

NMR5-07

Corruption of the Heart

A One-Round D&D LIVING GREYHAWK[®]

Nyrond and Environs Meta-Regional Adventure

Version 0.6

Round One

by James Zwiers

edited by Denise Mauldin

Darkness stalks within the Gamboge forest, leading astray the faithful. Shadows move in the silence, changing the scenery. The strings are pulled, and the music has started; the dance macabre has begun. But will you dance to the tune of the puppeteer, or will you break free, and spin to your own tune?

This is a one-round wilderness-based adventure set within the Gamboge forest; however, parties may find that more is needed than pure wilderness skills. This adventure supports APLs 4-16 and is part Four of the Blight Series.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

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

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

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

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

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

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

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

any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a standard one-round Meta-regional adventure, set in the Gamboge Forest (in the Nyronde and Environs Metaregion). Characters native to the Nyronde and Environs Metaregion pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until

the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

Over the past year, the forests of the Nyronde Metaregion have been threatened by various plagues, blights, and other nefarious creatures. Depending on when the PCs play this module, they may know about these events, or they may not. However, there have been hints in all of these adventures that the events were caused by some outside source. In this module, the PCs receive additional confirmation of this outside source through an exchange of information with Chesterfield Nuthollow, whom the characters may have met in NMR5-01 Under the Boughs.

Those shadowy figures have exposed themselves quite a bit more than usual in this adventure, hoping for one last chance to prevent their plans from going awry

and sending minions directly to threaten the Gamboge. These are the band of Tuliktu elves that were sent to the Gamboge before the adventure begins and cause the problems in this adventure. They have no longer present, having gone back to the Celadon forest and their masters.

During this adventure, the PCs will find another item of power that was used to help corrupt the Gamboge forest, as they have found other items in the other modules that helped corrupt those forests. By putting all of these items together, through the help of Chester (if the PCs have not played all 4 adventures), they will be able to determine the cause and discover a way to confront the final threat to the forests of the Nyronid Metaregion.

Adventure Summary

Introduction

Through various means or groups, the PCs end up in the Gamboge forest.

Encounter One: Tale of Two Tribes

The PCs, who have come from all directions, are united by the sounds of combat echoing through the trees of the Gamboge. They come across a band of fey that is fighting against a second band of fey. This, of course, is bound to be somewhat confusing. However, the second band seems somehow rougher, or tainted.

Furthermore, Ni'cham'weh (a friendly grig from NMR3-05 *Norebo's Luck and Bralm's Embrace*) is on the badly outnumbered side of the untainted fey.

The PCs should help the outnumbered, untainted fey defeat the tainted fey.

Encounter Two: Song of Sorrow and Loss

Ni'cham'weh will lead the PCs back to their temporary camp. This camp is inside the ancient, dormant volcano that once served as the hideout for a band of sylurite cultists (see NMR3-05 *Norebo's Luck and Bralm's Embrace*). Here the PCs can learn that Lurilent has been corrupted somehow. Ni'cham'weh will ask the PCs to find out how, and to find a means to solve this. He gives the PCs several leads, including the knowledge that there was a visit by several elves with raven tattoos around their eyes a few days before.

The total leads are: A nearby band of wild elves, a group of weird humans who keep talking loudly to everyone they can, a nearby band of friendly foresters and the elves with the tattoos.

Encounter Three: Chronicles of the Wild and Wise

The band of wild elves is both reclusive, but also frightened. They are aware of the taint that is spreading through the woods, and wish to see it resolved. They can

tell the PCs something about Lurilent, and describe one of the great deeds she did for them.

If the PCs look further into this deed, they can find that Lurilent once healed an elder of the tribe who was dangerously ill. He has become ill again, and the PCs must heal him and then tell Lurilent about what she once did.

Encounter Four: Chorale of the Glorious Light

Pholtus has long espoused the virtues of bringing his glorious light to all that walk Oerth. The brave and somewhat foolish Pholtan missionaries are valiantly trying to convert the "heathen" folk of the forest to convert to the worship of Pholtus. They have actually managed to convert one of the fey to the worship of Pholtus.

The Pholtans were once cornered and nearly killed by some of the sylvan elves (wood elves) of the woods, and were saved by Lurilent. This deed hasn't been corrupted; however, the tree that they planted for her has been damaged and twisted. The PCs must either cull or heal this tree and tell Lurilent about her rescue of the Pholtans, and the tree they planted for her.

Encounter Five: Chorus of the Working Man

The foresters are not loggers; rather they are guides and rangers who live within the forest. They do hunt creatures within the forest, but they also follow Obad-hai and the other old faiths and so seek to conserve and foster the forest's growth. Thus, they rightly fear the taint that spreads through the forest.

Some few years ago, Lurilent helped them heal an ancient tree of a terrible illness. However, that tree has now become infested with the taint, and needs to be cleansed again.

Encounter Six: Chant of Wide Wandering

The PCs are liable to search for the elves with the raven tattoos. However, these particular elves left the forest shortly after they completed their dark task. Yet, while the PCs are following their trail, they meet up with Chester, a treant from NMR5-01 *Under the Boughs*, who is also following the trail and has some information to share.

Encounter Seven: Opera of Madness and Corruption

The area that surrounds Lurilent's pool is tainted and badly corrupted. The fey that once lived there are also tainted, and will swarm anything that approaches. The PCs must make their way through this insanity to Lurilent's pool.

Encounter Eight: Saga of the Lost Fey

Lurilent must be redeemed in order to cure the taint that afflicts the Gamboge. This can be done by telling her about each of the good deeds that she has done for the

forest, and how the PCs have repaired or redone these deeds for her.

Depending on how many of these deeds the PCs tell her about, and if they fixed the damage, Lurilent is either fully healed or only partially healed.

Conclusion

Lurilent can reveal some more information to the PCs once she is returned to normality, as well as thanking the PCs.

Preparation for Play

Judge Aid #1 contains a handy reference sheet that you can record the following things on, since you will need to reference them during the adventure.

Before starting this adventure you will want to determine if any of the PCs who are being played in the adventure also participated in any of the following adventures:

- URD3-06 Crop Circles
- NMR3-05 Norebo's Luck & Bralm's Embrace
- NMR5-01 Under the Boughs
- NMR5-02 Natural Enemies
- NMR5-04 Charity of Friends
- NMR5-06 The Forsaken Valley

Beyond needing the above, it will also be useful to get five (5) of each the following checks, in addition to the appropriate skill modifier: Balance, Hide, Listen, Move Silently, Spot, and Survival.

The Encounters in this module are somewhat freeform and depend on the PCs figuring out the leads from Encounter Two. The judge is encouraged to have Encounters One through Six (all of the deeds encounters) happen on one day and Encounter Seven and Eight on the following, though particularly strong groups might feel more challenged if all the encounters happened in a single day and particularly weak groups should be encouraged to space the encounters out further (resting after Encounter Two). This is to be done by altering the times that are required to travel from place to place in the forest. A suggested timeline is to have Encounters Three through Five 2 hours apart from the base camp, thus taking up an eight hour traveling day (2 hours to Encounter Three, 2 hours to Encounter Four, 4 hours to Encounter Five).

Introduction

There are several means to get the PCs involved in this adventure. Related below are the various different means: In all cases, the PCs are asked to check in with

someone. The people they are checking in with are all fine, and reports can be returned to where they must be.

PCs from Nyrond

One week has passed since your meeting with the magistrate. It was then that you were asked to check in on the foresters that are living along the Nyrond border of the Gamboge. Now you, and your companions, find yourselves reaching the edges of the imposing forest, which you will soon have to enter if you are to reach the foresters' gladed home.

Proceed to Encounter One.

PCs from the Pale

Recently while resting your travel weary feet at the Green Eaves Tavern, a sergeant with the Pale Patrol came in and called for volunteers for a minor mission into the Gamboge Forest. Your feet being rested and your tankard being empty, you volunteered.

Sergeant Corenthel informed you that there was a small Pholtan mission in the Gamboge preaching to the foresters who lived and worked within its boundaries and the Church of the One True Path had not received any communications from them in some time. The Church requested the Pale Patrol go in and try to ascertain if the mission had been attacked, but the Patrol's forces are stretched too thin with trying to maintain order in the harsh Troll Winter and needed volunteers to do this minor task. Now you and your companions find yourselves reaching the edges of the imposing forest and there is a good possibility this may not have been such a good idea after all.

Proceed to Encounter One.

PCs from the County

The local constable called you in for a meeting a little over a week ago. He had received word from the local temple of Heironeous of a terrible darkness that was spreading within the Gamboge forest. Due to the tense political situation, he could not send his own men, nor those of the church to investigate. And so it is, that you and your companions, find yourselves reaching the edges of the imposing forest, which you will soon have to enter if you are to investigate the claims of a spreading darkness.

Proceed to Encounter One.

