is still a draw, next furthest target is shot and so on until maximum range of 1000 ft. is reached and

contestants keep shooting it with single arrow each.

Use of magic or magical items is not allowed and is enforced by priests of Velaeri around the competition area. The opponents vary by APL:

APL 2-4

👤 **Hillstalker:** male human (Oerdian/Suel) Rng4; hp 27 (see Appendix 1 & 2)

The PC's main opponent is one of the "Hillstalkers" of Onnwal, is skilled with a longbow and is confident of his abilities.

APL 6-10

👤 **Alwyrd the Trapper aka Delras Ulquand:** male human Rng8 (Oeridian) (see Appendix 3, 4 & 5).

Appearance: "Alwyrd" is a tall man with wild unkempt hair & beard.

Character: "Alwyrd" is in fact not a trapper, but Delras Ulquand one of the well-known Hillstalkers of Onnwal and is here under a false identity. PCs might have met him in *TSS3-05 For The Families Honour* and he will acknowledge this with a wink. In the wake of the Naerie Compact, it's quite acceptable for Onnwalons to openly visit Naerie. "Alwyrd" will appear to be a gruff and sarcastic trapper from the wilds.

Treasure: If a PC wins this contest, he/she gets the prize for the Winner of the Richfest Archery Competition marked to his AR.

👤 **Winner of the Richfest Archery Competition:** This character has received a prize from one of the competitions held at the Naerie City Richfest Fair. He may use this to receive 100gp worth of free equipment from the PHB/DMG after any **ONE** Naerie regional adventure.

Competition of Magical Combat

PC must face a single opponent in magical duel. At the beginning contestants are 100 feet away from each other. At a signal from a priest, they may begin casting (roll for initiative).

- The goal is to affect opponent with a spell while avoiding the effects of a spell yourself (example: hitting your opponent with *flare* while resisting effects of *daze*). If both contestants are affected by a spell on the same turn, the duel continues.
- Contestants may move freely but must stay within 500 feet of each other as defined by bounds of the competition field.

- Contestants may not physically touch or otherwise interfere with their opponent. Harmful, dangerous or illegal spells (those that do damage, ability drain or are otherwise outlawed) may not be cast on pain of minimum sentence of one month (4T Us) imprisonment of Naerie Gaol. Higher penalties are available for more serious crimes (such as *fireballing* the competition area). You might want to look for Splintered Sun Metabook for more information.
- Spells cannot be cast from scrolls or other magical items and magical items may not be worn or used by the contestants.

APL 2-4

☛ **Rindana:** female half-elf Drd4; hp 27 (see Appendix 1 & 2)

Appearance: Rindana is 5.5 tall and with small ritual markings on her hand.

Character: A half-elf from Menowood of Flan-Grey Olve descent, Rindana is a polite and proud opponent.

APL 6-10

☛ **Seraster of House Heshun:** male human Wiz8; hp 33 (see Appendix 3, 4 & 5).

Appearance: Seraster is a thin, 6 feet tall, olive-skinned Oeridian, with shoulder length black hair. He wears fine robes with colours of House Heshun (red & brown).

Character: Seraster is totally confident of his abilities to defeat any 'commoner rabble' he might encounter and is not here for the prize, just to show off. He is the son Naudus Heshun, leader of House Heshun.

Treasure: If a PC wins this contest, he/she gets winner of magical combat marked to his AR.

☛ **Winner of the Richfest Magical Combat:** This character has received a prize from the Magical Combat competition held at the Naerie City Richfest Fair. He may use this to receive 100gp worth of free equipment from PHB/DMG after any **ONE** Naerie regional. In addition the PC may scribe/learn any **ONE** limited spell (any allowed by the LGCS). Wizards must pay the normal cost for scribing of the spell.

Development: Once PCs are finished here, ask if they want to get a room for a night now, since it might be difficult later when festivities die down. If not, then PCs will encounter the city guard on the street. Adjust events accordingly. Move to Encounter 1.

Encounter 1: There May be Trouble Ahead...

Read aloud or paraphrase the following:

You go looking for a suitable inn, not an easy task with the city brimming with people attending the Richfest Fair. Finally you find one named the Brown Bird, where there is space for all of you. You pay few silvers for lunch and sit down to wait.

Soon the innkeeper brings your food to the table. The food is delicious and mead is sweet; it looks like this is going to be peaceful day. Just then, you become aware of a commotion outside, growing louder by the second.

Suddenly the door bursts opens and three men in Nasranite Watch uniforms step in.

"By the order of city guard, everyone in this establishment is to be evacuated to central square immediately."

The innkeeper is about to say something when one guard interrupts: "Disobedience will be punished!"

Outside, you see that a large number of people are walking in the direction of central square. There are many armed guards in the colours of the city guard, blocking the eastern end of the street and looking around nervously. A few anguished people who try to get past them are turned away.

The PCs can stop some people and ask what's going on and they will mention seeing magical spells and monsters attacking people.

Here are few answers you can give to the PCs:

- *A young man with his wife, carrying a child says: "Some manner of creature came into our house but we managed to lock it inside our bedroom. Then the guards came and told us to leave."*
- *A panicked young boy with his friend says: "There...there was a man of fi..fire th..there and it nearly killed us."*
- *A middle-aged man, looking like a merchant: "I did not even have time to lock my shop! And my neighbour's house was on fire! What's going on?"*
- *An angry looking dwarf: "Damned town! I was just getting some grub for meself when some hairy bug crawls out from the fireplace. Fortunately I had min' axe handy, so I squashed it!"*

- *An anguished looking woman, who hurries past you: "My child! Have you seen my child?"*

Guards will not let PCs to go through to areas from which people are fleeing. They will be informed that only members of the Nasranite Watch are allowed through. If PCs look for another route, they will meet with a similar sight. If PC is actually a member of the Nasranite Watch, he is directed to Damar for new orders.

If the PCs ask about helping with the situation, they are directed to the officer in charge, who has temporary command post a small distance away. One of the guards agrees to show the PCs the way. The guards will be stern and direct, but not hostile or too unfriendly.

If PCs go with everyone else to central square they will have to wait there for a while until a rider comes asking any able-bodied men to become temporary members of the city guard. A few young men volunteer. If PCs agree, they will be directed with some other people to temporary headquarters where a low ranking officer will identify them as adventurers and he will then take them inside where Damar offers them temporary positions as described in Encounter 2.

If PCs don't ask about helping with the situation or don't volunteer when they are called, some guards approach them, identifying them as adventurers. If PCs still decline, Nasranite Watch will resolve the situation, taking many casualties. Naturally, the adventure is over, and the PCs gain no experience or treasure (except from the festivities, if any).

Troubleshooting: If PCs insist on seeking a route into the closed area, let them find it and proceed straight to Encounter 3. Just alter the events in module accordingly. PCs will earn gratitude of Damar but no extra money reward at the end.

Encounter 2: City in Trouble

Read aloud the following:

You are led into a merchant's shop, which has been quickly converted into a temporary command post for the city guard. Several men have gathered around a table, and are studying a map of the city. The guard who escorted you goes to the officer who seems to be in charge of the situation. The officer stands up and comes to you while other men remain in discussion over the map. He is nearing his forties and wears a chain shirt and carries a bastard sword.

"What is it?" he asks bluntly.

If one of the PCs fought against him in the melee combat competition (APL6-10), read the following:

You remember that this was the man who fought against you in the armed competition at the festival.

This is Damar and he is currently in charge of city guard.

☛ **Damar Rocharion**, LN male human (Oeridian/Suel) Ftr6/Rng2.

Appearance: Nearing his 40s, Damar is a by-the-book type officer with short black hair and beard.

Character: Damar is currently in charge of the Nasranite Watch (the Naerie city guard) since the usual commander, Captain Belva, is visiting Felten. Originally from the Solnor Compact, Damar arrived in Idee during the Greyhawk Wars and took part in the liberation and annexation of Idee. He speaks Common, Old Oeridian & Goblinoid.

If the characters present themselves politely, Damar becomes a bit more relaxed and introduces himself. If the PCs ask what is going on, he says only there is a magical disturbance and monsters in the eastern parts of the city, and that people are being evacuated and city guard is going to launch an attack to clear the streets.

If the PCs say they can help to solve the situation, Damar says that he could sign them up as temporary mercenaries in service of the city. If they agree, he quickly comes up with documents and asks PCs to sign them. Salaries are a matter for later. If any PC insists on payment, Damar takes other PCs and city guards with him (after explaining the situation), leaving the greedy bugger behind, though that PC can run and catch up if they want to.

Damar then explains that PCs are needed for a special operation. Read aloud the following:

Damar leans over the map.

"We have a few wizards in service, and they have pinpointed the source of the disturbance to the city's eastern districts. From there it has spread to surrounding areas. One powerful wizard named Eurynymos, lives in that area. We suspect something might have happened in his house.

"We know he is visiting Irongate at the moment, so we're not quite sure what is going on. I want you to go there and see what you can do. So far, the monsters seem to be concentrated in a relatively small area around his residence.

“My men will gradually clear the streets of monsters and set up barricades until we can isolate that building and deal with whatever is lurking there if you are unsuccessful.

“Do you have any questions?”

If the PCs have anything else to ask, they can do it now but won't get much more information from Damar. He can describe the residence and surrounding area. If PCs ask if Eyrnumos had an apprentice, they learn that he indeed has apprentice named Cawyr. If pressed further, Damar does not know anything more but says:

“He appeared quite reclusive to me but I don't usually hang around apprentice wizards. If he is behind this, see if you can take him alive, but I won't hold it against you if you don't, cause he's gonna hang if this is his doing”

With a successful DC 12 Sense Motive check, the PCs note that Damar is very impatient and obviously wants to get the job done fast. If PCs ask for city guard members to accompany them to the wizard's residence, Damar explains he has already lost several men and will need all the remainder to keep the situation under control. He would not have asked young men to volunteer as temporary guards otherwise.

When the PCs are ready, read the following:

You step outside with Damar and see dozens of guards waiting. On a signal, they start after you. You reach the closed-off area in only few minutes. Several soldiers man a hastily build barricade that blocks the street.

You pass through with the Nasranite Watch and march through eerily quiet streets. Occasionally you hear cries for help from a long distance away but you never reach them in time, finding only torn corpses. Streets are littered with cloth bags and other meager possessions people tried to flee with.

Damar signals a stop and points forward.

“The wizard's residence is some distance that way. You will reach a square after a few minutes walk and the residence will be right in front of you. We will go through the sidestreets and search for any survivors. Good luck!”

With those words, you are left alone on the street.

Encounter 3: Streets of Naerie

Allow the PCs time to cast any spells and do other things like that if they want to. You should then ask them to form a marching order. If they want to look around, you can tell that there are several bodies nearby. Each of them has different kind of wounds.

- One badly burned body, which is now merely a piece of blackened flesh.
- A guardsman who has a large bite wound on his torso. He still has a sword in his hand, covered in some creature's blood. There is also some sticky substance on his face. A successful DC 15 Knowledge (nature) check reveals that it's spider web.
- One female corpse, which has numerous small wounds around her body. A successful DC 15 Knowledge (nature) check reveals that they appear to be made by bird claws and beaks.

They can also find out odd equipment such as spoons, clothes and other household equipment people tried to take away with them, which is of no value to PCs. No monster bodies can be seen, though a successful DC 12 Spot check enables them to find a large patch of dried blood near the body of a guardsman.

When the group is ready, read the following:

You advance cautiously, watchful for any survivors, looters or worse. Nothing moves on the street leading towards wizard's residence. You pass several side streets littered with dead citizens - their killers nowhere to be seen.

A few hundred feet from the wizard's residence, you stop for a moment to watch a burning house in another side street. Just as you are about to leave, a woman dashes from a nearby house with a golden statue in her hands and starts to run away from you.

All APLs

♣ Looter; Com1; hp 4 (see DMG p109)

Ask PCs what they want to do. The looter is 90 ft. away from the PCs and PCs only have a single turn to do something before she disappears behind a corner.

If the PCs just run after her, the looter will disappear behind the corner. The PCs will hear a brief scream cut off (or sound of something large walking if they catch the looter before that). If they don't do anything when the looter runs away, they can make a DC 10 Listen check to hear the scream. If they go to see what is going on, they will encounter the monster(s). If not, move to Encounter 4.

Read aloud the following:

Around the corner you see what has caused the noise. A gigantic spider with pitch-black skin and gleaming red eyes perches atop a web in which several people are hopelessly trapped.

From the other end of the street, you see two watchmen running towards the spider.

For those APLs with several spiders, also read the following:

Another spider climbs down from a roof of a nearby house and joins the battle.

In this battle, the PCs may want to break into nearby houses and take cover. Doors have the following statistics.

🕒 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; DC 18 Break.

The spider(s) are 30 ft. & 50 ft. away from PCs, one of them being on the roof. Guardsmen start from the opposite direction to the PCs and are 60 ft. away from the spiders.

Important: These spiders are summoned creatures and are enhanced with the Augment Summoning feat. They will only remain for a limited amount of time and can be banished by *dispel magic* and other such spells. See the relevant Appendix for the number of turns they stay and the DC needed to dispel them.

APL 2 (EL 3)

🕒 **Medium fiendish monstrous spider (2):** hp 15; see Appendix 1.

APL 4 (EL 5)

🕒 **Large fiendish monstrous spider (2):** hp 30; see Appendix 2.

APL 6 (EL 7)

🕒 **Huge fiendish monstrous spider:** hp 68; see Appendix 3.

APL 8 (EL 9)

🕒 **Huge fiendish monstrous spider (2):** hp 68; see Appendix 4.

APL 10 (EL 11)

🕒 **Gargantuan fiendish monstrous spider:** hp 136; see Appendix 5.

🕒 **Huge fiendish monstrous spider:** hp 68; see Appendix 5.

All APLs:

🕒 **Nasranite Guardsmen (2):** War1, hp 8 (See DMG p 110)

Tactics: A small part of the street is covered by web (see map) and this is where the looter is (if not caught by the PCs earlier). The spiders will attack the nearest PCs and if several of them are in melee at the same time, concentrate on those who have hit them. The guardsmen will advance and shoot light crossbow bolts (+1 ranged, (1d8/x3, light crossbow)) at the spiders, until they run out and will then move to close combat with longswords (+1 melee (1d8/19-20, longsword)). If the PCs go inside a house, the spiders will try to attack them by going through doors/windows if they can fit inside (medium spiders fit through windows/doors, large ones only through door).

Obviously huge spiders cannot fit in the house but they will try to attack PCs through windows. In this case you should roll a d6 for their attacks. 1 – 4 means regular bite, 5 – 6 is a grapple attack against PC. If PC loses the grapple check, he is moved into the spider's square, representing the spider pulling the PC out through the window or door.

If the PCs cannot be attacked, the spiders will go after the city guards. 8 rounds after the combat has started, two more city guards arrive from the direction the PCs originally came.

The looter will try to free herself from the web and run away. To keep things simple, the looter & city guards will operate last in initiative order. The looter will not take part in combat unless her way out is blocked. If you feel the PCs have a slight problem on their hands, you can let the looter attack with a dagger (+0 melee (1d4/19-20, dagger)) before running away.

Treasure: The spiders have no treasure. The golden statue has rolled into a nearby trash pile and the PCs can take it with them if they remember it and take the time to look.

APL 2: Coin: 90 gp;

APL 4: Coin: 125 gp;

APL 6: Coin: 175 gp;

APL 8: Coin: 250 gp;

APL 10: Coin: 400 gp;

Development: The city guard will take the looter (if still there) & the other surviving citizens away. If the PCs ask them what is happening, they will tell that monsters are

appearing out of nowhere. They have been near the wizard's residence and will tell PCs that once they approached the gate, monsters appearing from thin air attacked them, and force them to flee for their lives. One of their companions was killed there.

PCs may try to ask one of the city guards to accompany them. A successful DC 12 Diplomacy check means one of them agrees to accompany the PCs to the wizard's residence. A successful DC 20 Diplomacy check means two city guards come along. They are under the control of the PC who scored highest on their Diplomacy check, but as DM, you might have to intervene if the PCs try to use the guards as nothing but sword fodder to save their own skins. The spider bodies will disappear after a little while. The guards are named **Cera**, **Ylian** (female), **Edarin & Arkan** (male). Proceed to Encounter 4 when PCs are ready.

Encounter 4 At the Gate:

Read aloud the following:

Carefully crossing the abandoned square, a magnificent residence rises in front of you. Behind the arched gate is a garden, strangely blurred by the roiling magical energies working inside the walls. Beyond the garden is a two-story building - the wizard's residence.

You notice that the square in front of the residence has suffered much like the rest of the city. A greengrocer's cart has been overturned and its owner lies dead among his merchandise. Some distance from the gate, a dead guardsman lies on his back. A black raven is pecking juicy pieces from the corpse.

If the PCs have been warned by the watch that the wizard's apprentice might be behind the trouble, they may make a DC 15 Knowledge (arcana) check, to see if they realise this is the wizard's familiar, and that it might be acting as a sentry. Even if the group has not spoken to the watch, a successful DC 15 Knowledge (nature) or Wisdom check, reveals the raven to isn't acting in a completely natural way, if PCs observe the situation at least for some time. After a while the raven will fly to the cart and stay there to observe the situation, if PCs take no action before that. The PCs will have one chance to take it out before it alerts it's master. The raven is 50 ft. away while pecking the body (70 ft. when on cart) and the PCs will have one round to kill it. If they succeed, read the following:

The raven flops to the ground, dead. The gate is now in front of you, the magical energy inside the gates still distorting your vision. You can see a pathway leading to

the house with, many plants surrounding it. Many have grown to wild proportions - perhaps because of the magical energies raging inside.

If they fail to kill the raven, don't try or just walk straight ahead, read the following:

The raven rises on its wings, sending out a noisy caw as it settles itself on top of the arch.

If the PCs now say they want to do something, they have one round. Killing the raven at this point won't prevent the attack that will follow.

Read the following once the round has passed:

Suddenly, the air in front of you shimmers. Monsters appear from nowhere and attack!

Roll for initiative normally. Monsters start 40 ft. from the PCs.

APL 2 (EL 3)

Fiendish Wolf (3): hp 15; see Appendix 1.

Raven familiar: hp 5; see Appendix 1.

APL 4 (EL 6)

Fiendish Wolverine (4): hp 34; see Appendix 2.

Raven familiar: hp 9; see Appendix 2.

APL 6 (EL 7)

Howler (4): hp 45; see Appendix 3.

Raven familiar: hp 16; see Appendix 3.

APL 8 (EL 9)

Large air elemental (4): hp 76; see Appendix 4.

Raven familiar: hp 22; see Appendix 4.

APL 10 (EL 11)

Huge air elemental (4): hp 168; see Appendix 5.

Raven familiar: hp 26; see Appendix 4.

Important: These monsters are summoned creatures that benefit from the effects of Augment Summoning and will only remain on the Prime Material Plane for a limited amount of time. They can also be banished by *dispel magic* and other such spells. See appendix for number of turns they stay and the DC needed to dispel them.

Due to the gem's power, the entire residence counts as an area that the apprentice can use his spells, provided he has some link to a place. The first monsters summoned this way use the power of the gem and don't require him to use

Encounter 5: Wizard's Residence

his own spells. While the raven lives, the apprentice can cast any of his summon spells and bring them to battle. He will cast one of his *summon* spells (remove it from his spell selection in last encounter) every three turns. If the raven dies, his contact is temporarily lost and he cannot cast anything more for this encounter. Encounter 5 tactics have a list of monsters he will summon.

Tactics: Monsters will attack nearest PCs and use whatever special attacks they possess.

Treasure: These monsters have no treasure.

Development: If the PCs survive this encounter, read the following:

The gateway is in front of you, the magical energy inside the gates still distorting your vision. You can see a pathway going towards the house with many plants surrounding it. Many have grown to wild proportions - perhaps because of the magical energies?

The PCs now have two options; either going through the gate or over the wall. The wall is 12 ft. high but the PCs can push the cart next to a wall and use it to climb over if they don't have any other means (such as a grappling hook & rope).

Trap: The gate is magically trapped, and will trigger if anyone tries to go into the garden through it. Anyone coming from the garden will not set it off. A person can go through the gate, be hit by the trap and step inside without further effects, provided he survives.

APL 2-6 (EL 2)

➤ **burning hands trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 reflex for half damage); Search DC 26; Disable Device DC 26.

APL 8-10 (EL 3)

➤ **burning hands trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

Troubleshooting: There is also an alternative way in. PCs can simply use the side streets to get behind the building and climb over the wall. In this case proceed to Encounter 5. If they do this, they will receive experience for avoiding the trap but not for dealing with the monsters.

Read the following:

Stepping inside the garden, you walk around plants that have been twisted into unnatural forms, hardly resembling their original forms.

Locations within the house: It is highly unlikely that PCs visit any other locations than 1-3, but descriptions have been provided nonetheless:

1. **Lobby:** This place has few coat hangers and place for visitors to put their shoes. A carpet (cheap) is on the floor
2. **Hall:** This room has a large door leading to study (location 3). Otherwise this room has few small tables and chairs where Eyrnumos entertains his guests. Two staircases lead upstairs to location 4. Tables have books and scrolls that Cawyr has been reading. Knowledge (planes) DC 15 reveals they are about Inner (Elemental Plane of Earth) and Outer Planes.
3. **Study:** There are four large shelves here, filled with historical books, along with information on alchemy, planes, etc. Two tables in the corner have various tools such as spyglass, magnifying glass, alchemist tools, etc. When the PCs enter the house, Cawyr will be here, summoning a fiend.
4. **Dining hall:** A large table and chair dominate this area. There is also a large bookshelf filled with various novels, among them a copy of *Gnomeborn the Strong* (see TSS3-04 *Glory of Times Past*).
5. **Hallway:** This hallway is empty, expect for expensive Bakluni carpets and a statue of a man on the north wall.
6. **Cawyr's room:** This simple room is Cawyr's room. It has bed and cupboard for personal items. There is also a single chair. His journal is on the bed.
7. **Kitchen:** This room has a cupboard for kitchen plates and other cooking equipment, a table for cooking and a small oven with a chimney leading outside.

8. **Eyrynumos' room:** The door to this room has an *arcane lock* and *alarm trap* (see DMG), which will cause a loud noise to resound throughout the residence. Otherwise it is a strong wooden door. This room has a lavish bed, bookshelf, table and chest with an *arcane lock*. PCs can find a *wand of magic missiles* (CL3, 20 charges) inside the chest and use it. This is not counted to treasure total and PCs cannot keep it after the module. A large portrait of Eyrynumos (a large Oeridian man with short black hair and small moustache). A hidden compartment is behind it, which is empty at the moment.
9. **Pantry:** This room has several cupboards filled with salted meat, potatoes and other long lasting foodstuff. One cupboard is also filled with various magical components. You may give PCs alchemist fires, acid flasks, holy water & tanglefoot bags (maximum 6 of any one item). This is not counted to treasure total and PCs cannot keep them after the module.

The PCs can walk around the garden. All the windows are locked shut, but the PCs can certainly break through them, which means you must adjust the box text accordingly. This will most likely alert Cawyr, who is then guided by the gem to prepare his spells and move to attack. Adjust events accordingly. If/when PCs enter lobby without alerting Cawyr, keep reading:

Entering the manse, the door swings silently open into a reception room littered with books and documents. What appears to be a large wardrobe is just to the left of the door as you enter. Against the left and right hand walls are staircases leading up. Directly ahead of you, a green glow emanates from behind a partially open door. A voice fills the air. Disturbingly, it seems to shriek in pain for few seconds, before uttering another line of gibberish and then going back to painful screams again.

Cawyr is not shrieking any meaningful sentences, just random words in Ancient Suloise.

If the PCs head straight to the opposite door, read the following:

The shrieking stops as the door opens. On the other side of the room beyond, is a robed figure, staring at a large emerald on a table. You assume he's staring, as he has no eyes, only black bleeding sockets where his eyes are used to be. A green portal has opened on the other side of the table and something seems to be moving within.

If the characters immediately attack, they will automatically surprise Cawyr. The fiend will emerge from the portal in the next turn and attack. Before that, it cannot be attacked or affected by any means. Cawyr is 25 ft. from the doorway. If the PCs want to talk or advance cautiously, read the following:

The apprentice turns towards you. Blood drips from his eyes to the floor but he does not seem to be affected by this at all. He opens his mouth and you hear a faint voice saying:

"Help me, I see so much..." before a harsh female voice overpowers it and screams:

"Fools! This body is mine!"

Roll for initiative normally. The fiend will emerge from the portal in its initiative phase and attack. It cannot be attacked before that. If the PCs go to investigate other rooms instead, inform them (after a while) that shrieking stops - unless they make successful Move Silently checks.

If Cawyr becomes aware of the PCs before they enter the room 3he will move to attack. He will start by summoning monsters to Room 2 and stay in Room 3 until the PCs come in. If possible, he will cast *invisibility* before summoning monsters. Fiend(s) are with him and will charge forward while Cawyr stays behind when PCs come to room 3.

APL 2 (EL 4)

☞ **Apprentice Cawyr:** Wiz2; hp 10; See Appendix 1.

☞ **Lemure (2):** hp 13; See *Monster Manual* page 57 and Appendix 1.

APL 4 (EL 5)

☞ **Apprentice Cawyr:** Wiz3; hp 18; See Appendix 2.

☞ **Lemure (3):** hp 13; See *Monster Manual* page 57 and Appendix 2.

APL 6 (EL 8)

☞ **Apprentice Cawyr:** Wiz5; hp 33; see Appendix 3.

☞ **Bearded Devil (2):** hp 57; See *Monster Manual* page 52 and Appendix 3.

APL 8 (EL 9)

☞ **Apprentice Cawyr:** Wiz7; hp 49; see Appendix 4.

☞ **Bearded Devil (2):** hp 57; See *Monster Manual* page 52 and Appendix 4.

APL 10 (EL 11)

☞ **Apprentice Cawyr:** Wiz8; hp 55; see Appendix 5.

➤ **Vrock:** hp 135; See *Monster Manual* page 48 and Appendix 5.

Tactics: Even though he has clawed his eyes out, the power that controls Cawyr enables him to operate normally without the usual penalties incurred by blindness.

In the first round, Cawyr will distance himself from the PCs and cast a spell/use an item to turn invisible (if applicable) or otherwise protect himself. On his second turn he will summon monsters next to the closest PCs. The monsters will then perform a full attack. Afterwards he will judge the situation and either use *summon* or offensive spells, whichever is more appropriate, preferring those spells that affect several characters at once such as *color spray*.