PCs from the Duchy

The rangers of the Stalwart Pines school came to you a little over a week ago. They asked you to travel to the Gamboge so as to provide assistance to allies within the forest who had sent a desperate message for help. They did not specify the exact threat, but

the message was signed by Ni'cham'weh. They explained that he was a friendly grig cleric of Bralm. And so it is, that you and your companions, find yourselves reaching the edges of the imposing forest, which you will soon have to enter if you are to find this Ni'cham'weh and provide the assistance you have been sent to provide.

Proceed to Encounter One.

Encounter One: Tale of Two Tribes

Ancient trees, reaching upwards towards the vaulted canopies of the forest, stand silent amidst the buzzing of insects and the raucous cries of the birds. Amongst the more common oak and elm trees are the unique leaves and bark of bronzewood trees and hornwood, prized for weaponmaking. A dense loam formed of leaves cover the ground, while low bushes and scrub grow in the scattered patches of sunlight that stream down. Faint movement can be seen amongst the scattered detritus of the forest floor, and amongst the lofty branches of the trees.

The PCs have been traveling inside the Gamboge for a while now and may want to know what the trees look like.

Hornwood is a beautiful hardwood about the size of a small elm. The trunk and branches are very straight and black-barked, with long pointed spear-like leaves. Hornwood, treated and seasoned well, is strong and resilient, and makes excellent weapons, especially bows.

Bronzewood is a slender tree reaching a height of 40 feet, with branches growing at 45 degree angle from the trunk. Bronzewood trees have hard, reddish-brown bark and narrow toothy leaves from eight to ten inches long. The wood is heavy and hard, and can only be worked by craftsmen of great skill. If carefully seasoned and dried, the outer part will become as hard as metal, though the wood retains its normal weight.

However, the calm of the forest is about to be broken. Characters making a DC 10 Listen check hear the following:

The quiet murmur of the forest is replaced with shrieks of pain, and angry shouts, interspersed with the clash of weapons.

Any PC who speaks Sylvan can understand the shouts, which are war cries like, "Death to the Tainted.", "Join the Embrace of the Geppir", "Benyrsta's blessing upon you", and "May the Lord of Industriousness guide our hand". The first and last are the rallying cries of the untainted group; and the Lord of Industriousness refers to Bralm, something a DC 15 Knowledge (Religion) check reveals. The other two are the primary and only coherent rallying cries of the tainted creatures (who are all mad). No skill or other

check will allow the PCs to know who or what Geppir or Benyrsta are.

Read or paraphrase the following when the PCs reach the scene of the combat, which is 60 feet away from the PCs through the woods.

The clash of weapons, and the angry shouts, grows louder as you make your way amongst the trees towards the combat. You catch fleeting glimpses through the undergrowth of swarms of tiny creatures locked in combat against each other. One side seems somehow healthier than the others. The sickly side also seems somewhat faint, and appear to be blurred, as if they are slowly melting away.

Creatures: The PCs can tell automatically that the sickly creatures, which badly outnumber the untainted creatures, will win if they do not intervene. Any PC who has played NMR3-05 Norebo's Luck and Bralm's Embrace will recognize one of the untainted fey as Ni'cham'weh, a friendly grig who lives in the forest. A few of the tainted fey will break off when the PCs get involved, and move to attack them, instead of continuing their assault on the untainted fey. They will attempt to spread out or use the untainted fey as cover from area effect spells.

Place 6-8 grigs on the map, with half being the tainted grigs. Take two of these and have them focus on the PCs. Treat untainted grig as having 36 hit points each (ranger 4 of Bralm) and Ni'cham'weh has 60 hit points (cleric 8 of Bralm). The grigs are fighting at 25 feet above the ground, flying.

APL 4 (EL 6)

☛ **Tainted Grig (3):** Shadow Grig; hp 12 each; see Appendix Two.

APL 6 (EL 8)

☛ **Tainted Grig (3):** Shadow Grig Sor 3; hp 33 each; see Appendix Three.

APL 8 (EL 10)

☛ **Tainted Grig (3):** Shadow Grig Sor 5; hp 43 each; see Appendix Four.

APL 10 (EL 12)

☛ **Tainted Grig (3):** Shadow Grig Sor 7; hp 65 each; see Appendix Five.

APL 12 (EL 14)

☛ **Tainted Grig (3):** Shadow Grig Sor 9; hp 77 each; see Appendix Six.

APL 14 (EL 16)

☛ **Tainted Grig (3):** Shadow Grig Sor 11; hp 88 each; see Appendix Seven.

APL 16 (EL 18)

🦇 **Tainted Grig (3):** Shadow Grig Sor 13; hp 98 each; see Appendix Eight.

Tactics: The tainted grigs will attack the PCs. At higher APLs, they will cast defensive spells, and then enter melee using their cold aura, and their damage dealing abilities and spells to negate clerics and other open deity worshippers as quickly as possible. At really high APLs they will cast *fireshield*, negating their fear of fire, and then proceed to bombard the PCs with massive damage spells.

Treasure: None of the tainted grigs have any treasure.

Development: Following the combat, Ni'cham'weh will thank the PCs, and ask if they will accompany him back to his temporary base. He will explain that he needs some additional help from them. All of this is detailed further in **Encounter Two**.

Encounter Two: Song of Sorrow and Loss

Ni'cham'weh, the enigmatic grig, has been leading you through the forest, speaking to you as he leads you. Furthermore, he continues to receive reports from other grigs; reports about the location of the other tainted ones.

Ni'cham'weh will be friendly with most every PC, however, those who have the Raven Tattoo from URD3-06 Crop Circles, will be treated to suspicion and near outright hostility. A DC 15 Knowledge (local) will reveal that the Raven Tattoo is a sign of a member of the Tuliktu eleven tribe from the Celadon forest. Ni'cham'weh will be able to tell the PCs this information if they ask.

"You have seen the taint that spreads through the forest. This taint destroys the industry of Bralm, the ancient groves of Obad-hai are twisted, corrupted and lost, and the animals are dying. We have been trying to contain the taint, but any creature that dies at the hands of the tainted, rises again as a tainted creature.

The source of the taint is well and truly known to me, for Lurilent has fallen. She has been corrupted by the vile elves. They came from the Celadon, extolling peace and community between the forests. But now, they haunt my dreams, their raven tattooed cheeks chasing me like the predators they are. And as Lurilent is tied to the land, so has the land begun to fail. To redeem it, we must redeem her. Please help me save her."

PCs that have the Raven Tattoo are liable to start protesting at this time. Ni'cham'weh will simply state that they now have a chance to redeem their clan in his

eyes, and those of all the fey of the Gamboge. He will then continue as below.

PCs who played NMR3-05 *Norebo's Luck and Bralm's Embrace*, or who make a DC 20 Knowledge (local) know that Lurilent is a Nymph and a wizard of some power. She has done her best to protect the denizens of the Gamboge from such evils as the dragon Sasrakananakmasha, although their feuds often push her to the limit of her abilities.

"I was lost when I discovered that Lurilent was tainted. I spent days in misery, oblivious to the world. It was during that time that Bralm showed to me visions of what must be done if we are to save her. Come, we have just arrived, I will tell you more inside."

The PCs have arrived at the grig's temporary base. PCs that have played NMR3-05 *Norebo's Luck and Bralm's Embrace* will recognize it as the dormant volcano that they freed from the Syrulites for the fey to play/live in.

Ni'cham'weh has led you to a moss-covered cliff that rises nearly vertical from the forest floor. A cave entrance can be seen, and a flock of tiny flying creatures, all armed with bows, are flying guard around it. Faint glimmers of other movement also surround the entrance, but they cannot be seen when you look directly at them.

The interior of this place consists of three floors. The PCs will recall that the lowest floor, where they are entering, once had only one room. It now has several additional small chambers off the main chamber. Ni'cham'weh will ask the PCs to not go upstairs if the start to, explaining that the upper floors are where many of the weaker fey are living, and where the injured are convalescing. Some PCs are liable to offer their aid to the injured, and his reply will be that the best they can do for the injured would be to find a way of curing the taint.

"I told you I had visions, somehow I knew them to be critical to the survival of the forest, so I wrote them down. Here they are."

Pass out Player's Handout #1. A DC 10 Knowledge (Religion) check will determine that the Shalm is another name for Obad-Hai. Ni'cham'weh will of course answer any questions the PCs may have.

Who is Lurilent?

"Lurilent is a great and good person of the forest. She cares for the area around here and many owe her much for her help, though she never asks for anything in recompense."

Can you pay us?

"I have but sticks, berries and stones that I could pay you with, however, you will have my gratitude and that of the other fey of the Gamboge if you give us help in our time of need."

Can you be any clearer on these visions?

"Those are the things that Bralm chose to show me. Perhaps your god might tell you something different?"

What exactly needs to be done?

"As best my knowledge, the deeds that Lurilent did have been corrupted, and must be fixed before she can be healed. As to healing her, I am at a loss. I have never seen a sickness such as this one before."

Can we get a map?

"We have but a basic map of the forest, it would be better if you would take a guide. Gi'shem, come here. You will guide these folk to the sylvan elves, the foresters and the pholtans."

Can we get a guide?

"Certainly; Gi'shem, come here. You will guide these folk to the sylvan elves, the foresters and the pholtans."

Gi'shem is a young grig who is a ranger and has a fairly nice longbow and knows much about the Gamboge. He is quiet and polite and often has to make an effort to not hide and let the PCs follow him.

How long do we have?

"I don't know. Once you are ready to leave, I too will be leaving. I must head back out and help slow down the spread. At the current rate, it will reach here in three days. So please, make with haste, but also, be careful."

What is your interpretation of these visions?

"I'm not sure. It is surely Lurilent in the visions and it seems as if the keys to her redemption have something to do with her good works. However, she has helped many people and I'm not sure which of these works would have been corrupted to lead to what she has become."

The good work that made the most impression upon my mind was when she saved our small band from the clutches of one of that horrible dragon's children. However, as far as I can tell, we fell sick as a result of Lurilent's sickness, rather than as a cause. Perhaps if you ask the other grigs, they will have additional ideas."

Development: The PCs may speak with the other grigs of the encampment before Ni'cham'weh departs. Each grig likes Lurilent and is very sorry that something has happened to her.

They will find the following stories, which are also provided in **Player Handout #2**.

- *The foresters of Obad-hai to the south once came to Lurilent in a dreadful bother. Their*

trees were sickening or something and the wood they were harvesting wasn't sound. Of course she immediately went to their aid and later they sent her a carved pinecone as a thank you gift.

- *A caravan of travelers passed through here and were attacked by one of that horrible green dragon's children. Ni'cham'weh had a divination about it and so we went to help them. Lurilent's power, with our support of course, was able to drive it off.*
- *Well a couple of months ago, there was a lot of tension up north between the missionaries and the sylvan elves. Praise Pholtus, Lurilent was able to dissolve the hostilities and allow my brethren to preach the One True Path. We have a splendid oak dedicated to Lurilent's kindness and understanding at the mission.*
- *When we had some troubles with a cult of nasty people awhile ago, Lurilent helped hire a band of adventurers to help deal with the threat, while still organizing everything to keep resisting the incursions of Sassy. <If the PCs played NMR3-05> Oh wait! Wasn't that you?*
- *Lurilent is a skilled healer as well as being a master of the arcane arts. The locals often come to her when they have medical issues, especially the sylvan elves, who don't trust many of the other healers in the area and who usually don't have that inclination.*

The PCs may rest here if they wish. If they do not wish the services of the grig Gi'Shem as a guide, they may travel on their own. Normally, finding the various locations would require a Survival check, however, with the directions that Ni'cham'weh can provide they can easily (relatively) find their way without a guide.

If the PCs try to follow up on the caravan of travelers story, the grigs inform them that the travelers passed through long ago and are no longer in the forest. If the PCs If the PCs go to speak with the sylvan elves (wood elves), then proceed to **Encounter Three**. They could also head off to speak with the Pholtans, in which case you should go to **Encounter Four**. If they instead go to speak with the foresters then proceed to **Encounter Five**. Finally, if they choose to do anything else (including searching for the Elves with the Raven Tattoos) proceed to **Encounter Six**.

Finally, PCs may elect to use divination spells to try and discover some information. If so, refer to Judge Aid #2.

Encounter Three: Chronicles of the Wild and Wise

It is a sudden change, the dense forest just melts away into a sparse village of huts. Each hut is built around the base of a tree, and some even curl up around the trunk, mimicking the prolific ivy that covers many of the trees in this area. However, the huts are the least of your concern, for numerous elves, all dressed in hides and green clothing are moving towards you with bows strung, and swords held at the ready.

One, who stands slightly hunched, and seems somehow older, calls out to you. "Lillenthar é soliuén haretén."

Any PC who can speak Elven understands that to mean "Welcome to Lillenthar, why do you come?" PCs who cannot speak Elven can make a DC 10 Sense Motive check to understand that the Elves are merely cautious, and not overly hostile (treat them as Indifferent, not Unfriendly). If the PCs do not respond within one minute, the questioner will repeat the question in Common. PCs who ask questions in Common before then will be answered in Common.

Assuming the PCs eventually state why they are here, continue below, paraphrasing as needed.

The older elf walks forward, speaking quietly to the other elves who slowly disperse, disappearing amongst the trees with an uncanny ease. The remaining elf turns to you, "Please, you will have to excuse my neighbors; they are not used to outsiders. I am Alken Leafedge and you say that Ni'cham'weh sent you? That is most unusual, but nonetheless, these are unusual times. Please, come this way. We shall speak at my home."

The elf starts to walk towards one of the larger huts, while continuing to talk. "I have seen the taint that afflicts the woods. We do not know what has caused it, but we do know that it has unfortunately, struck too close to home for us. I have tried to contact Lurilent, and failed, and also tried to find Ni'cham'weh, but also failed. Tell me, are they well?"

Allow the PCs to relate what is going on in the forest. When they have finished, continue below.

You have reached Alken's hut as you finish your tale. He leads you inside, to a warm and inviting space. Several chairs are arranged around a small fire, while stairs can be seen circling the tree leading upwards. The far side of this room seems to be a cooking area, and a workshop.

"Please, make yourselves at home. If what you tell me is true, then we are faced by a dire threat. Many of our people do rely on Lurilent for care when accidents occur or when the sickness season

comes, but mostly we rely on Wakthen, one of our elders, who is also skilled in the healing arts. When Wakthen fell ill several years ago, it would have been very deadly for our tribe without Lurilent's help to cure him.

Wakthen does not live here in the village any more, but he is nearby. Would you like some refreshments, or would you like me to show you to his home?"

The PCs will now be led out of the village, and for about a 30 minute walk through the forest. Continue below, allowing the PCs to take any precautions that they wish to take.

The gentle sounds of a bubbling stream forewarn you of the clearing. Spanning the stream is a home, built upon stilts, but otherwise the same as the huts in the village. However, the beauty of the home is marred by the grey tinge to the water, and the scent of death that it carries. Alken frowns and heads over towards the bank to examine it.

A DC 15 Knowledge (Nature) check reveals the stream to be poisoned, although they cannot identify the poison. A detect poison will reveal that the water is poisoned, but it is not magical. No magical effect will reveal exactly what is poisoning the stream (since it is not truly a poison, but more of a taint). This taint is similar to the taint from NMR5-01 and NMR5-02. It is not magical in nature. Alken is surprised that the stream is tainted since it is not tainted in an area upstream of this area.

Alken assumes that Wakthen is fine and that the matter the PCs wish to discuss with him is private; he will examine the stream while the PCs explore the hut. When they decide to investigate the interior of the hut, read or paraphrase below.

The heady stench of death permeates this hut. A wizened elf lies slumped over the table, partially eaten food lying around him. There is no movement within the hut.

The elf is not actually dead, he is simply unconscious and badly in need of some caring. The death stench is coming from the food, and ends soon after the PCs dispose of the rotten food.

If the PCs think to examine the food before throwing it away, they will notice a grey tinge to it, and that it smells like the stream.

A DC 15 Search check will locate a **healer's bag** amongst Wakthen's possessions, which contains bandages, salves and herbs for treating injury and disease. This acts as a Healer's kit and has 6 uses left.

Curing Wakthen

A DC 20 Heal check will tell that he is Con damaged. After any spell that cures such damage, an additional DC 20 Heal check will tell that additional healing of that type

will not benefit any more and that the patient is in need of long-term care.

The Elf needs a week of tending to be fully nursed back to health. Alken will offer to do this, once the stream has been resolved. The Elf will not become lucid until that week of care has been administered or until the 10 points of Con, Int and Wisdom damage have been cured.

Any curing spell, such as *cure XXX wounds* will heal the physical damage caused by starvation and dehydration. A *restoration* or multiple castings of *lesser restoration* for Con, Int and Wis (10 points each) will wake Wakthen. A *greater restoration* or *heal* spell will cure all of his damage and wake him as well. He is very confused and has few memories of the preceding days. His last memories are of a group of elves with raven tattoos bringing him gifts (food) and speaking with him on cooperation between the forests in the light of the blights that have been occurring.

Cleansing the River

The river has been polluted by a diseased corpse that has been planted into the middle of it upstream of the hut. There are several means to find this source, searching is the easiest although a *divination* spell or similar effect could also be used.

The former case requires a DC 20 Survival check, or a DC 25 Search check to locate the diseased corpse. The latter case requires a DC 10 Survival check or a DC 15 Search check to locate the diseased corpse once the actual site has been identified. Cleansing the site at that point is a simple matter of removing the diseased body. A DC 15 Strength check or a DC 10 Disable Device check can remove the body from the tethers in the water. A *mage hand* spell cannot be used to remove the corpse, but an *unseen servant* or any similar spell will be able to do so. The tethers have a hardness of 2 and 10 hp.

A DC 25 Heal check shows that the body is that of a female elf and is somewhat fragile – the skin has been removed by the constant flow of the water and it is bloated, but holds together for the party to remove it. The body is not in good enough shape for a *Speak with Dead* spell. The body does detect as magic but the water does not detect as magic and instead detects as poison. Some parties may think to burn the corpse, make note of parties that do so, as there is an additional reward for doing so.