If he has the opportunity, Cawyr will summon the following creatures with his spells. They will use their *smite good* abilities against their first opponent, whether or not he is actually good aligned. For statistics, see Appendix 1.

APL 2: Use *summon monster I* to summon a fiendish small monstrous scorpion.

APL 4: Use *summon monster II* to summon 1d3 fiendish small monstrous scorpions. In subsequent rounds, use *summon monster I* to summon single fiendish small monstrous scorpions.

APL 6: Use *summon monster III* to summon 1d3 fiendish medium monstrous scorpions. In subsequent rounds, use *summon monster II* to summon single fiendish medium monstrous scorpions.

APL 8: Use *summon monster IV* to summon 1d3 fiendish wolverines. In subsequent rounds, use *summon monster III* to summon single fiendish wolverines.

APL 10: First he will use his *scroll of summon monster VII* to summon a bone devil. In subsequent rounds, use *summon monster IV* to summon 1d3 fiendish wolverines. Then *summon monster III* to summon single fiendish wolverines.

If any PC directs an attack against the gem, they must make a DC 15 Will Save or collapse and receive "The Calling". See Conclusion for more details.

Important: These monsters are summoned creatures that benefit from the effects of Augment Summoning and will

only stay here for a limited amount of time. Because of gems power, no monster can be affected by *dispel magic*, *dismissal* or other such spells while inside the residence. Protection spells such as *protection from evil* do not keep these summoned monsters away from bodily contact, though it does grant AC bonus when appropriate. Also, any *summon monster/nature's ally* spell cast by apprentice/PCs will automatically be affected as through Extend Spell feat.

Any demons/devils who have come through the gate, can use their *summon demon/summon devil* abilities as normally in this encounter. The fiend(s) will attack the nearest PCs they can get their hands on, preferring obvious clerics if given a choice between two enemies. Demons will use their abilities to summon other demons, preferring large waves of small demons (See *Monster Manual* for statistics) to overwhelm PCs.

If Cawyr is rendered unconscious, the portal will remain for six turns. PCs can step through and enter demonic realms and immediately get attacked by dozen same kind of demons as accompanied Cawyr. The gate will be 50 ft. behind the PC in this bleak realm but if it closes, the PC is trapped forever and is quite, quite dead without hope of body ever being recovered.

At higher APLs, it's quite possible that house is demolished by the magical energies unleashed by Cawyr and the PCs. You should use the rules for fire & smoke damage if situation warrants it and adjust the events accordingly. If house is destroyed, the PCs cannot receive gratitude of Eurynomos. The gem cannot be destroyed, no matter what

Treasure: If the PCs search Cawyr, they will find his purse and a number of magical items.

APL 2: Coin: 45 gp; Magic: *potion of cure light wounds* x 2 (8 gp each), *scroll of sleep* (4 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp),

APL 4: Coin 55 gp; Magic: *potion of cure light wounds* x 2 (8 gp each), *scroll of sleep* (4 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp), *wand of magic missiles* (CL 3rd, 20 charges, 150 gp)

APL 6: Coin: 76 gp; Magic: *bracers of armour +1* (166 gp), *elixir of fire breath* (183 gp), *potion of cure light wounds* x 2 (8 gp each), *scroll of sleep* (4 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp), *wand of magic missiles* (CL 3rd, 20 charges, 150 gp)

APL 8: Coin: 153 gp; Magic: *bracers of armour +1* (166 gp), *elixir of fire breath* (183 gp), *potion of cure light wounds* x

2 (8 gp each), *ring of protection +2* (1,333 gp), *scroll of sleep* (4 gp), *wand of burning hands* (CL1st, 50 charges, 125 gp), *wand of magic missiles* (CL3rd, 20 charges, 150 gp)

APL 10: Loot 244 gp; Coin 0 gp; Magic: *bracers of armour +1* (166 gp), *elixir of fire breath* (183 gp), *potion of cure light wounds* x 2 (8 gp each), *ring of protection +2* (1,333 gp), *scroll of sleep* (4 gp), *scroll of summon monster VII* (379 gp), *wand of burning hands* (CL1st, 50 charges, 125 gp), *wand of magic missiles* (CL3rd, 20 charges, 150 gp).

Development: If PCs survive, go to the Conclusion. If the PCs manage to restrain Cawyr without killing him, they will receive the Gratitude of Eurynymos.

☛ **Gratitude of Eurynymos:** The wizard Eurynymos is grateful that you restrained his apprentice Cawyr without killing him and is willing to give tutoring to potential students. After any Naerie regional, a character can spend 4 TU and 400 gp to apprentice himself to Eurynymos. This grants access to Bonded Summoner (MH) prestige class (Earth only).

Conclusion:

Assuming the PCs manage to defeat Cawyr, read the following:

The wizard falls to the ground and the green portal grows dimmer and dimmer. The gem, however, glows more brightly and dark shadows seem to move inside it, forming the faint outline of a woman. Faint whispers start to echo in your head.

Any PC who has played TSS3-08 *Prisoners of the Calling Mines*, recognises the voices to be same kind what they heard in the mines. If the PCs want to touch the gem, this is what happens.

Read the following:

Your body is wracked by magical energy and you scream in pain before falling to ground unconscious.

After a PC has touched the gem, they drop to -1 hit points (but automatically stabilize) and loses 2 points of Wisdom permanently and receives "The Calling".

☛ **The Calling:** The PC has been touched by the power of the Gem and has received a minor gift of magic. Roll 1d6 to determine which. The character also suffers 2 points of permanent Wisdom drain that can only be healed with: *dispel evil*, *restoration*, *wish* or *limited wish*.

PC gains following spell on APL 2-4 (roll 1d6): 1: *bless* (CL 3); 2: *bane* (CL 3); 3: *burning hands* (CL 3); 4: *cure light wounds* (CL 3); 4: *inflict light wounds* (CL 3); 5: *summon monster II* (CL 3)

APL 6-10 (roll 1d6): 1: *prayer* (CL 5); 2: *displacement* (CL 5); 3: *scorching ray* (CL 3); 4: *inflict moderate wounds* (CL 5); 5: *cure moderate wounds* (CL 5); 6: *summon monster III* (CL 5).

Using this ability counts as activating a magic item, which requires a standard action. This ability is usable **only once**. Score through when used. This ability does **not** allow you to enter prestige class or meta-organisation that normally requires spellcasting levels.

If anyone else wants to touch the gem after this, let them.

After they have all done it or declined, read the following:

The door is opened and you see Damar standing there with two priests. They quickly see (PC name) laying on the ground next to the emerald. One of the priests screams, 'You fools!' before they throw a nearby rug on top of the gem and start to wrap it up.

If PCs did not touch the gem, read the following:

The whisper fades away as louder noise fills the room. It seems the Nasranite Watch has finally managed to fight its way to wizard's residence. There are loud footsteps in the lobby and soon Damar enters the room with two priests of Zilchus. They see the apprentice and the emerald. The priests quickly tear down two curtains and wrap the emerald inside, carefully avoiding any physical contact.

After you have read either part, continue from this:

Damar approaches you and shakes your hand.

"Your actions have saved many lives this day. You have done Naerie a great service that she won't soon forget. Please follow me"

As you follow Damar out into the garden, one of the priests approaches you and hands you a book.

"We found his journal and we think you might want to take a look at it."

You can read the journal as you leave the residence behind, following Damar to his headquarters.

Development: Give PCs Handout 1. The priests confiscate Cawyr's spellbook, and the gem is taken to a local temple.

Under no circumstance can the PCs retain it. If they resist, they will not get Influence with Damar Rocharion and they can be put into prison (see Splintered Sun meta-book) for resisting an officer of the law. Any PC suffering from damage caused by bearded devils, howlers, etc. is healed free of charge by Church of Zilchus.

Treasure: The PCs receive a reward from Damar.

APL 2: Coin: 100 gp;

APL 4: Coin: 100 gp;

APL 6: Coin: 200 gp;

APL 8: Coin: 200 gp;

APL 10: Coin: 300 gp;

If Cawyr was killed (not stabilised), read the following.

All in all, nearly 70 people and city guard members were killed during this horrible day. Eurynomos finally arrives from Irongate to find the mess his apprentice left behind. You hear that plenty of money exchanges hands while the wizard pays merchants, families and city guard for the damage Cawyr caused. It will take a while to repair the damage but by the next Richfest, everything should be all right once again.

As for the emerald, the Zilchans have taken it to their temple and sealed it away. Perhaps it is the best thing to do...

If Cawyr was taken alive (stabilised), read the following:

All in all, nearly 70 people and city guard members were killed during this horrible day. As Damar promised, Cawyr is sentenced to hang for his actions. However, Eurynomos intervenes on his apprentice's behalf. Despite loud protest from Damar, favours are used, money changes hands, families are compensated and Cawyr is spared. Whatever the reason, Eurynomos eventually sends Cawyr to Irongate. Eurynomos later contacts you and thanks you for sparing his apprentice and months of research, offering to tutor you in ways of magic, for a suitable price of course.

As for the emerald, the Zilchans have taken it to their temple and sealed it away. Perhaps it is the best thing to do...

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 role-playing) to each character.

Encounter 3: Streets of Naerie

Defeating the spiders

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

Encounter 4: At the Gate

Defeating the monsters

APL2	90 XP
APL4	180 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

Avoiding/surviving trap

APL2	60 XP
APL4	60 XP
APL6	60 XP
APL8	90 XP
APL10	90 XP

Encounter 5: Wizard's Residence

Defeating fiends and Cawyr

APL2	120 XP
APL4	150 XP
APL6	240 XP
APL8	270 XP
APL8	330 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Award this role-playing award, if PCs do any of the following:

- Get guards to help them after Encounter 3
- Touch the Gem
- Take Cawyr alive.

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 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.

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

Encounter 3: Streets of Naerie

APL 2: Loot: 90 gp;
APL 4: Loot: 125 gp;
APL 6: Loot: 175 gp;
APL 8: Loot: 250 gp;
APL 10: Loot: 400 gp;

Encounter 5: Wizard's Residence

APL 2: Coin: 45 gp; Magic: *potion of cure light wounds* x 2 (8 gp each), *scroll of sleep* (4 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp),

APL 4: Coin 55 gp; Magic: *potion of cure light wounds* x 2 (8 gp each), *scroll of sleep* (4 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp), *wand of magic missiles* (CL 3rd 20 charges, 150 gp)

APL 6: Coin: 76 gp; Magic: *bracers of armour +1* (166 gp), *elixir of fire breath* (183 gp), *potion of cure light wounds* x 2 (8 gp each) *scroll of sleep* (4 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp), *wand of magic missiles* (CL 3rd 20 charges, 150 gp)

APL 8: Coin: 153 gp; Magic: *bracers of armour +1* (166 gp), *elixir of fire breath* (183 gp), *potion of cure light wounds* x 2 (8 gp each), *ring of protection +2* (1,333 gp), *scroll of sleep* (4 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp), *wand of magic missiles* (CL 3rd 20 charges, 150 gp)

APL 10: Loot 244 gp; Coin 0 gp; Magic: *bracers of armour +1* (166 gp), *elixir of fire breath* (183 gp), *potion of cure light wounds* x 2 (8 gp each), *ring of protection +2* (1,333 gp), *scroll of sleep* (4 gp), *scroll of summon monster VII* (379 gp), *wand of burning hands* (CL 1st, 50 charges, 125 gp), *wand of magic missiles* (CL 3rd 20 charges, 150 gp).

Conclusion:

APL 2: Coin: 100 gp;
APL 4: Coin: 100 gp;
APL 6: Coin: 200 gp;
APL 8: Coin: 200 gp;
APL 10: Coin: 300 gp;

Total Possible Treasure:

APL 2: Loot: 90 gp; Coin: 145 gp; Magic: 147 gp; Total: 382 gp.

APL 4: Loot: 125 gp; Coin: 155 gp; Magic: 295 gp; Total: 575 gp.

APL 6: Loot: 175 gp; Coin: 276 gp; Magic: 644 gp; Total: 1095 gp (Cap: 900 gp).

APL 8: Loot: 250 gp; Coin: 353 gp; Magic: 1977 gp; Total: 2580 gp (Cap: 1,300 gp).

APL 10: Loot: 400 gp; Coin: 544 gp; Magic: 3856 gp; Total: 4800 gp (Cap: 2,300 gp).

Items for Adventure Record

• **Winner of the Richfest Archery/Melee/Unarmed Competition:** This character has received a prize from one of the competitions held at the Naerie City Richfest Fair. He may use this to receive 100gp worth of free equipment from PHB/DMG after any **ONE** Naerie regional.

• **Winner of the Richfest Magical Combat:** This character has received a prize from magical competition. He may use this to receive 100gp worth of free equipment from PHB/DMG after any Naerie regional. In addition PC may scribe/learn any one limited spell (see LGCS). Wizards must pay normal cost for scribing.

• **Influence with Damar Rocharion.** PC have received influence point with Damar Rocharion. It can be used in one of three ways:

1: If character is currently 'Wanted in Ahlissa', PC can use this to pardon himself.

2: Put a good word in the right ear and exchange this for the favour of any noble house in Naerie. Alternatively it can be used to remove one disfavour with a noble house in Naerie that PC currently has.

3: Use connections to Church of Zilchus/Merchant guild & gain access to any scroll/potion or wondrous item costing 1,500 gp or less from Church of Zilchus.

• **The Calling:** The PC has been touched by the power of the gem and has received a minor gift of magic, the innate ability to cast **one spell once**. The character also suffers 2 points of permanent Wisdom drain that can only be healed with: *dispel evil*, *restoration*, *wish* or *limited wish*.

PC gains one of the following spells at APL 2-4 (roll 1d6 to determine which): 1: *bleed* (CL 3); 2: *bane* (CL 3); 3: *burning hands* (CL 3); 4: *cure light wounds* (CL 3); 4: *inflict light wounds* (CL 3); 5: *summon monster II* (CL 3)

At APL 6-10 (roll 1d6): 1: *prayer* (CL 5); 2: *displacement* (CL 5); 3: *scorching ray* (CL 3); 4: *inflict moderate wounds* (CL 5); 5: *cure moderate wounds* (CL 5); 6: *summon monster III* (CL 5).

Using this ability counts as activating a magic item, which requires a standard action. This ability is usable **only once**. Score through when used. This ability does **not** allow you to enter prestige class or meta-organisation that normally requires spellcasting levels

• **Gratitude of Eurynymos:** Wizard Eurynymos is grateful that you restrained Cawyr without killing him and

is willing to give tutoring to potential students. After any Naerie regional, a character can use 4TU and 400 gp to apprentice himself to Eurynymos. This grants access to Bonded Summoner (MH) prestige class (Earth only).

Items found during the adventure:

APL 2: *wand of burning hands* (Adventure; CL 1st; DMG)

APL 4 (All of APL 2 plus the following):
wand of magic missiles (Adventure, CL 3rd, DMG)

APL 6 (All of APL 4 plus the following):
elixir of fire breath (Adventure, DMG)

APL 8 (All of APL 6 plus the following):
ring of protection +2 (Any, DMG)

APL 10 (All of APL 8 plus the following):
scroll of summon monster VII (Any, DMG)

Appendix 1: APL 2

Introduction

The Richfest Competitions

Umorak: male human Bbn4; CR4; HD 4d12+8; hp 41; Init +6; Spd 40 ft; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +7; Atk +7 melee (1d3+3, unarmed); Full Atk +7 melee (1d3+3, unarmed); SA Rage 2/day; SQ Fast movement, trapsense +1, uncanny dodge: AL CG; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and Feats: Escape Artist +6, Handle Animal +7, Jump +8, Tumble +5; Dodge, Improved Initiative, Weapon Focus (unarmed).

Rage (Ex): +4 Strength, +4 to Constitution, +2 on Will saves, -2 penalty to armor class for up to 7 rounds.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and +1 dodge bonus to AC against attacks made by traps.

Royal Guard Brienn: male human Ftr4; CR4; HD 4d10+4; hp 32; Init +6; Spd 20 ft; AC 18, touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk +7 melee (1d10+4/19-20, bastard sword); Full Atk +7 melee (1d10+4/19-20, bastard sword); AL LN; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 11.

Skills and Feats: Bluff +5, Climb +1, Intimidate +9, Jump +2; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Chainmail, bastard sword, short sword, dagger, small steel shield.

Hillstalker: male human Rng4; CR4; HD 4d8+4; hp 27; Init +3; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +6; Atk +8 ranged (1d8/x3, longbow); AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Hide +9, Handle Animal +7, Jump +5, Move Silently +9, Spot +8, Survival +5; Endurance, Far Shot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (longbow)

Rindana: female human Drd4; CR4; HD 4d8+4; hp 27; Init +2; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (d6+2, sickle) or +5

ranged (1d8/x3, longbow); Full Atk +5 melee (1d6+2, sickle) or +5 ranged (1d8/x3 longbow); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure: AL NG; SV Fort +5, Ref +4, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +5, Handle animal +7, Spellcraft +7, Survival +10; Combat casting, Improved Counterspell.

Possessions: Longbow, 20 arrows, sickle, leather armor.

Nature Sense (Ex): A Druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A Druid can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The druid rolls 1d20+4 to determine wild empathy check result.

Woodland Stride (Ex): A Druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): A druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): A druid gains a +4 bonus on saving throws against spell like abilities of fey.

Spells prepared (5/4/3: base DC = 13 + spell level)
0 – flare x2, light, resistance; 1st – entangle

Encounter 3: Streets of Naerie

Medium fiendish monstrous spider (2): CR 1; medium magical beast; HD 2d8+6; Hp 15; Init +3; Spd 40 ft., climb 20 ft.; AC 14, flat-footed 11, touch 13; Base Atk; +1; Grp +3; Atk +6 melee (1d6+2 plus poison, bite); Full Atk +6 melee (1d6+2 plus poison, bite); AL: CE; SA: Poison, smite good; SQ: Cold resistance/5, darkvision 60 ft., fire resistance/5, tremorsense 60 ft., vermin traits; SR: 7; SV Fort +6 Ref +3 Will +0; Str 15, Dex 17, Con 16, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +11, Hide +7, Jump +10, Spot +12; Weapon Finesse (bite).

Poison (Ex): . DC 12 fortitude, 1D4 Str, initial and secondary.

Web (Ex): Hunting spiders cannot throw web.

Tremorsense (Ex): Medium fiendish monstrous spider is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the medium fiendish monstrous spider can make a normal melee

attack to deal extra 2 points of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

dispel magic check DC 14.

Rounds until vanishes: 4

Encounter 4: At the Gate

Fiendish wolf (3): medium magical beast; CR 1; HD 2d8+8; hp 17; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 1; Base Atk +1; Grp +4; Atk +5 melee (1d6+3, bite); Full Atk +5 melee (1d6+3, bite); AL: LE; SA: Smite good; SQ: Cold resistance/5, darkvision 60 ft., fire resistance/5, scent; SV Fort +5, Ref +5, Will +1; Str 17, Dex 15, Con 15, Int 2, Wis 12, Cha 6;

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Smite Good (Su): Once per day the fiendish wolf can make a normal melee attack to deal extra 2 points of damage against a good foe

dispel magic DC 14.

Turns until vanishes: 6

Raven: tiny animal; CR ¼; HD 1d8; hp 5; Init +2; Spd 10 ft. 40 ft. fly (average); AC 15, touch 15, flat-footed 13; Base Atk +0; Grp -13; Atk +4 melee (1d2-5, claws); Full Atk +4 melee (1d2-5, claws); AL N; Space/Reach 2-1/2ft/0 ft.; SQ: Empathic link, improved evasion, low-light vision, share spells; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse (claws).

Empathic Link: The master has an empathic link with his familiar to a distance of up to 1 mile. The master cannot see through the familiar's eyes but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link, master has the same connection to an item or place that familiar has.

Improved Evasion: When subjected to an attack that normally allows a reflex saving throw, familiar takes no damage if it makes a successful save and only half damage if it fails.

Share Spells: At master's option, he may have any spell (but not spell like ability) he cast on himself, also affect his familiar. The familiar must be within 5ft in time of casting to receive the benefit.

Encounter 5: Wizard's Residence

Apprentice Cawyr: male human Wiz2; CR2; Medium-size humanoid; HD 2d4+2; Hp 10; Init +2; Spd 30 ft.; AC 12, flat-footed 10, touch 12; Base Atk; +1; Grp +2; Atk +2 melee (1d4+1/19-20, dagger); Full Atk +2 melee (1d4+1/19-20, dagger); AL: CE; SV Fort+1 Ref+2 Will+3; Str 12, Dex 14, Con 13, Int 17, Wis 11, Cha 15.

Skills and feats: Concentration +4, Knowledge (the Planes) +5, Spellcraft +5; Augment Summoning, Scribe Scroll, Spell Focus (conjuraction).

Possessions: *potion of cure light wounds x 2*, *scroll of sleep*, *wand of burning hands* (CL 1st, 50 charges).

Spells Prepared (3/4; base DC = 13 + spell level):
0—acid splash x 2, flare; 1st—summon monster I x 2, color spray x 2.

Lemure (2): CR 1; Medium outsider (Evil, Extraplanar, Lawful); HD 2d8+4; Hp 13; Init +0; Spd 20 ft.; AC 14, flat-footed 14, touch 10; Base Atk; +2; Grp +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws); AL LE; SQ; Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless; SV Fort +5 Ref +3 Will +3; Str 14, Dex 10, Con 14, Int -, Wis 11, Cha 5.

Skills and feats: -

Mindless (Ex): Immunity to mind-affecting effects.

Small fiendish monstrous scorpion: CR -; small magical beast; HD 1d8+4; Hp 8; Init +0; Spd 30 ft.; AC 14, flat-footed 14, touch 11; Base Atk; +0; Grp -2; Atk +3 melee (1d3+1 plus poison, claw); Full Atk +3 melee (1d3+1 plus poison, 2 claws) and -2 melee (1d3+1 plus poison, sting); AL: CE; SA: Constrict 1d3+1, improved grab, poison, smite good; SQ; Cold resistance/5, darkvision 60 ft., fire resistance/5, tremorsense 60 ft., vermin traits; SR: 6; SV Fort+6 Ref+0 Will+0; Str 13, Dex 10, Con 18, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +11, Hide +7, Jump +10, Spot +12; Weapon finesse (bite).

Poison (Ex): . DC 12 fortitude, 1D2 Con, initial and secondary.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on successful grapple check.

Improved grab (Ex): To use this ability, monstrous scorpion must hit with a claw attack. Scorpion can use either Str or Dex for grapple checks, whichever is better.

Tremorsense (Ex): Small fiendish monstrous scorpion is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the small fiendish monstrous scorpion can make a normal melee attack to deal extra 1 point of damage against a good foe

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

dispel magic DC 13.

Turns until vanishes: 4.

Appendix 2: APL 4

Introduction

The Richfest Competitions

Umorak: male human Bbn4; CR4; HD 4d12+8; hp 41; Init +6; Spd 40 ft; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +7; Atk +7 melee (1d3+3, unarmed); Full Atk +7 melee (1d3+3, unarmed); SA Rage 2/day; SQ Fast movement, trapsense +1, uncanny dodge: AL CG; SV Fort +6, Ref +3, Will +0; Str 17, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Skills and Feats: Escape Artist +6, Handle Animal +7, Jump +8, Tumble +5; Dodge, Improved Initiative, Weapon Focus (unarmed).

Rage (Ex): +4 Strength, +4 to Constitution, +2 on Will saves, -2 penalty to armor class for up to 7 rounds.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and +1 dodge bonus to AC against attacks made by traps.

Royal Guard Brienn: male human Ftr4; CR4; HD 4d10+4; hp 32; Init +6; Spd 20 ft; AC 18, touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk +7 melee (1d10+4/19-20, bastard sword); Full Atk +7 melee (1d10+4/19-20, bastard sword); AL LN; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 11.

Skills and Feats: Bluff +5, Climb +1, Intimidate +9, Jump +2; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Chainmail, bastard sword, short sword, dagger, small steel shield.

Hillstalker: male human Rng4; CR4; HD 4d8+4; hp 27; Init +3; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +6; Atk +8 ranged (1d8/x3, longbow); AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +7, Hide +9, Handle Animal +7, Jump +5, Move Silently +9, Spot +8, Survival +5; Endurance, Far Shot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (longbow)

Rindana: female human Drd4; CR4; HD 4d8+4; hp 27; Init +2; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (d6+2, sickle) or +5 ranged (1d8/x3, longbow); Full Atk +5 melee (1d6+2,

sickle) or +5 ranged (1d8/x3 longbow); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure: AL NG; SV Fort +5, Ref +4, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +5, Handle animal +7, Spellcraft +7, Survival +10; Combat casting, Improved Counterspell.

Possessions: Longbow, 20 arrows, sickle, leather armor.

Nature Sense (Ex): A Druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A Druid can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The druid rolls 1d20+4 to determine wild empathy check result.

Woodland Stride (Ex): A Druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): A druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): A druid gains a +4 bonus on saving throws against spell like abilities of fey.

Spells prepared (5/4/3: base DC = 13 + spell level)
0 – flare x2, light, resistance; 1st – entangle

Encounter 3: Streets of Naerie

Large fiendish monstrous spider (2): CR 3; Large magical beast; HD 4d8+12; Hp 30; Init +3; Spd 40 ft., climb 20 ft.; AC 14, touch 13, flat-footed 12; Base Atk; +3; Grp +11; Atk +6 melee (1d8+5 plus poison, bite); Full Atk +6 melee (1d8+5 plus poison, bite); AL NE; SA Poison, smite good; SQ; Cold resistance/5, darkvision 60 ft., Fire resistance/5, tremorsense 60 ft., vermin traits; SR: 13; SV Fort+7 Ref+4 Will+1; Str 23, Dex 17, Con 18, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +13, Hide +7, Jump +12, Spot +12; Weapon Finesse (bite).

Poison (Ex): . DC 13 fortitude, 1D6 Str, initial and secondary.

Tremorsense (Ex): Large fiendish monstrous spider is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the large fiendish monstrous spider can make a normal melee attack to deal extra 4 points of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

dispel magic DC 18.