If the PCs ask the elves of Lillentharr about any missing elves, they will be told that no one has gone missing in the last several months. If the PCs ask about burial methods, they will recommend the body be burned.

Development: From here the PCs could head off to speak with the Pholtans, in which case you should go to **Encounter Four**. They could also speak with the foresters then proceed to **Encounter Five**. Additionally,

if they choose to do anything else (including searching for the Elves with the Raven Tattoos) proceed to **Encounter Six**. Finally, if the PCs have investigated all the possibilities, then proceed to **Encounter Seven**.

Encounter Four: Chorale of the Glorious Light

This is the Mission of the Church of Pholtus. Someone making a DC 15 Knowledge (local) will know that this encampment has been here for several years, with the intention of converting the savage forest people to the One True Path.

The dark of the forest gives way almost without warning to the sunlight dappled grass of a clearing. In the center of the clearing is a small fortified manor home, surrounded by fields. The folk tending to the fields have noticed your presence, and one of them is headed towards the buildings.

If the PCs have drawn weapons, the rest of the folk follow the messenger into the building and Father Preiam is very suspicious of the characters and they must make a DC 15 Diplomacy check to assure him that they are not planning on attacking the mission.

A few minutes later, an older man wearing the clerical vestments of Pholtus and a sword exits the structure, glances around, and then heads towards you. When he reaches voice range, he calls out. "Welcome travelers, I am Father Preiam. What travails bring you to the Gamboge in this dark time?"

Allow the PCs to explain their presence here. Assuming they mention the blighted tree, proceed as follows. If they do not, then you will have to improvise a means to get them to the grove.

"It is true; the oak tree that we planted in Lurilent's honor has become diseased and ill. Come, it is over this way in the center of the fruit grove. We have attempted to contact Lurilent to ask for her aid, but we have heard no response."

The older man, limping slightly, leads you towards the North side of the clearing, before heading into the forest proper. All the while, he speaks to you, "This tree, a rare red oak, was planted by my predecessor, Father Polus, after he and the original brothers were saved by Lurilent. It was just near here where they were set upon by a band of wild elves. Lurilent was nearby and heard the commotion. Arriving at the scene, she imposed calm upon the elves, and persuaded them to leave us be. And so they have, for we have had peace since. This oak represents her faith in us, and so we maintain it. Were it to perish, some would construe that as an omen of bad tidings to come."

As Father Preiam finishes speaking, he motions you forward to the edge of a smaller side clearing. In the midst of a collection of other trees can be seen the oak, stretching tall above the others. However, its leaves are blackened and sick, and its branches are twisted and covered in oozing sores.

The PCs have faced here with two options for completing this task. They can either cleanse the corrupted tree, or they can destroy it. Either way, they will have to do so during combat. See the section below for details on cleansing the tree.

The PCs begin 40 feet away from the treant/red oak and may make spot checks to determine when the encounter begins, remember to apply the -4 penalty to PC spot checks at this point and start the encounter distance at an appropriate distance based on the highest spot check (although no further away than 40 feet).

APL	Spot DC
4	21
6	23
8	25
10	27
12	29
14	33
16	35

Any PC that makes a Spot DC based on the table (or once combat begins and the treant has revealed itself) may make a DC 20 Knowledge (nature) check (or DC 25 Bardic Knowledge or Loremaster lore) to realize that this is a treant, although it looks twisted and corrupted. If the PCs do not make the Spot check to notice the treant, they still notice the ring of tainted soil at its feet with a DC 10

Spot check.

For those PCs that made the spot check (or once combat begins and the treant has revealed itself), a DC 15 Knowledge (Religion) check identifies the creature as a corrupted creature. A DC 15 Heal check will identify vile damage and the means to heal it. This lets the players know that they can only heal the vile damage it deals within a *consecrated* or *hallowed* area. A DC 20 Knowledge (Arcana) or Knowledge (The Planes) check, or a DC 25 Bardic Knowledge (or Loremaster Lore) also reveals the above information.

Creatures:

APL 4 (EL 5)

🔥 **Corrupted Treant:** hp 40; see Appendix Two.

APL 6 (EL 7)

🔥 **Corrupted Treant:** hp 50; see Appendix Three.

APL 8 (EL 9)

🔥 **Corrupted Treant:** hp 72; see Appendix Four.

APL 10 (EL 11)

🔥 **Corrupted Treant:** hp 84; see Appendix Five.

APL 12 (EL 13)

🔥 **Corrupted Treant:** hp 180; see Appendix Six.

APL 14 (EL 15)

🔥 **Corrupted Treant:** hp 266; see Appendix Seven.

APL 16 (EL 17)

🔥 **Corrupted Treant:** hp 378; see Appendix Eight.

Tactics: The corrupted treant will engage in melee as quickly as possible. Furthermore, he will make every effort to eliminate anyone who targets him with fire spells and similar effects. If the characters retreat beyond the edge of the fruit tree grove (100 feet from where they begin), the treant will not follow them any further unless provoked with fire spells.

Treasure: The treant has no treasure.

Cleansing the Tree

It is possible that some parties may think to *consecrate* or *hallow* the area of the combat (especially if they want to heal the vile damage). If a *restoration*, *heal*, or *limited wish* spell is used on the corrupted treant while it is within the *consecrated* or *hallowed* area then the treant will be purged of its taint (removing the corrupted template). If that happens, the treant will cease fighting. There are no knowledge checks that will reveal the above method of healing the tree, although *divination* or similar spells could (see Judge Aid Two).

Development: As the treant dies, a handful of **red oak acorns** will drop from the treant, allowing the tree to be replaced. A DC 15 Knowledge (nature) (or DC 20 Bardic Knowledge or Loremaster lore) will reveal that these are untainted. If the treant is cured, he will give the PCs acorns as thanks. The PCs can find a circle of tainted earth where the treant was rooted. A DC 15 Knowledge (nature) (or DC 20 Bardic Knowledge or Loremaster lore) will tell that this earth was watered with the tainted water from the stream (if the PCs have been there).

If the PCs think of checking, the shrine of Pholtus that Father Preiam tends is *consecrated* and he will allow them to rest and heal there. Father Preiam has no knowledge that the oak tree is a treant or how the tainted water came to be. The treant did not attack any of the Pholtans that it recognized and although the Pholtans attempted to care for the tree, none of them are particularly skilled in tending to trees. They have attempted to contact Lurilent to ask for her expertise, but they have not received any response.

If the PCs go to speak with the sylvan elves (wood elves), then proceed to **Encounter Three**. If they instead go to speak with the foresters then proceed to **Encounter Five**. Furthermore, if they choose to do anything else (including searching for the Elves with the Raven Tattoos) proceed to **Encounter Six**. Finally, if the

PCs have investigated all the possibilities, then proceed to **Encounter Seven**.

Encounter Five: Chorus of the Working Man

The dense forest has given way to sparse open glades. Interspersed in amongst the light trees and the glades are several log houses. The occasional person can be seen moving about tending to vegetable patches and stretched hides that are being tanned. One of the women calls out a greeting, "Welcome to Fairglade. If you let me know who you are seeking, I can possibly be of service."

Let the PCs answer how they will. Ultimately, the PCs should mention that they are seeking out the various taints and correcting them (or some variation therein).

"How did you know that the father pine was diseased again? And who is this Ni'cham'weh that you have mentioned?"

Mistress Kaeril knows who Lurilent is, but isn't familiar with Ni'cham'weh. Furthermore, she is surprised the PCs know the tree is diseased, because they only just found out the day before. Allow the PCs to explain the situation.

"Well, I guess you'll want to see the Father Pine then. Come along then, it's off this way."

The woman motions you to follow her, and leads you in amongst the trees. "Ohh, let me introduce myself, I am Mistress Kaeril. My husband is the chief woodsman of the glade."

She continues to prattle on about the village area and the residents as she leads you past half-hidden huts and other various buildings. Eventually, you reach a stand of pine trees, in the center of which is an immense pine, stretching upwards towards the sun.

"That is Father Pine. We've attempted to care for him, but unfortunately our efforts have had no effect. Yesterday we found a large infestation of ants, but we do not wish to burn Father Pine – which is our normal way of dealing with pests. I hope that you can determine what the cause of the problem is and help him. I'll leave you to your work," she says, as she moves over to some of the other pines and starts harvesting pine cones from the trees.

The PCs can now deal with healing Father Pine of his troubles. Despite her appellation, Father Pine is simply an ancient pine tree (not a treant or similar creature). There is a simple altar to Obad-hai at the base of the tree, with a skilled carving of the mask of Obad-hai.

The tree is drooping a bit and a DC 15 Knowledge (nature) (or DC 20 Bardic Knowledge or Loremaster lore) will determine that the color of the needles is a bit

browner than they should be; possibly it is not getting enough water. (This is caused by the beetles boring through the phloem of the tree and preventing the movement of the water from the roots to the branches.)