Turns until vanishes: 6

Encounter 4: At the Gate

Fiendish wolverine (4): medium magical beast; CR 3; Medium magical beast; HD 3d8+21; hp 34; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+3, bite); AL CE; SA Rage, smite good; SQ: Cold resistance/5, darkvision 60 ft., fire resistance/5; SR: 8; SV Fort +9, Ref +5, Will +2; Str 18, Dex 15, Con 23, Int 2, Wis 12, Cha 10;

Skills and Feats: Climb +12, Listen +6, Spot +6; Alertness, Toughness, Track.

Rage (Ex): A wolverine that takes damage flies into a berserk frenzy, clawing and biting until either it or its opponent is dead. It gains +4 to Str and Con (Strength 22, Constitution 27) and -2 to AC (AC 12). Fiendish wolverine cannot end its rage voluntarily.

Smite Good (Su): Once per day the Fiendish wolverine can make a normal melee attack to deal extra 5 points of damage against a good foe.

dispel magic DC 18.

Turns until vanishes: 6.

Raven: tiny animal; CR 1/4; HD 2d8; hp 9; Init +2; Spd 10 ft., 40 ft. fly (average); AC 16, touch 16, flat-footed 14; Base Atk +0; Grp -13; Atk +4 melee (1d2-5, claws); Full Atk +4 melee (1d2-5, claws); AL N; Space/Reach 2-1/2ft/0 ft.; SQ: Empathic link, improved evasion, share spells; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse (claws).

Empathic Link: The master has an empathic link with his familiar to a distance of up to 1 mile. The master cannot see through the familiar's eyes but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link, master has the same connection to an item or place that familiar has.

Improved Evasion: When subjected to an attack that normally allows a reflex saving throw, familiar takes no damage if it makes a successful save and only half damage if it fails.

Share Spells: At the master's option, he may have any spell (but not spell like ability) he cast on himself, also affect his familiar. The familiar must be within 5ft in time of casting to receive the benefit.

Encounter 5: Wizard's Residence

Apprentice Cawyr: male human Wiz3; CR3; Medium-size humanoid; HD 3d4+3; Hp 18; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk; +1; Grp +2; Atk +2 melee (1d4+1/19-20, dagger); Full Atk +2 melee (1d4+1/19-20, dagger); AL: CE; SV Fort +2 Ref +3 Will +3; Str 12, Dex 14, Con 13, Int 17, Wis 11, Cha 15.

Skills and Feats: Concentration+6, Knowledge (the Planes) +6, Spellcraft +6, Tumble +3; Augment Summoning, Scribe Scroll, Spell Focus (conjuration), Toughness.

Possessions: *potion of cure light wounds* x 2, *scroll of sleep*, *wand of burning hands* (Caster level: 1st, 50 charges), *wand of magic missiles* (Caster Level: 3rd, 10 charges).

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*acid splash* x 2, *flare*, *read magic*; 1st—*color spray*, *magic missile* x2, *summon monster I*; 2nd—*hideous laughter*, *invisibility*, *summon monster II*.

Lemure (3): CR 1; Medium outsider; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk; +2; Grp +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws); AL: LE; SQ: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless, see in darkness; SV Fort+5 Ref+3 Will+3; Str 14, Dex 10, Con 14, Int -, Wis 11, Cha 5.

Skills and feats: -.

Mindless (Ex): Lemure is immune to mind-affecting effects.

Small fiendish monstrous scorpion: CR -; small magical beast; HD 1d8+4; Hp 8; Init +0; Spd 30 ft.; AC 14, flat-footed 14, touch 11; Base Atk; +0; Grp -2; Atk +3 melee (1d3+1 plus poison, claw); Full Atk +3 melee (1d3+1 plus poison, 2 claws) and -2 melee (1d3+1 plus poison); AL: CE; SA: Constrict 1d3+1, improved grab, poison, smite good +1; SQ: Cold resistance/5, darkvision 60 ft., fire resistance/5, tremorsense 60 ft., vermin traits; SR: 6; SV Fort+6 Ref+0 Will+0; Str 13, Dex 10, Con 18, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +11, Hide +7, Jump +10, Spot +12; Weapon finesse (bite).

Poison (Ex): . DC 12 fortitude, 1D2 Con, initial and secondary.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on successful grapple check.

Improved grab (Ex): To use this ability, monstrous scorpion must hit with a claw attack. Scorpion can use either Str or Dex for grapple checks, whichever is better.

Tremorsense (Ex): Small fiendish monstrous scorpion is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the Small fiendish monstrous scorpion can make a normal melee attack to deal extra 1 point of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

Turns until vanishes: 6.

Appendix 3: APL 6

Introduction

The Richfest Competitions

Fogaln Daveras: male human Mnk8; CR8; HD 8d8+8; hp 51; Init +7; Spd 50 ft; AC 17, touch 17, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/+3 melee (1d10+2, unarmed) or +8/+8/+2 melee (1d10+2, flurry of blows, unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 40 ft, wholeness of body; AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Escape Artist +13, Hide +13, Jump +13, Move Silently +13, Tumble +13; Combat reflexes, Deflect Arrows, Fists of Iron*, Improved Initiative, Improved Trip, Stunning Fist, Weakening Touch*, Weapon Focus (unarmed)

Possessions: clothes.

Evasion (Ex): If exposed to any effect that normally allows Fogaln to attempt a Reflex saving throw for half damage, Fogaln takes no damage with a successful saving throw.

Flurry of Blows (Ex): Using the full attack action, Fogaln can make one additional attack per round with unarmed strikes. This extra attack is made at his highest attack bonus, but each attack in the round takes a -2 penalty on the attack roll.

Ki Strike (Su): Fogalns unarmed strikes are considered magical when determining damage against creatures with damage reduction.

Purity of Body (Su): Fogaln is immune to all diseases except supernatural and magical diseases.

Slow Fall (Ex): Fogaln can use her hands to slow her fall by 40 ft. if next to a wall or other such surface.

Still Mind (Ex): Fogaln receives +2 bonus to saving throws against spells and effects from enchantment school.

Wholeness of Body (Su): Fogaln can heal up to 16 points of damage from himself/1day

*New feat described in Appendix 7.

Damar Rocharion: male human Ftr6/Rng2; CR8; HD 4d10+4; hp 66; Init +6; Spd 20 ft; AC 18, touch 12, flat-footed 15; Base Atk +8/+3; Grp +11; Atk +13 melee (1d10+3/19-20, bastard sword); Full Atk +13/+8 melee (1d10+4/19-20, bastard sword) or +11/+6 melee (1d10+4/19-20, bastard sword) and +6 melee (1d6+1, spiked shield); SQ favoured enemy (goblinoid), Wild

empathy AL LN; SV Fort +11, Ref +7, Will +3; Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Climb +5, Diplomacy +4, Gather information +4, Handle Animal +8, Knowledge (Splintered Suns) +4, Move Silently +4 Ride +8, Spot +6, Survival +6: Close-quarters fighting*, Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Shield Bash, Track, Two-weapon fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The ranger rolls 1d20+8 to determine wild empathy check result.

Possessions: Chainshirt, bastard sword, large spiked steel shield, shortsword.

When on duty, Damar has +1 bastard sword & +1 chainshirt.

*New feat in Appendix 7

Alwyrd the Trapper aka Delras Ulquand: Medium male human Rng4; CR4; HD 4d8+4; hp 52; Init +8; Spd 30 ft; AC 17, touch 13, flat-footed 14; Base Atk +8/+3; Grp +10; Atk +13 ranged (1d8+2/x3, mighty composite longbow); SQ Favoured enemy (goblinoid, human), wild empathy, animal companion, swift tracker, woodland stride; AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Climb +7, Handle Animal +6, Hide +15, Move Silently +15, Survival +12: Endurance, Far Shot, Improved initiative, Many Shot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Combat Style (Ex): This ranger has selected archery. He is treated as having Rapid Shot & Many Shot feats, even without prerequisites for those feats.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The ranger rolls 1d20+8 to determine wild empathy check result.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): A ranger can move at normal speed while following tracks without taking the normal -5 penalty. He takes only -10 penalty (instead of -20) when moving at up to twice normal speed while tracking.

Possessions: longbow, 20 arrows, longsword, studded leather.

Seraster of House Heshun: Medium male human
Wiz8; CR8; HD 8d4+8; hp 33; Init +6; Spd 30 ft; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); SQ Nature Sense, Wild Empathy; AL NE; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +12, Gather Information +5, Knowledge (arcana) +15, Move Silently +8, Profession (alchemist) +12, Spellcraft +15, use magic device +5; Combat Casting, Improved Counterspell, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (evocation)

Spells prepared (wiz 4/5/4/3: base DC = 14 + spell level; evocation 15+spell level) 0 – daze, flare, mage hand, touch of fatigue; 1st – cause fear, charm person, grease, reduce person; 2nd – darkness, gust of wind, tasha's hideous laughter, web; 3rd – dispel magic x4 4th – otilukes resilient sphere, rainbow pattern.

Encounter 3: Streets of Naerie

Huge fiendish monstrous spider: CR 7; Huge magical beast; HD 8d8+32; Hp 68; Init +3; Spd 40 ft., climb 20 ft.; AC 16, flat-footed 13, Touch 11; Base Atk; +9; Grp +20; Atk +11 melee (2d6+8 plus poison, bite); Full Atk +11 melee (2d6+8 plus poison, bite); AL: NE; Space/reach; 15ft/10 ft.; SA: Poison, Smite Good+8; SQ; Cold resistance/10, Darkvision 60 ft., DR5/magic, Fire resistance/10, tremorsense 60 ft., vermin traits; SR: 14; SV Fort+7 Ref+4 Will+1; Str 23, Dex 17, Con 20, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +13, Hide +7, Jump +12, Spot +12; Weapon finesse (bite).

Poison (Ex): . DC 16 Fortitude, 1D8 Str, initial and secondary.

Tremorsense (Ex): Large fiendish monstrous spider is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the huge fiendish monstrous spider can make a normal melee attack to deal extra 8 points of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

dispel magic DC 24.

Turns until vanishes: 8

Encounter 4: At the Gate

Howler (5): Large outsider; CR 3; HD 6d8+24; hp 51; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +17; Atk +12 melee (2d8+7, bite); Full Atk +12 melee (2d8+7, bite) and +6 melee (1d4 quills 1d6+3); AL: CE; Space/Reach: 10 ft./5ft; SA: Quills, Howl; SQ: Darkvision 60 ft., SV Fort +9, Ref +8, Will +7; Str 25, Dex 17, Con 19, Int 6, Wis 14, Cha 8;

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2; Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with sharp quills. While biting, the creature trashes about, striking with 1d4 of them. An opponent hit by howlers quill attack must succeed in DC 16 Reflex save or have quills break in his or her flesh. Lodged quills impose -1 penalty on attacks, saves and checks per quill. A quill can be removed safely with DC 20 heal check, otherwise removal of quill causes additional 1d6 points of damage.

Howl (Ex): Has no effect on this scenario.

Dispel Magic DC 22.

Turns until vanishes: 8

Raven: Tiny animal; CR ¼; HD 2d8; hp 16; Init +2; Spd 10 ft, 40 ft. fly (average); AC 17, touch 17, flat-footed 15; Base Atk +0; Grp -13; Atk +4 melee (1d2-5, claws); Full Atk +4 melee (1d2-5, claws); AL N; Space/Reach 2-1/2ft/0 ft.; SQ; Empathic link, Improved evasion, low-light vision, share spells, speak with master; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse (claws).

Empathic Link: The master has an empathic link with his familiar to a distance of up to 1 mile. The master cannot see through the familiar's eyes but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link, master has the same connection to an item or place that familiar has.

Improved Evasion: When subjected to an attack that normally allows a reflex saving throw, familiar takes no damage if it makes a successful save and only half damage if it fails.

Share Spells: At the master's option, he may have any spell (but not spell like ability) he cast on himself, also affect his familiar. The familiar must be within 5ft in time of casting to receive the benefit.

Speak with Master: A familiar and master can communicate verbally as if they were using common language. Other creatures cannot understand the communication without magical help.

Encounter 5: Wizard's Residence

Apprentice Cawyr: male human Wiz5; CR5; Medium-size humanoid; HD 5d4+10; Hp 33; Init +2; Spd 30 ft.; AC 13, flat-footed 11, touch 13; Base Atk; +1; Grp +2; Atk +2 melee (1d4+1, dagger); Full Atk +2 melee (1d4+1, dagger); AL: CE; SA: spells; SV Fort+3 Ref+4 Will+4; Str 12, Dex 14, Con 14, Int 17, Wis 11, Cha 15.

Skills and feats: Concentration +6, Knowledge/planes +6, Spellcraft +6, Tumble +3; Augment Summoning, Widen Spell, Scribe Scroll, Spell focus (conjuration), Toughness.