Healing Father Pine

Father Pine has been infested with a type of beetle that preys upon pine trees. There are several ways to cleanse the tree of these pests.

Determining the source of the tree's illness requires either a DC 20 Search check (which finds one of the beetles).

Having determined the source, the PCs have a few options for removing the beetles. They can remove them by hand – a time consuming process that requires 4 hours of time. If the PCs remove the beetles by hand, they automatically find the alchemical attractant detailed below.

An alternative method for removing the beetles is through the use of *repel vermin* or by using an *insect swarm* spell. In the former case, passing the PC around the entirety of the tree will kill the vermin (they can move fast enough, and so end up forcing against the barrier and die). The latter case results in the locusts eating all the beetles.

The last method for removing the beetles is to make a DC 15 Knowledge (nature) and a DC 15 Craft (Alchemy) check to create a mixture that would be repellant to the insects. Of course any method that is similar to the three detailed above will work in addition.

Once the PCs have removed the beetles, they may cast any curative spell to revive the tree.

A second DC 20 Search check on the tree will find an alchemical substance in small blocks placed in the higher areas of the tree (around 75 feet in the air, near the top – no spot check is possible unless flying, in which case a DC 20 Spot check will notice the fine objects). A DC 20 Knowledge (nature) check or a DC 15 Craft (Alchemy) will identify it as an alchemical substance that attracts wood boring insects.

Development: As thanks for curing Father Pine, the foresters will give the PCs an elegantly crafted and decorated **pine cone**.

If the PCs go to speak with the sylvan elves (wood elves), then proceed to **Encounter Three**. They could also head off to speak with the Pholtans, in which case you should go to **Encounter Four**. If they choose to do anything else (including searching for the Elves with the Raven Tattoos) proceed to **Encounter Six**. Finally, if the PCs have investigated all the possibilities, then proceed to **Encounter Seven**.

Encounter Six: Chant of Wide Wandering

Allow the PCs to attempt tracking the tattooed elves how they wish. The trail of the elves is fairly obvious throughout the forest, but there is no trail leading outside the northwest area depicted on the map. After this, the elves are untraceable (due to the *woodland stride* ability) and are unaffected by divination magic (due to a *nondetection* effect).

However, while the PCs are following the trail they'll run into Chesterfield Ray Nuthollow, the treant from NMR5-01 Under the Boughs, who is also attempting to follow the trail.

Ahead of you, watching the ground and slowly traveling forwards, is an oak treant.

If the PCs have played NMR5-01 continue:

The figure appears to be somewhat familiar to you. It's Chesterfield, the treant whom you rescued. It appears that he has returned to his native Gamboge forest.

When the PCs approach the treant, continue:

Chesterfield looks up in surprise at you, blinking rapidly as he puts a monocle into a pouch attached to one limb. "Why, greetings!"

If the PCs have played NMR5-01 continue:

"It's good to see you again! I'm Chesterfield, although you may call me Chester. I'm glad to meet up with you again! I've been following you since we last met, though I seem to move a bit slower than you do. It's good you came around and caught back up to me again. I followed the tales of strange elves to this area of the woods."

Otherwise, continue:

"My name is Chesterfield and I'm pleased to make your acquaintance. Are you too following the traces of these strange elves?"

Allow the PCs to respond as they will. Chester is contagiously happy all the time. He talks very quickly for a treant, which means you can actually hold a conversation with him. His normal habitation is to the south of here, but he followed alarming tales about elves with raven tattoos to this area. He has the following information to share with the PCs:

- This taint is thus far contained within the Gamboge.
- It has not been spreading uniformly.
- The area near the western edge is largely unaffected, for the time being.
- The origin of the taint lies outside the Gamboge, and to the west, deep in the Celadon forest. There are

hints that the SE section of the forest is involved somehow, but some great power is masking any further determination of the source. A powerful mystic in his area of the forest determined this from one of the tainted ones.

If the PCs have played NMR5-02 Natural Enemies:

- While he was recovering, he spoke with the Celadon elves that were fighting the Blight in that area and they too have traced the origin to the SE portion of the Celadon. The only landmark in that area however, is the ruined citadel called Star Haunt.
- The text that they recovered from the blighter appears to have some sort of magical obfuscation upon it. They have not been able to create anything that properly deciphers the text, nor cast any spell upon the text that causes it to be readable.

If the PCs have played NMR5-04 Charity of Friends:

- The book that the PCs recovered from the ruins has some notes in it that are in the same language as the text from NMR5-02 Natural Enemies. If the PCs have not played NMR5-02 Natural Enemies, then there are sections of the book that have strange writing that appears to have some sort of magical obfuscation upon it.

If the PCs have played NMR5-06 The Forsaken Valley and either NMR5-02 Natural Enemies:

- The runes upon the strange lens holder found by the PCs are the same as the text.

If the PCs have played NMR5-04 Charity of Friends and NMR5-06 The Forsaken Valley:

- The runes upon the strange lens holder match one of the sections in the book, in a format that appears to be some sort of ingredient list.

Development:

Chester shares his information freely with PCs that have shared information with him in the past (ie: characters that have played the previous modules). He then promises to try to continue to get to the bottom of the mysterious elves and will bid farewell to the PCs.

If the PCs go to speak with the sylvan elves (wood elves), then proceed to **Encounter Three**. They could also head off to speak with the Pholtans, in which case you should go to **Encounter Four**. If they instead go to speak with the foresters then proceed to **Encounter Five**. Finally, if the PCs have investigated all the possibilities, then proceed to **Encounter Seven**.

Encounter Seven: Opera of Madness and Corruption

This encounter deals with when the PCs seek to approach Lurilent's pool. Ni'cham'weh and the other untainted fey will accompany them and aid in the attack (fighting their own sets of swarms). The PCs can of course rest before reaching this area, if they decide to not rest, or do not think to do so, then so be it.

One of Ni'cham'weh's followers will cast a *message* spell with the PCs to allow them to coordinate with the PCs. Allow the PCs to buff until Ni'cham'weh starts his attack – which the PCs can direct through the *message* spell. At that point, they can easily determine the number of creatures that are facing them (recalling that a swarm of tiny flying creatures is 1,000 creatures). As the first round progresses, they can determine this is actually a swarm.

As you start to get closer to Lurilent's pool, Ni'cham'weh seems frightened. Dark tendrils of mist are creeping across the ground, and the leaves of the undergrowth and the trees are starting to become darker shades of green, with some that are nearly black. Patches of black mold and oozing sores are starting to appear on the trees that line your path.

As you progress deeper into the tainted lands, the blight upon the forest becomes more evident, and the unmistakable scent of decay fills the air.

Finally, faint movement can be seen ahead through the trees. The clearing ahead of you is filled with tiny creatures, like Ni'cham'weh, only tainted and corrupted by the blight upon the lands. They seem to flow across the clearing, often traveling in packs, as if they were part of one giant creature. At the center of the clearing can be seen a pool of dark waters, in which there is a creature that is cloaked in the roiling black mist that rises from them. The light in this area seems to be sucked into the pool, leaving everything shadowy.

Ni'cham'weh indicates that the creature in the pool is Lurilent. He has had scouts watching the area and Lurilent has not moved from this position in many days. He and his band will make their way to the far side of the clearing and attempt to distract at least some of the tainted ones for you.

During the combat, Lurilent will be calling out in Sylvan, chanting random things and calling out as if having nightmares.

Creatures: The PCs are facing two or more swarms of grigs. At APL 8 and higher the grigs that formed the swarm were all experienced and tougher, while at APL 12 and higher they are even more experienced.

To calculate the damage done to the swarms, first subtract the DR penalty (if applicable – for non-cold iron weapons), then halve the damage due to the swarm size effect (if applicable – for slashing and piercing weapons).

Note: It is **NOT POSSIBLE** to dispel the shadow blend in this area as any spells with the light descriptor are sucked into the pool with no result, which has resulted in an EL increase for this combat.

APL 4 (EL 7)

☛ **Tainted Grig Swarm (1):** hp 44; see Appendix Two.

☛ **Tainted Grig (2):** hp 12 each; see Appendix Two.

APL 6 (EL 9)

☛ **Tainted Grig Swarm (2):** hp 44 each; see Appendix Three.

☛ **Tainted Grig Sorcerer (1):** Tainted Grig Sor 3; hp 33; see Appendix Three.

☛ **Tainted Grig (2):** hp 12; see Appendix Three.

APL 8 (EL 11)

☛ **Greater Tainted Grig Swarm (1):** hp 78; see Appendix Four.

☛ **Tainted Grig Sorcerer (1):** Tainted Grig Sor 5; hp 53; see Appendix Four.

☛ **Tainted Grig Rogue (1):** hp 40; see Appendix Four.

APL 10 (EL 13)

☛ **Greater Tainted Grig Swarm (2):** hp 78 each; see Appendix Five.

☛ **Tainted Grig Sorcerer (1):** Tainted Grig Sor 7; hp 65; see Appendix Five.