Possessions: *bracers of armour +1, elixir of fire breath, potion of cure light wounds x 2, scroll of sleep, wand of burning hands* (CL1st, 50 charges), *wand of magic missiles* (CL3rd, 20 charges)

Spells Prepared (4/4/4/3; base DC = 10 + spell level +3): *0—acid splash x 2, flare, read magic; 1st—burning hands, magic missile x 2, summon monster I; 2nd—hideous laughter, invisibility, summon monster II x2 3rd—summon monster III, fireball x 2.*

Bearded devil (2): CR 5; Medium outsider; HD 6d8+30; hp 57; Init +6; Spd 40 ft.; AC 19, flat-footed 17, touch 12; Base Atk; +6; Grp +10; Atk +11 melee (1d10+3 plus infernal wound, glaive) or +10 melee (1d6+2, claw); Full Atk +11/+6 melee (1d10+5 plus infernal wound, glaive) or +10 melee (1d6+4, 2 claws); AL LE; Space/Reach 5ft/5ft (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, summon devil; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Skills and feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will— *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal

spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Medium fiendish monstrous scorpion: CR -; medium magical beast; HD 2d8+8; Hp 17; Init +0; Spd 40 ft.; AC 14, flat-footed 14, touch 10; Base Atk; +1; Grp +4; Atk +4 melee (1d4+3 plus poison, claw); Full Atk +4 melee (1d4+3 plus poison, 2 claws) and -1 melee (1d4+2 plus poison); AL: CE; SA: Constrict 1d3+1, Improved Grab, Poison, Smite Good+2; SQ; Cold resistance/5, Darkvision 60 ft., Fire resistance/5, tremorsense 60 ft., vermin traits; SR: 7; SV Fort+7 Ref+0 Will+0; Str 17, Dex 10, Con 18, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +7, Hide +4, Spot +4; Turns until vanishes: 10.

Poison (Ex): DC 13 Fortitude, 1D3 Con, initial and secondary.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on successful grapple check.

Improved grab (Ex): To use this ability, monstrous scorpion must hit with a claw attack. Scorpion can use either Str or Dex for grapple checks, whichever is better.

Tremorsense (Ex): Creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day medium fiendish monstrous scorpion can make a normal melee attack to deal extra 2 points of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

Appendix 4: APL 8

Introduction

The Richfest Competitions

Fogaln Daveras: male human Mnk8; CR8; HD 8d8+8; hp 51; Init +7; Spd 50 ft; AC 17, touch 17, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/+3 melee (1d10+2, unarmed) or +8/+8/+2 melee (1d10+2, flurry of blows, unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 40 ft, wholeness of body: AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Escape Artist +13, Hide +13, Jump +13, Move Silently +13, Tumble +13; Combat reflexes, Deflect Arrows, Fists of Iron*, Improved Initiative, Improved Trip, Stunning Fist, Weakening Touch*, Weapon Focus (unarmed)

Possessions: clothes.

Evasion (Ex): If exposed to any effect that normally allows Fogaln to attempt a Reflex saving throw for half damage, Fogaln takes no damage with a successful saving throw.

Flurry of Blows (Ex): Using the full attack action, Fogaln can make one additional attack per round with unarmed strikes. This extra attack is made at his highest attack bonus, but each attack in the round takes a -2 penalty on the attack roll.

Ki Strike (Su): Fogalns unarmed strikes are considered magical when determining damage against creatures with damage reduction.

Purity of Body (Su): Fogaln is immune to all diseases except supernatural and magical diseases.

Slow Fall (Ex): Fogaln can use her hands to slow her fall by 40 ft. if next to a wall or other such surface.

Still Mind (Ex): Fogaln receives +2 bonus to saving throws against spells and effects from enchantment school.

Wholeness of Body (Su): Fogaln can heal up to 16 points of damage from himself/1day

*New feat described in Appendix 7.

Damar Rocharion: male human Ftr6/Rng2; CR8; HD 4d10+4; hp 66; Init +6; Spd 20 ft; AC 18, touch 12, flat-footed 15; Base Atk +8/+3; Grp +11; Atk +13 melee (1d10+3/19-20, bastard sword); Full Atk +13/+8 melee (1d10+4/19-20, bastard sword) or +11/+6 melee (1d10+4/19-20, bastard sword) and +6 melee (1d6+1,

spiked shield); SQ favoured enemy (goblinoid), Wild empathy AL LN; SV Fort +11, Ref +7, Will +3; Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Climb +5, Diplomacy +4, Gather information +4, Handle Animal +8, Knowledge (Splintered Suns) +4, Move Silently +4 Ride +8, Spot +6, Survival +6: Close-quarters fighting*, Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Shield Bash, Track, Two-weapon fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The ranger rolls 1d20+8 to determine wild empathy check result.

Possessions: Chainshirt, bastard sword, large spiked steel shield, shortsword.

When on duty, Damar has +1 bastard sword & +1 chainshirt.

*New feat in Appendix 7

Alwyrd the Trapper aka Delras Ulquand: Medium male human Rng4; CR4; HD 4d8+4; hp 52; Init +8; Spd 30 ft; AC 17, touch 13, flat-footed 14; Base Atk +8/+3; Grp +10; Atk +13 ranged (1d8+2/x3, mighty composite longbow); SQ Favoured enemy (goblinoid, human), wild empathy, animal companion, swift tracker, woodland stride; AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Climb +7, Handle Animal +6, Hide +15, Move Silently +15, Survival +12: Endurance, Far Shot, Improved initiative, Many Shot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Combat Style (Ex): This ranger has selected archery. He is treated as having Rapid Shot & Many Shot feats, even without prerequisites for those feats.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The ranger rolls 1d20+8 to determine wild empathy check result.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): A ranger can move at normal speed while following tracks without taking the normal -5 penalty. He takes only -10 penalty (instead

of -20) when moving at up to twice normal speed while tracking.

Possessions: longbow, 20 arrows, longsword, studded leather.

Seraster of House Heshun: Medium male human
Wiz8; CR8; HD 8d4+8; hp 33; Init +6; Spd 30 ft; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); SQ Nature Sense, Wild Empathy: AL NE; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +12, Gather Information +5, Knowledge (arcana) +15, Move Silently +8, Profession (alchemist) +12, Spellcraft +15, use magic device +5; Combat Casting, Improved Counterspell, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (evocation)

Spells prepared (wiz 4/5/4/3: base DC = 14 + spell level; evocation 15+spell level) 0 – daze, flare, mage hand, touch of fatigue; 1st – cause fear, charm person, grease, reduce person; 2nd – darkness, gust of wind, tasha's hideous laughter, web; 3rd – dispel magic x4 4th – otilukes resilient sphere, rainbow pattern.

Encounter 3: Streets of Naerie

Huge fiendish monstrous spider (2): CR 7; Huge magical beast; HD 8d8+32; Hp 68; Init +3; Spd 40 ft., climb 20 ft.; AC 16, flat-footed 13, touch 11; Base Atk; +9; Grp +20; Atk +11 melee (2d6+8 plus poison, bite); Full Atk +11 melee (2d6+8 plus poison, bite); Space/reach; 15ft/10 ft.; SA: Poison, smite good+8; SQ Cold resistance/10, Darkvision 60 ft., DR5/magic, Fire resistance/10, tremorsense 60 ft., vermin traits; SR 14; AL NE; SV Fort+7 Ref+4 Will+1; Str 23, Dex 17, Con 20, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +13, Hide +7, Jump +12, Spot +12; Weapon finesse (bite).

Poison (Ex): DC 16 Fortitude, 1D8 Str, initial and secondary.

Web (Ex): .Hunting spiders cannot throw web.

Tremorsense (Ex): Creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the huge fiendish monstrous spider can make a normal melee attack to deal extra 8 points of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms,

compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

dispel magic DC 24.

Turns until vanishes: 10

Encounter 4: At the Gate

Large air elemental (3): Large Elemental (air, extraplanar); CR 5; HD 8d8+40; hp 76; Init +11; Spd fly 100 ft. (perfect); AC 20, touch 16, flat-footed 13; Base Atk +6; Grp +14; Atk +14 melee (2d6+4, slam); Full Atk +14 melee (2d6+4, 2 slams); Space/Reach: 10 ft./10 ft.; SA: Air mastery, whirlwind; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +7, Ref +13, Will +2; Str 18, Dex 25, Con 20, Int 6, Wis 11, Cha 11;

Skills and Feats: Listen +5, Spot +6; Combat reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Air mastery (Ex): Airborne creatures attacking air elemental take -1 penalty to attack and damage rolls.

Whirlwind (Su): See Monster Manual p 95 for full description.

dispel magic DC 26.

Turns until vanishes: 10

Raven: tiny animal; CR ¼; HD 2d8; hp 24; Init +2; Spd 10 ft, 40 ft. fly (average); AC 17, touch 17, flat-footed 15; Base Atk +0; Grp -13; Atk +4 melee (1d2-5, claws) ; Full Atk +4 melee (1d2-5, claws); Space/Reach 2-1/2ft/0 ft.; SQ; Empathic link, Improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; weapon finesse (claws).

Empathic Link: The master has an empathic link with his familiar to a distance of up to 1 mile. The master cannot see through the familiar's eyes but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link, master has the same connection to an item or place that familiar has.

Improved Evasion: When subjected to an attack that normally allows a reflex saving throw, familiar takes no damage if it makes a successful save and only half damage if it fails.

Share Spells: At the master's option, he may have any spell (but not spell like ability) he cast on himself, also affect his familiar. The familiar must be within 5ft in time of casting to receive the benefit.

Speak with animals of its kind: Familiar can communicate with animals approximately the same

size as itself. Such communication is limited by intelligence of communicating animals.

Speak with Master: A familiar and master can communicate verbally as if they were using common language. Other creatures cannot understand the communication without magical help.

Encounter 5: Wizard's Residence

Apprentice Cawyr: male human Wiz7; CR7; Medium-size humanoid; HD 7d4+49; Hp 49; Init +2; Spd 30 ft.; AC 15, flat-footed 13, touch 15; Base Atk; +3; Grp +4; Atk +4 melee (1d4+1, dagger); Full Atk +4 melee (1d4+1, dagger); AL: CE; SA: spells; SV Fort+5 Ref+5 Will+6; Str 12, Dex 14, Con 14, Int 17, Wis 11, Cha 15.

Skills and feats: Concentration+8, Knowledge (the Planes) +6, Spellcraft +6, Tumble +3; Augment Summoning, Improved Toughness, Maximize Spell, Scribe Scroll, Spell Focus (conjuration), Widen Spell.

Possessions: *bracers of armour +1, elixir of fire breath, potion of cure light wounds x 2, ring of protection+2, scroll of sleep, wand of burning hands* (CL1st, 50 charges), *wand of magic missiles* (CL3rd, 20 charges)

Spells Prepared (4/6/5/4/3; base DC = 10 + spell level +3): *0—acid splash x 2, flare, read magic; 1st—burning hands, mage armor, magic missile x 4; 2nd—acid arrow, hideous laughter, scorching ray x 2, invisibility; 3rd—displacement, fireball, suggestion, summon monster III; 4th—black tentacles, summon monster IV, wall of ice.*

Bearded devil (2): CR 5; medium outsider; HD 6d8+30; Hp 57; Init +6; Spd 40 ft.; AC 19, flat-footed 17, touch 12; Base Atk; +6; Grp +10; Atk +11 melee (1d10+3 plus infernal wound, glaive) or +10 melee (1d6+2, claw); Full Atk +11/+6 melee (1d10+5 plus infernal wound, glaive) or +10 melee (1d6+4, 2 claws); Space/Reach 5ft/5ft (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, summon devil; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Skills and feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will—greater teleport (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Fiendish wolverine: Medium magical beast; CR 3; Medium magical beast; HD 3d8+21; hp 34; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+3, bite); SA Rage, smite good+5; SQ Cold resistance/5, darkvision 60 ft., fire resistance/5; SR: 8; AL CE; SV Fort +9, Ref +5, Will +2; Str 18, Dex 15, Con 23, Int 2, Wis 12, Cha 10;

Skills and Feats: Climb +12, Listen +6, Spot +6; Alertness, Toughness, Track.

Rage (Ex): A wolverine that takes damage flies into a berserk frenzy, clawing and biting until either it or its opponent is dead. It gains +4 to Str and Con (Strength 22, Constitution 27) and -2 to AC (AC 12). Fiendish wolverine cannot end its rage voluntarily.

Smite Good (Su): Once per day fiendish wolverine can make a normal melee attack to deal extra 3 damage against a good foe.

Turns until vanishes: 14

Appendix 5: APL 10

Introduction

The Richfest Competitions

Fogaln Daveras: male human Mnk8; CR8; HD 8d8+8; hp 51; Init +7; Spd 50 ft; AC 17, touch 17, flat-footed 14; Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+2, unarmed); Full Atk +9/+3 melee (1d10+2, unarmed) or +8/+8/+2 melee (1d10+2, flurry of blows, unarmed); SA Unarmed strike, flurry of blows, ki strike (magic); SQ Evasion, still mind, purity of body, slow fall 40 ft, wholeness of body; AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 16, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Escape Artist +13, Hide +13, Jump +13, Move Silently +13, Tumble +13; Combat reflexes, Deflect Arrows, Fists of Iron*, Improved Initiative, Improved Trip, Stunning Fist, Weakening Touch*, Weapon Focus (unarmed)

Possessions: clothes.

Evasion (Ex): If exposed to any effect that normally allows Fogaln to attempt a Reflex saving throw for half damage, Fogaln takes no damage with a successful saving throw.

Flurry of Blows (Ex): Using the full attack action, Fogaln can make one additional attack per round with unarmed strikes. This extra attack is made at his highest attack bonus, but each attack in the round takes a -2 penalty on the attack roll.

Ki Strike (Su): Fogalns unarmed strikes are considered magical when determining damage against creatures with damage reduction.

Purity of Body (Su): Fogaln is immune to all diseases expect supernatural and magical diseases.

Slow Fall (Ex): Fogaln can use her hands to slow her fall by 40 ft. if next to a wall or other such surface.

Still Mind (Ex): Fogaln receives +2 bonus to saving throws against spells and effects from enchantment school.

Wholeness of Body (Su): Fogaln can heal up to 16 points of damage from himself/1day

*New feat described in Appendix 7.

Damar Rocharion: male human Ftr6/Rng2; CR8; HD 4d10+4; hp 66; Init +6; Spd 20 ft; AC 18, touch 12, flat-footed 15; Base Atk +8/+3; Grp +11; Atk +13 melee (1d10+3/19-20, bastard sword); Full Atk +13/+8 melee (1d10+4/19-20, bastard sword) or +11/+6 melee (1d10+4/19-20, bastard sword) and +6 melee (1d6+1,

spiked shield); SQ favoured enemy (goblinoid), Wild empathy AL LN; SV Fort +11, Ref +7, Will +3; Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Climb +5, Diplomacy +4, Gather information +4, Handle Animal +8, Knowledge (Splintered Suns) +4, Move Silently +4 Ride +8, Spot +6, Survival +6: Close-quarters fighting*, Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Shield Bash, Track, Two-weapon fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The ranger rolls 1d20+8 to determine wild empathy check result.

Possessions: Chainshirt, bastard sword, large spiked steel shield, shortsword.

When on duty, Damar has +1 bastard sword & +1 chainshirt.

*New feat in Appendix 7

Alwyrd the Trapper aka Delras Ulquand: Medium male human Rng4; CR4; HD 4d8+4; hp 52; Init +8; Spd 30 ft; AC 17, touch 13, flat-footed 14; Base Atk +8/+3; Grp +10; Atk +13 ranged (1d8+2/x3, mighty composite longbow); SQ Favoured enemy (goblinoid, human), wild empathy, animal companion, swift tracker, woodland stride; AL LN; SV Fort +5, Ref +7, Will +2; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Climb +7, Handle Animal +6, Hide +15, Move Silently +15, Survival +12: Endurance, Far Shot, Improved initiative, Many Shot, Point-Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Combat Style (Ex): This ranger has selected archery. He is treated as having Rapid Shot & Many Shot feats, even without prerequisites for those feats.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like diplomacy check made to improve the attitude of a person. The ranger rolls 1d20+8 to determine wild empathy check result.

Woodland Stride (Ex): A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): A ranger can move at normal speed while following tracks without taking the normal -5 penalty. He takes only -10 penalty (instead

of -20) when moving at up to twice normal speed while tracking.

Possessions: longbow, 20 arrows, longsword, studded leather.

Seraster of House Heshun: Medium male human Wiz8; CR8; HD 8d4+8; hp 33; Init +6; Spd 30 ft; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); SQ Nature Sense, Wild Empathy: AL NE; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +12, Gather Information +5, Knowledge (arcana) +15, Move Silently +8, Profession (alchemist) +12, Spellcraft +15, use magic device +5; Combat Casting, Improved Counterspell, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (evocation)

Spells prepared (wiz 4/5/4/3: base DC = 14 + spell level; evocation 15+spell level) 0 – daze, flare, mage hand, touch of fatigue; 1st – cause fear, charm person, grease, reduce person; 2nd – darkness, gust of wind, tasha's hideous laughter, web; 3rd – dispel magic x4 4th – otilukes resilient sphere, rainbow pattern.

Encounter 3: Streets of Naerie

Gargantuan fiendish monstrous spider: CR 10; Gargantuan magical beast; HD 16d8+64; hp 136; Init +3; Spd 40 ft., climb 20 ft.; AC 19, flat-footed 16, touch 9; Base Atk +12; Grp +33; Atk +17 melee (2d8+12 plus poison, bite); Full Atk +17 melee (2d8+12 plus poison, bite); Space/reach; 20 ft./15ft; SA: Poison, smite good+16; SQ; Cold resistance/10, darkvision 60 ft., DR 10/magic, fire resistance/10, tremorsense 60 ft., vermin traits; SR 21; AL NE; SV Fort+14 Ref+8 Will+5; Str 27, Dex 17, Con 18, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +14, Hide -5, Jump +17, Spot +12; Weapon Finesse (bite).

Poison (Ex): DC 20 Fortitude, 2d6 Str, initial and secondary.

Web (Ex): .Hunting spiders cannot throw web.

Tremorsense (Ex): Creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the Large fiendish monstrous spider can make a normal melee attack to deal extra 16 points of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms,

compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

dispel magic DC 26.

Turns until vanishes: 12

Huge fiendish monstrous spider: CR 7; Huge magical beast; HD 8d8+32; hp 68; Init +3; Spd 40 ft., climb 20 ft.; AC 16, flat-footed 13, touch 11; Base Atk; +9; Grp +20; Atk +11 melee (2d6+8 plus poison, bite); Full Atk +11 melee (2d6+8 plus poison, bite); Space/reach; 15ft/10 ft.; SA: Poison, smite good+8; SQ Cold resistance/10, darkvision 60 ft, DR 5/magic, Fire resistance/10, tremorsense 60 ft., vermin traits; SR: 14; AL NE; SV Fort+7 Ref+4 Will+1; Str 23, Dex 17, Con 20, Int 3, Wis 10, Cha 2.

Skills and feats: Climb +13, Hide +7, Jump +12, Spot +12; Weapon Finesse (bite).

Poison (Ex): DC 16 Fortitude, 1d8 Str, initial and secondary.

Web (Ex): .Hunting spiders cannot throw web.

Tremorsense (Ex): Creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Smite Good (Su): Once per day the huge fiendish monstrous spider can make a normal melee attack to deal extra 8 points of damage against a good foe.

Vermin Traits: Vermin possess the following traits: mindless — no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Darkvision out to 60 feet.

dispel magic DC 26.

Turns until vanishes: 12

Encounter 4: At the Gate

Huge air elemental (4): Huge Elemental (air, extraplanar); CR 7; HD 16d8+92; hp 168; Init +13; Spd fly 100 ft. (perfect); AC 21, touch 17, flat-footed 12; Base Atk +12; Grp +26; Atk +21 melee (2d8+6, slam); Full Atk +21 melee (2d8+6, 2 slams); AL: N; Space/Reach: 15ft/15ft; SA: Air mastery, whirlwind; SQ: Damage reduction 5/-, darkvision 60 ft., elemental traits; SV Fort +11, Ref +19, Will +7; Str 22, Dex 29, Con 22, Int 6, Wis 11, Cha 11;

Skills and Feats: Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Air mastery (Ex): Airborne creatures attacking air elemental take -1 penalty to attack and damage rolls.

Whirlwind (Su): See MM for full description

dispel magic DC 26.

Turns until vanishes: 12

Raven: tiny animal; CR ¼; small animal; HD 2 d8; hp 27; Init +2; Spd 10 ft, 40 ft. fly (average); AC 17, touch 17, flat-footed 15; Base Atk +0; Grp -13; Atk +4 melee (1d2-5, claws) ; Full Atk +4 melee (1d2-5, claws); Space/Reach 2-1/2ft/0 ft.; SQ; Empathic link, improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse (claws).

Empathic Link: The master has an empathic link with his familiar to a distance of up to 1 mile. The master cannot see through the familiar's eyes but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link, master has the same connection to an item or place that familiar has.

Improved Evasion: When subjected to an attack that normally allows a reflex saving throw, familiar takes no damage if it makes a successful save and only half damage if it fails.

Share Spells: At the master's option, he may have any spell (but not spell like ability) he cast on himself, also affect his familiar. The familiar must be within 5ft in time of casting to receive the benefit.

Speak with animals of its kind: Familiar can communicate with animals approximately the same size as itself. Such communication is limited by intelligence of communicating animals.

Speak with Master: A familiar and master can communicate verbally as if they were using common language. Other creatures cannot understand the communication without magical help.

Encounter 5: Wizard's Residence

Apprentice Cawyr: male human Wiz8; CR 8; Medium-size humanoid; HD 8d4+16; hp 55; Init +2; Spd 30 ft.; AC 12, flat-footed 10, touch 12; Base Atk; +4; Grp +5; Atk +5 melee (1d4+1, dagger); Full Atk +5 melee (1d4+1, dagger); SA spells; AL: CE; SV Fort+5 Ref+5 Will+8; Str 12, Dex 14, Con 14, Int 17, Wis 12, Cha 15.

Skills and feats: Concentration +10, Knowledge (the planes) +6, Spellcraft +6, Tumble +5; Augment Summoning, Maximise Spell, Scribe Scroll, Spell Focus (conjunction), Widen Spell.

Possessions: *bracers of armour +1, elixir of fire breath, potion of cure light wounds x 2, ring of*

protection +2, scroll of sleep, scroll of summon monster VII, wand of burning hands (CL1st, 50 charges), wand of magic missiles (CL3rd, 20 charges).

Spells Prepared (4/6/5/4/3; base DC = 10 + spell level +3): 0—acid splash x 2, flare, read magic; 1st—burning hands, magic missile x 2, ray of enfeeblement; 2nd—acid arrow, hideous laughter, scorching ray x 2, invisibility; 3rd—displacement, fireball, suggestion, summon monster III; 4th—stoneskin, black tentacles, summon monster IV x 2.

Vrock: CR 9; Large outsider; HD 10d8+90; Hp 135; Init +2; Spd 30 ft., fly 50 ft. (aver.); AC 22, flat-footed 20, touch 11; Base Atk; +10; Grp +22; Atk; +17 melee (2d6+8, claw); Full Atk; +15 melee (2d6+6, 2 claws) and +13 melee (1d8+3, bite) and 2 talons +13 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ; Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +16, Ref +9, Will +10; Str 27, Dex 15, Con 29, Int 14, Wis 16, Cha 16.

Skills and feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the Planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Dance of ruin (Ex): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-like abilities: At will—*mirror image, telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove

disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Devil (Sp): Once per day a vrock can attempt to summon 2d10 dretches with a 50% chance of success, or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Turns until vanishes: 16.

Fiendish wolverine: Medium magical beast; CR 3; Medium magical beast; HD 3d8+21; hp 34; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+3, bite); AL: CE; SA: Rage, smite good +5; SQ: Cold resistance/5, darkvision 60 ft., fire resistance/5; SR: 8; SV Fort +9, Ref +5, Will +2; Str 18, Dex 15, Con 23, Int 2, Wis 12, Cha 10;

Skills and Feats: Climb +12, Listen +6, Spot +6; Alertness, Toughness, Track.

Rage (Ex): A wolverine that takes damage flies into a berserk frenzy, clawing and biting until either it or its opponent is dead. It gains +4 to Str and Con (Strength 22, Constitution 27) and –2 to AC (AC 12). Fiendish wolverine cannot end its rage voluntarily.

Smite Good (Su): Once per day fiendish wolverine can make a normal melee attack to deal extra 3 points of damage against a good foe.

Turns until vanishes: 14

Bone Devil: CR 9; Large outsider; HD 10d8+70; Hp 115; Init +9; Spd 40 ft.; AC 25 (–1 size, +5 Dex, +11 natural) touch 14, flat-footed 20; Base Atk; +10; Grp +21; Atk; +16 melee (1d8+7); Full Atk; Bite +16 melee (1d8+7) and 2 claws +14 melee (1d4+4) and sting +14 melee (3d4+4 plus poison)); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, fear aura, poison, *summon devil*; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +14, Ref +12, Will +11; Str 25, Dex 21, Con 25, Int 14, Wis 14, Cha 14.

Skills and feats: Bluff+15, Concentration +20 Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (the Planes) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-abilities (Ex): At will—greater teleport (self plus 50 pounds of objects only), dimensional anchor, fly, invisibility (self only), major image (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Turns until vanishes: 16.

Appendix 6: New Feats

This scenario features several non-core feats used by NPCs. These include:

Fists of Iron (General)

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Base attack bonus +2

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist for the day.

Source: Complete Warrior, Page 99

Weakening Touch (General)

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, Base attack bonus +2

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that deals no damage but instead applies a –6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning fist attacks for that day. Creatures with immunity to stun effects cannot be affected by this feat.

Special: A fighter may select Weakening Touch as one of his fighter bonus feats.

Source: Complete Warrior, Page 106

Close-Quarters Fighting (General)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an opponent attempts to grapple you, even if the enemy has a special ability or feat that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless he has Improved Grapple feat or a special ability such as Improved Grab. If the enemy has such an ability, you may add you're the damage you deal as a bonus to your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a

round or allows you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation. For example, an ogre tries to grapple Tordek. Tordek takes attack of opportunity, hits and causes damage. Since an Ogre does not have any special grappling ability, it fails to start a grapple. Then an Ankheg – a creature with Improved Grab attempts to grapple Tordek. He takes an attack of opportunity, hit and deals 10 points of damage to the Ankheg. Tordek then adds +10 to his opposed check to resist being grappled.