☛ **Tainted Grig Rogue (2):** hp 40 each; see Appendix Five.

APL 12 (EL 15)

☛ **Elite Tainted Grig Swarm (1):** hp 120; see Appendix Six.

☛ **Tainted Grig Sorcerer (1):** Tainted Grig Sor 9; hp 77; see Appendix Six.

☛ **Tainted Grig Rogue (4):** hp 40 each; see Appendix Six.

APL 14 (EL 17)

☛ **Elite Tainted Grig Swarm (2):** hp 120 each; see Appendix Seven.

☛ **Tainted Grig Sorcerer (2):** Tainted Grig Sor 11; hp 88; see Appendix Seven.

☛ **Tainted Grig Rogue (2):** hp 40 each; see Appendix Seven.

APL 16 (EL 19)

🐞 **Elite Tainted Grig Swarm (4):** hp 120 each; see Appendix Eight.

🐞 **Tainted Grig Sorcerer (2):** Tainted Grig Sor 13; hp 98; see Appendix Eight.

🐞 **Tainted Grig Rogue (2):** hp 40 each; see Appendix Eight.

Tactics: The swarms will do as swarms do and simply attempt to engulf as much of the party as they can. The rogues will protect the spellcasters if anyone tries to attack them, otherwise they will position themselves to sneak attack and feint.

Treasure: The tainted grig swarms have no treasure.

Development: Once the PCs have defeated the tainted grigs, they can approach Lurilent and attempt to heal her. This is detailed in **Encounter Eight**.

Encounter Eight: Saga of the Lost Fey

The ground around the black pool is now littered with the tiny corpses of the tainted grigs as Ni'cham'weh's forces stumble towards you. Ni'cham'weh trembles with exhaustion and his forces are diminished, but he has a hopeful smile on his face as he approaches you. Turning to the pool, however, the smile fades as he gazes upon the sickened nymph. Despite the black ooze that drips from her and the stringy mess of her hair, she still has a beauty that exceeds mere words. Her large green eyes are flecked with black and she stares blankly at Ni'cham'weh as he approaches. "Lurilent? Can you hear me?" he asks anxiously.

"Who is Lurilent?" The graceful sylven creature blinks and peers about. "Where has Lurilent gone?"

Ni'cham'weh's face pales, but he gulps and glances at you, then continues. "You're Lurilent... You're a wonderful friend and the protector of the forest. We've studied many ancient texts together and fought the dangers of the forest side by side." Ni'cham'weh tells the story of how Lurilent rescued his followers from a green dragon. As he speaks, the nymph's brow furrows and she listens quietly at first, then her fists tense as she looks to be straining against some heavy weight. By the end of Ni'cham'weh's story, the flecks of black in her eyes have receded. He smiles hopefully and turns to your party, "And these fine people have been seeing that your deeds are not undone, haven't you?"

Redeeming Lurilent is not as complicated as the PCs may believe. The basic idea is that the PCs must appeal to shards that remain of her original self by describing the

charitable acts that have defined her to the other residents of the Gamboge.

There are three tales that the PCs can tell her, each based on **Encounter Three**, **Encounter Four** and **Encounter Five**.

Success

If the PCs successfully accomplished all three encounters and recite the events as they occurred, Lurilent is wholly and completely redeemed. Each tale results in a lessening of the darkness of the water and the recession of the black flecks in her eyes.

Failure

If the PCs did not successfully accomplish the previous encounters, they may make a Bluff or Perform check to tell the tale as it should have been. Showing the associated object that was received for each encounter (acorn, healer's bag, pine cone) gives a +5 bonus on the Perform check. For every 3 points by which the PCs succeed on these checks, they receive a +1 bonus to the following Diplomacy check (see below). Retries are allowed, but only on a failure. Once the DC 10 has been made, they cannot retry on that check. PCs may not "take 20" on this check.

In the case of a previous failure, once the PCs have told the tales, they must make a Bluff or Diplomacy check to complete Lurilent's redemption. As noted above, the PCs receive bonuses on this check by succeeding on the Perform checks. Additionally, PCs who have the *Vial of Nymph's Water* from NMR3-05 *Norebo's Luck* and *Bralm's Embrace* receive a +4 bonus on this check. Finally, you may assign up to a +5 discretionary circumstance bonus as you see fit for good roleplaying. PCs who have the *Raven Tattoo* from URD3-06 *Crop Circles* suffer a -2 penalty to this check.

The DC for the Diplomacy check is 25 (this is not a rushed Diplomacy check). The PCs can attempt this check any number of times. If the PCs succeed within the first three attempts and successfully related all three tales, then Lurilent is completely restored – go to Conclusion Finale. Otherwise, she is only partially restored (even if they ultimately fail to make the needed DC) – go to Conclusion Coda.

Development: The PCs should have restored Lurilent, either completely or partially. Lurilent will remember that she was visited by some elves from the Celadon forest with raven tattoos. They gave her a gift of a magical item that she was intrigued by, but which she now believes was cursed to cause her harm. She gives the PCs the lens in hopes that they will be able to use it to find the perpetrators responsible.

If the PCs have managed to completely restore her proceed to **Conclusion – Finale**, if they only partially restored her then proceed instead to **Conclusion – Coda**.

Conclusion - Finale

Within a week, Lurilent has regained her composure. The taint upon the water is washed away. Ni'cham'weh leads patrols deep into the woods, seeking out any taint that may remain, but in all cases he fails to find any evidence of taint.

The PCs receive the Blessing of Lurilent and the Thanks of Lurilent, and the associated gifts that she bestows upon the PCs (which brings the PCs to full gold cap). Furthermore, the PCs are gifted with Ni'cham'weh's Fiddle by the grateful grig (this means that they receive access to the item, but must still purchase it). Lurilent will allow wizardly PCs to scribe from her spellbook as per LGCS rules.

Conclusion - Coda

Over time, Lurilent regains some of her former allure and power. However, she always seems slightly transparent, and is periodically afflicted with oozing sores. Regardless, she is well and truly pleased that you have saved her.

In the passing weeks you hear of the occasional patch of taint that appears within the forest, and that Ni'cham'weh is firmly destroying them where found.

The PCs receive the Thanks of Lurilent, and the associated gifts that she bestows upon the PCs (which brings the PCs to half gold cap). Lurilent will allow wizardly PCs to scribe from her spellbook as per LGCS rules.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeat the Tainted Grigs

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	410 xp
APL 14	480 xp
APL 16	540 xp

Encounter Four

Destroy or Heal the Corrupted Oak

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp
APL 14	450 xp
APL 16	510 xp

Encounter Seven

Defeat the Tainted Grig Swarms

APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Story Award

Completely Cured Lurilent

APL 4	70 xp
APL 6	90 xp
APL 8	115 xp
APL 10	135 xp
APL 12	160 xp
APL 14	180 xp
APL 16	205 xp

Discretionary roleplaying award

APL 4	65 xp
APL 6	90 xp
APL 8	110 xp
APL 10	135 xp
APL 12	155 xp
APL 14	180 xp
APL 16	200 xp

Total possible experience:

APL 4	675 xp
APL 6	900 xp
APL 8	1125 xp
APL 10	1350 xp

APL 12	1575 xp
APL 14	1800 xp
APL 16	2025 xp

Treasure Summary

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

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

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

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

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

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

Conclusion – Finale

APL 4: L: 0 gp; C: 0 gp; M: 450 gp

APL 6: L: 0 gp; C: 0 gp; M: 650 gp

APL 8: L: 0 gp; C: 0 gp; M: 900 gp

APL 10: L: 0 gp; C: 0 gp; M: 1,300 gp

APL 12: L: 0 gp; C: 0 gp; M: 2,300 gp

APL 14: L: 0 gp; C: 0 gp; M: 6,600 gp

APL 16: L: 0 gp; C: 0 gp; M: 9,900 gp

Conclusion – Coda

APL 4: L: 0 gp; C: 0 gp; M: 225 gp

APL 6: L: 0 gp; C: 0 gp; M: 325 gp

APL 8: L: 0 gp; C: 0 gp; M: 450 gp

APL 10: L: 0 gp; C: 0 gp; M: 650 gp

APL 12: L: 0 gp; C: 0 gp; M: 1,150 gp

APL 14: L: 0 gp; C: 0 gp; M: 3,300 gp

APL 16: L: 0 gp; C: 0 gp; M: 4,950 gp

Total Possible Treasure

APL 4: L: 0 gp; C: 0 gp; M: 450 gp - Total: 450 gp

APL 6: L: 0 gp; C: 0 gp; M: 650 gp - Total: 650 gp

APL 8: L: 0 gp; C: 0 gp; M: 900 gp - Total: 900 gp

APL 10: L: 0 gp; C: 0 gp; M: 1,300 gp - Total: 1,300 gp

APL 12: L: 0 gp; C: 0 gp; M: 2,300 gp - Total: 2,300 gp

APL 14: L: 0 gp; C: 0 gp; M: 6,600 gp - Total: 6,600 gp

APL 16: L: 0 gp; C: 0 gp; M: 9,900 gp - Total: 9,900 gp

Special

Blessing of Lurilent: Until used this blessing takes the form of a glowing sigil that wraps around your right wrist. It reads in Sylvan, “*Friend of Lurilent, Lady of the Gamboge*”. Any Fey who see the band instantly recognize you as a friend, granting a +4 circumstance bonus to Charisma-based skill checks made with Fey creatures.

You may spend this blessing as an immediate action when you have failed a saving throw to immediately re-roll the saving throw (suffering no ill effects for having failed the first attempt). You receive a +2 insight bonus on the re-roll.

Alternatively, you may spend the blessing while casting a single spell to raise your caster level by one for determining the duration, range and caster level for the purposes of being counterspelled or dispelled. This does not influence the actual effect of the spell.

Once the blessing has been used, strike through this entire section.

Favor of Lurilent: You have done for Lurilent a great deed, and she intends to repay you. After any Regional or Meta-Regional adventure set within the Nyrond and

Environ's Metaregion you may have Lurilent cast any one arcane spell of up to 6th level (excluding those spells that are banned or restricted in the LGCS) as a 12th level caster.

Alternatively, you can ask her to remove the *Raven Tattoo* from URD3-06 *Crop Circles*. Once the tattoo is removed, there is no trace of it that remains. All benefits associated with having earned the tattoo are lost, as are all penalties that may be incurred for having the tattoo.

After either use, strike through this favor, as it may only be used once.

Ni'cham'weh's Fiddle: Ni'cham'weh has decided to allow you to purchase his fiddle from him. This fiddle, crafted by his grandfather from wood harvested in the Phostwood, glows softly at night. Twice per day, the fiddle can become sized for a medium size creature, whereupon it behaves as a *pipes of haunting*, save that the required skill is Perform (string instruments) not Perform (wind instruments). *Market Price:* 6,000 gp.

Lens: This lens has an aura of evil about it and anyone looking through it is plagued with terrible headaches for a week.

- Vest of Resistance +3 (Adventure; Complete Arcane; 9,000 gp)
- Python Rod (Meta-Regional [Limit 1]; DMG; 13,000 gp)

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

- Armor of the Unending Hunt (Adventure; Complete Warrior; 21,500 gp)
- Ring of Wizardry (I) (Meta-Regional; DMG; 20,000 gp)

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

- Greater Metamagic Rod of Cold Substitution (Adventure; Complete Arcane; 24,300 gp)
- Staff of the Woodlands (Meta-Regional [Limit 1]; DMG; 101,250 gp)

Items for the Adventure Record

Item Access

APL 4:

- Lens (Adventure, See Above, 0 gp)
- Ni'cham'weh's Fiddle (Meta-regional; See Above & DMG; 6,000 gp)
- Lesser Metamagic Rod of Cold Substitution (Adventure; Complete Arcane; 2,700 gp)

APL 6 (all of APL 4 plus the following):

- Vest of Resistance +2 (Adventure; Complete Arcane; 4,000 gp)
- Druid's Vestments (Meta-Regional; DMG; 3,750 gp)
- Wand of Cure Moderate Wounds (Meta-Regional; DMG; 4,500 gp)

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

- Clear Spindle Ioun Stone (Meta-Regional; DMG; 4,000 gp)
- Dark Blue Rhomboid Ioun Stone (Meta-Regional; DMG; 10,000 gp)

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

- Metamagic Rod of Cold Substitution (Adventure; Complete Arcane; 10,500 gp)

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

Appendix One – Non-Player Characters

Lurilent: CR 18; Female Nymph Wiz12; medium Fey; HD 6d6 plus 12d4+18; hp 69; Init +3; Spd 30 ft., swim 20 ft.; AC 18 (+3 Dex, +5 deflection), touch 18, flat-footed 15; Base Atk: +9; Grp: +9; Atk: +9 melee (1d4, 19-20/x2, dagger); Full Atk: +9/+4 melee (1d4, 19-20/x2, dagger); Space/Reach 5ft./5ft.; SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ DR 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CG; SV Fort +12, Ref +17, Will +23; Str 10, Dex 17, Con 12, Int 18, Wis 17, Cha 20.

Skills and Feats: Concentration +13, Craft +7, Diplomacy +9, Escape Artist +15, Handle Animal +17, Heal +15, Hide +15, Knowledge (Arcana) +15, Listen +15, Move Silently +15, Ride +5, Sense Motive +15, Spellcraft +15, Spot +15, Swim +11, Use Rope +6 (+9 on bindings); Ability Focus(Blinding Beauty), Alertness, Combat Casting, Dodge, Iron Will, Silent Spell, Spell Focus (Enchantment), Still Spell, Weapon Finesse.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 20 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell-Like Abilities: 1/day – *dimension door*. Caster level 7th.

Spells: Lurilent casts divine spells as a 7th-level druid. Lurilent casts spells as a 12th-level wizard.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0-[*cure minor wounds, detect magic, flare, guidance, light, resistance*]; 1st-[*calm animal, cure light wounds, entangle, longstrider, speak with animals*]; 2nd-[*barkskin, heat metal, lesser restoration, tree shape*]; 3rd-[*call lightning, cure moderate wounds, protection from energy*]; 4th-[*rusting grasp*].

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 18 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus to all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Possessions: none.

Spellbook:

1st – Alarm, Hold Portal, Shield, Mage Armor, Obscuring Mist, Unseen Servant, Identify, Charm Person, Hypnotism, Sleep, Magic Missile, Disguise Self, Ventriloquism, Cause Fear, Chill Touch, Expeditious Retreat, Shocking Grasp, Feather Fall.

2nd – Arcane Lock, Protection from arrows, Melf's Acid Arrow, Web, Detect Thoughts, Tasha's Hideous Laughter, Touch of Idiocy, Darkness, Blur, Mirror Image, Cat's Grace, Darkvision, Bear's Endurance, Rope Trick, Spider Climb, Whispering Wind.

3rd – Dispel Magic, Magic Circle against Evil/Law, Nondetection, Sleet Storm, Stinking Cloud, Hold Person, Heroism, Deep Slumber, Rage, Suggestion, Fireball, Displacement, Illusory Script, Major Image, Blink, Fly, Greater Magic Weapon, Slow.

4th – Dimensional Anchor, Stoneskin, Charm Monster, Crushing Despair, Remove Curse, Arcane Eye, Scrying, Confusion, Lesser Geas, Greater Invisibility, Phantasmal Killer, Rainbow Pattern, Enervation, Rary's Mnemonic Enhancer.

5th – Break Enchantment, Mordenkainen's Faithful Hound, Hold Monster, Prying Eyes, Dominate Person, Feeblemind, Mind Fog, Cone of Cold, Wall of Force, Nightmare, Teleport.

6th – Mass Suggestion, Antimagic Field, Globe of Invulnerability, True Seeing, Disintegrate, Greater Heroism, Geas/Quest, Contingency, Stone to Flesh.

Appendix Two – APL 4

Encounter One

Tainted Grig: Grig; CR 3; Tiny Fey; HD 3d6+6; hp 12; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14; Base Atk: +1; Grp: -11; Atk: +7 melee (1d3-3, short sword) or +7 ranged (1d4-3, longbow); Full Atk: +7 melee (1d3-3, short sword) or +7 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 8, darkvision 60 ft., shadow blend; AL CE; SV Fort +5, Ref +9, Will +7; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Concentration +5, Craft (bowyer) +5, Escape Artist +8, Hide +18, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +8, Search +2, Spellcraft +3, Spot +4; Dodge ^B, Stealthy, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Encounter Four

Corrupted Treant: CR 5; Large Aberration; HD 4d8+20; hp 40; Init -1; Spd 30 ft.; AC 20 (-1 size, -1 Dex, +12 natural), touch 8, flat-footed 20; Base Atk: +3; Grp: +14; Atk: +9 melee (2d6+7 plus 2 vile damage, slam); Full Atk: +9 melee (2d6+7 plus 2 vile damage, 2 slams); Space/Reach 10 ft. / 10 ft.; SA Disruptive attack, enhanced power; SQ Low-light vision, plant traits, fire vulnerability, darkvision 60 ft., acid immunity, DR 5/magic, fast healing 2; AL NE; SV Fort +9, Ref +0, Will +3; Str 24, Dex 8, Con 20, Int 12, Wis 10, Cha 8.

Skills and Feats: Intimidate +6, Hide +6, Listen +4, Sense Motive +6, Spot +4; Iron Will, Power Attack.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal non-outsiders. A corrupted treant deals an extra 2 points of damage.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Encounter Seven

Tainted Grig Swarm: CR 5; Tiny Fey (Swarm); HD 8d6+16; hp 44; Init +4; Spd 20 ft., fly 60 ft. (poor); AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16; Base Atk: +4; Grp: —; Atk: swarm (2d6); Full Atk: swarm (2d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 5/cold iron, low-light vision, SR 17, half damage from slashing and piercing, swarm traits, cold resistance 13, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +8, Ref +12, Will +10; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +11, Escape Artist +15, Hide +23, Jump +3, Listen +12, Move Silently +21*, Perform (string instruments) +13, Search +2, Spot +4; Dodge ^B, Great Fortitude, Mobility, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 16 Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and concentration also require a DC 20 Concentration check.