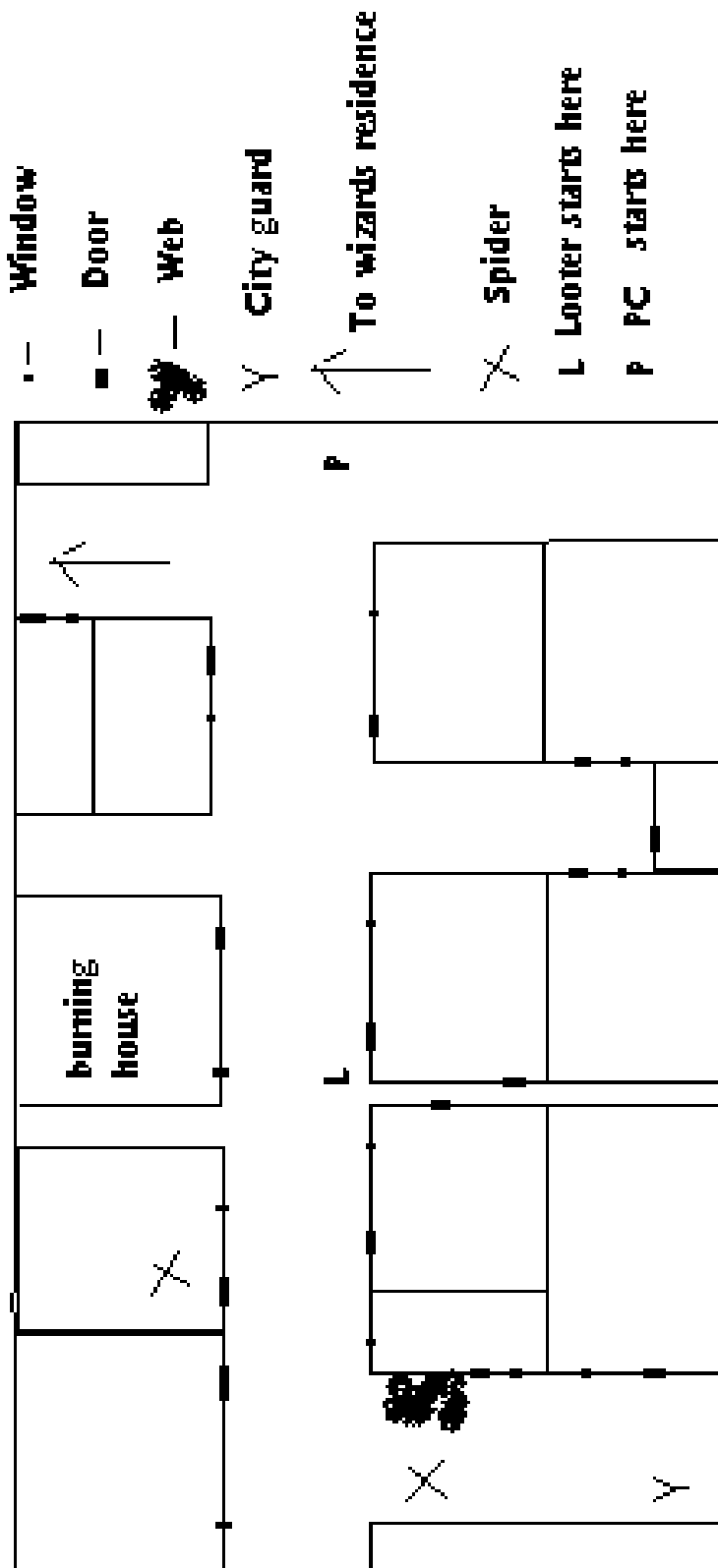
Normal: Creatures with Improved Grapple, improved grab or similar feats do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus feats.

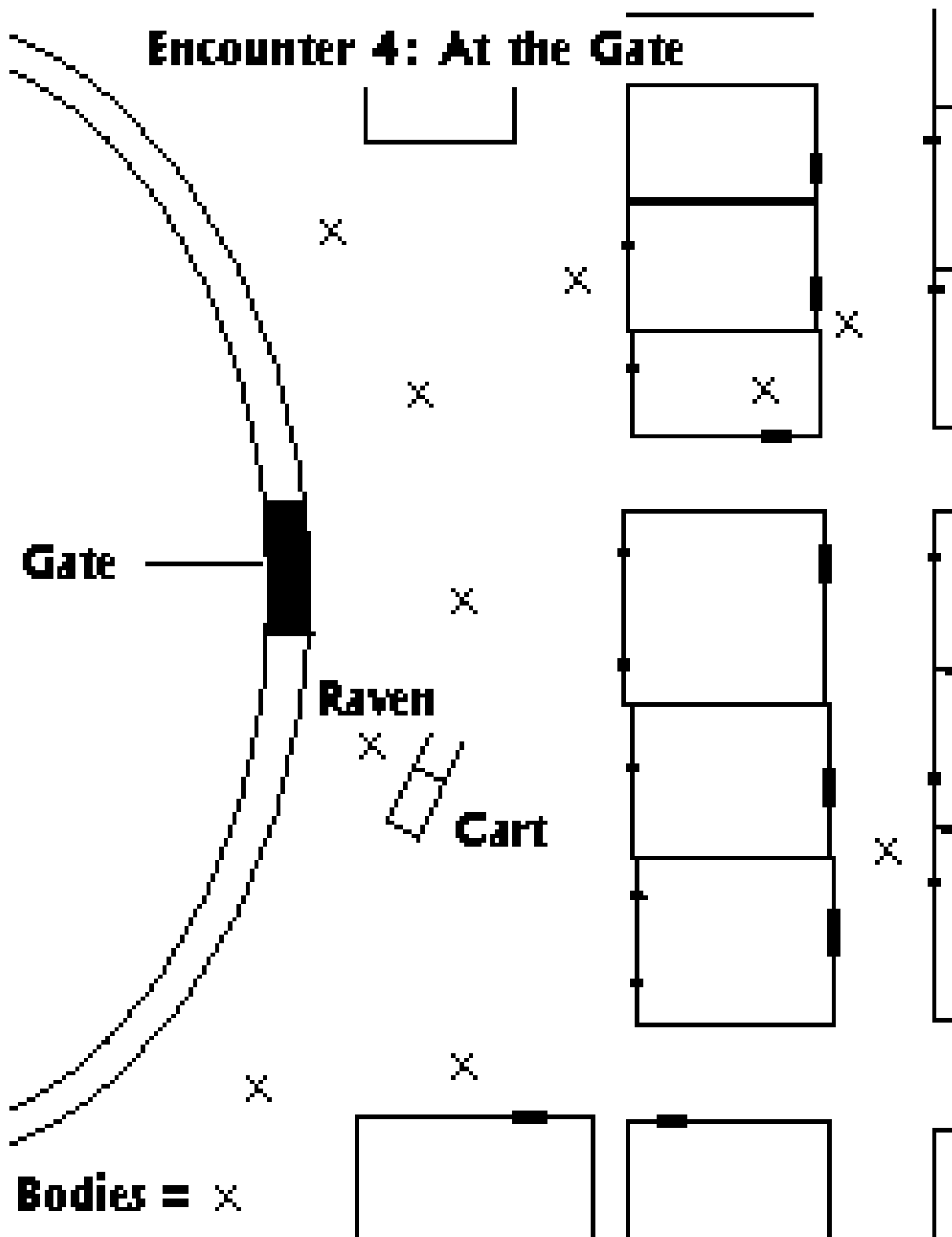
Source: Complete Warrior, page 97

Appendix 7: Encounter 3 map

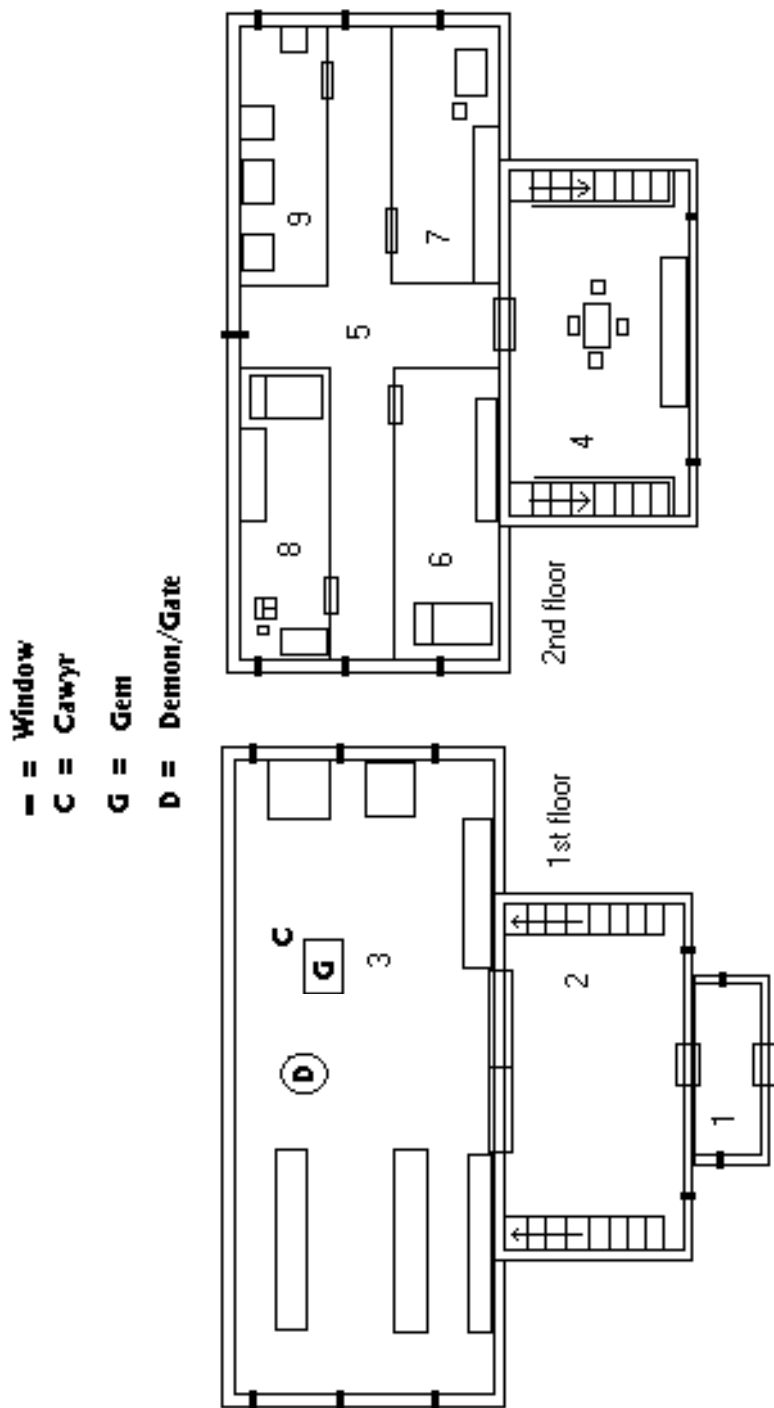
Encounter 3: The Streets of Maerie City



Appendix 8: Encounter 4 map



Appendix 9: Encounter 5 map



Player Handout 1:

(Crude and simple journal of apprentice Cawyr)

Wealsun, 10th Moonday, CY594.

My master has been studying a gem he recently acquired from the Calling Mines of Hexpools. He refuses to show it to me, saying I should concentrate on easier projects.

Wealsun, 13th Earthday, CY594

For two nights I've heard strange whispers emanating from my master's study. I finally sneaked to take a look and saw my master sitting on a table and staring the gem intently. He did not seem to notice, even when I stood in the doorway for a long time.

Wealsun, 15th Starday, CY594

I had the most wonderful dream! A young woman came to me in my sleep and said he would come to visit me later. I saw how she walked through the walls as if they were not even there and entered the gem.

Wealsun, 17th Moonday, CY594

My master has told me he must go to Irongate and has left me in charge of the residence. I am to hire a carpenter and fix a minor damage that a recent storm did to the roof.

For some reason he does not seem to trust magic in these cases, preferring to have a waterproof ceiling that cannot be dispelled accidentally.

Wealsun, 18th Godsdays, CY594

I saw the woman again and she told me to go and take up my master's gem. I said my master would surely be offended but she would not have none of it.

She even told me that my master keeps it in a hidden compartment behind his own portrait.

Wealsun, 21st Freeday, CY594

Foolish master. He could not appreciate the true power of gem like me and my dear could. With the gems power she manifested in flesh and we slept together.

She is truly beautiful, tall and dark and passion of the wild beast. I hope I see her soon again.

Wealsun, 23rd Sunday, CY594

I've finally unlocked the gem's true power. How pitiful my 'master' is! With this power I'll be more powerful

than any in this town. My dear appeared to me in my dreams again and said she would be back soon.

Carpenter visited, asking for his payment. I told the miserable rodent to begone or face my wrath! Such mundane things cannot bother me.

Wealsun, 28th Freeday, CY594

The carpenter came back again with a member of craftsman's guild. I did not even bother to open the door, for I can now see my dear in the blessed emerald.

She told me that I should not suffer such intrusions. The people of Naerie are surely against me and I should rule over them as I was destined.

I will start right at Midsummers Day and kill the pesky craftsmen and city guard first. Afterwards I will seal the city and personally kill everyone who tries to leave, much like Delgath of Rinloru!

After that, my dear says he will be with me forever. Oh how I would want to start my reign immediately but I will obey my dark lover.

Richfest, 3rd Moonday, CY594

Pathetic ants! Preparing for the festivities, completely unaware what awaits them... I think I will start with Zilchans and church of Heironeous, or maybe with that irritating bitch that calls herself the guard captain...