Fiddle (Su): Any nonsprite within 30 feet of a swarm of grigs must make a DC 12 Will save or be affected as though by an *Otto's irresistible dance* spell that lasts 1d4+1 rounds. The save DC is Charisma-based. A creature that successfully saves against the fiddle cannot be affected by the same grig swarm's fiddle for 24 hours.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Appendix Three – APL 6

Encounter One

Tainted Grig Sorcerer: Grig Sor 3; CR 5; Tiny Fey; HD 3d6 plus 3d4+12; hp 33; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +2; Grp: -10; Atk: +8 ranged (1d4-3, longbow); Full Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 11, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +6, Ref +10, Will +11; Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 19.

Skills and Feats: Concentration +6 (+10 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +4, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +8, Search +2, Spellcraft +4, Spot +4; Combat Casting, Dodge ^B, Stealthy, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/6 (1 used); base DC = 14 + spell level): 0—*daze*, *flare*, *prestidigitation*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *shield*.

Spells Active: *mage armor*

Encounter Four

Corrupted Treant: CR 7; Large Aberration; HD 5d8+25; hp 50; Init -1; Spd 30 ft.; AC 20 (-1 size, -1 Dex, +12 natural), touch 8, flat-footed 20; Base Atk: +3; Grp: +15; Atk: +10 melee (2d6+8 plus 2 vile damage, slam); Full Atk: +10 melee (2d6+8 plus 2 vile damage, 2 slams); Space/Reach 10 ft. / 10 ft.; SA Disruptive attack, enhanced power, trample 2d6+12 plus 2 vile damage, double damage against objects; SQ Low-light vision, plant traits, fire vulnerability, darkvision 60 ft., acid immunity, DR 5/magic or slashing, fast healing 2, animate trees; AL NE; SV Fort +9, Ref +0, Will +3; Str 26, Dex 8, Con 20, Int 12, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Hide +8, Listen +5, Sense Motive +6, Spot +5; Iron Will, Power Attack.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches

uncorrupted, living, corporeal non-outsiders. A corrupted treant deals an extra 2 points of damage.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trample (Ex): Reflex DC 24 for half. The save DC is Strength-based. Enhanced Power is already applied.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp): This treant is unable to use this ability.

Encounter Seven

Tainted Grig Swarm: CR 5; Tiny Fey (Swarm); HD 8d6+16; hp 44; Init +4; Spd 20 ft., fly 60 ft. (poor); AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16; Base Atk: +4; Grp: —; Atk: swarm (2d6); Full Atk: swarm (2d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 5/cold iron, low-light vision, SR 17, half damage from slashing and piercing, swarm traits, cold resistance 13, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +8, Ref +12, Will +10; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +11, Escape Artist +15, Hide +23, Jump +3, Listen +12, Move Silently +21*, Perform (string instruments) +13, Search +2, Spot +4; Dodge ^B, Great Fortitude, Mobility, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 16 Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and concentration also require a DC 20 Concentration check.

Fiddle (Su): Any nonsprite within 30 feet of a swarm of grigs must make a DC 12 Will save or be affected as though by an *Otto's irresistible dance* spell that lasts 1d4+1 rounds. The save DC is Charisma-based. A

creature that successfully saves against the fiddle cannot be affected by the same grig swarm's fiddle for 24 hours.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Tainted Grig Sorcerer: Grig Sor 3; CR 5; Tiny Fey; HD 3d6 plus 3d4+12; hp 33; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +2; Grp: -10; Atk: +8 ranged (1d4-3, longbow); Full Atk: +8 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 11, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +6, Ref +10, Will +11; Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 19.

Skills and Feats: Concentration +6 (+10 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +4, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +8, Search +2, Spellcraft +4, Spot +4; Combat Casting, Dodge ^B, Stealthy, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/6 (1 used); base DC = 14 + spell level): 0—*daze*, *flare*, *prestidigitation*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *shield*.

Spells Active: *mage armor*

Tainted Grig: Grig; CR 3; Tiny Fey; HD 3d6+6; hp 12; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14; Base Atk: +1; Grp: -11; Atk: +7 melee (1d3-3, short sword) or +7 ranged (1d4-3, longbow); Full Atk: +7 melee (1d3-3, short sword) or +7 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 8, darkvision 60 ft., shadow blend; AL CE; SV Fort +5, Ref +9, Will +7; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Concentration +5, Craft (bowyer) +5, Escape Artist +8, Hide +18, Listen +4, Move Silently

+16 (+5 in forests), Perform (string instruments) +8, Search +2, Spellcraft +3, Spot +4; Dodge ^B, Stealthy, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Appendix Four – APL 8

Encounter One

Tainted Grig Sorcerer: Grig Sor 5; CR 7; Tiny Fey; HD 3d6 plus 5d4+16; hp 43 (plus 10 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +3; Grp: -10; Atk: +9 melee (1d3-3, short sword) or +9 ranged (1d4-3, longbow); Full Atk: +9 melee (1d3-3, short sword) or +9 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 18, cold resistance 13, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +7, Ref +10, Will +12; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 20.

Skills and Feats: Concentration +7 (+11 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +5, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +6, Spot +4; Combat Casting, Dodge^B, Stealthy, Weapon Finesse^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/5 (6/7/4 remaining); base DC = 15 + spell level): 0—*daze*, *detect magic*, *flare*, *prestidigitation*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *scorching ray*.

Spells Active: *mage armor*, *false life*

Encounter Four

Corrupted Treant: CR 9; Large Abberation; HD 6d8+42; hp 72; Init -1; Spd 30 ft.; AC 25 (-1 size, -1 Dex, +17 natural), touch 8, flat-footed 25; Base Atk: +4; Grp: +18; Atk: +13 melee (2d6+10 plus 3 vile damage, slam); Full Atk: +13 melee (2d6+10 plus 3 vile damage, 2 slams); Space/Reach 10 ft. / 10 ft.; SA Disruptive attack, enhanced power, trample 2d6+15 plus 2 vile damage, double damage against objects; SQ Low-light vision, plant traits, fire vulnerability, darkvision 60 ft., acid immunity, DR 5/magic or slashing, fast healing 3, animate trees; AL NE; SV Fort +12, Ref +1, Will +5; Str 30, Dex 8, Con 24, Int 12, Wis 12, Cha 10.

Skills and Feats: Intimidate +6, Hide +9, Listen +6, Sense Motive +9, Spot +6; Improved Sunder, Iron Will, Power Attack.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal non-outsiders.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trample (Ex): Reflex DC 27 for half. The save DC is Strength-based. Enhanced Power is already applied. It does 2d6+15 plus 2 vile damage.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp): This treant is unable to use this ability.

Encounter Seven

Tainted Greater Grig Swarm: CR 9; Tiny Fey (Swarm); HD 12d6+30; hp 78; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14; Base Atk: +6; Grp: -; Atk: swarm (3d6); Full Atk: swarm (3d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 5/cold iron and magic, low-light vision, SR 20, half damage from slashing and piercing, swarm traits, cold resistance 15, darkvision 60ft., shadow blend, fast healing 2; AL NG; SV Fort +10, Ref +14, Will +12; Str 5, Dex 19, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +15, Escape Artist +19, Hide +27, Jump +3, Listen +14, Move Silently +25*, Perform (string instruments) +17, Search +2, Spot +10; Dodge^B, Great Fortitude, Mobility, Toughness x2, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 18 Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and

concentration also require a DC 20 Concentration check.

Fiddle (Su): Any nonsprite within 30 feet of a swarm of grigs must make a DC 14 Will save or be affected as though by an Otto's *irresistible dance* spell that lasts 1d4+1 rounds. The save DC is Charisma-based. A creature that successfully saves against the fiddle cannot be affected by the same grig swarm's fiddle for 24 hours.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Tainted Grig Sorcerer: Grig Sor 5; CR 7; Tiny Fey; HD 3d6 plus 5d4+16; hp 43 (plus 10 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +3; Grp: -10; Atk: +9 ranged (1d4-3, longbow); Full Atk: +9 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 18, cold resistance 13, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +7, Ref +10, Will +12; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 20.

Skills and Feats: Concentration +7 (+11 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +5, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +6, Spot +4; Combat Casting, Dodge ^B, Stealthy, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/5 (6/7/4 remaining); base DC = 15 + spell level): 0—*daze*, *detect magic*, *flare*, *prestidigitation*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *scorching ray*. **Spells Active:** *mage armor*, *false life*

Tainted Grig Rogue: Grig Rog4; CR 7; Tiny Fey; HD 7d6+12; hp 40; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 18, flat-footed 18; Base Atk: +4; Grp: -8; Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow);

Full Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle, sneak attack +2d6; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 8, darkvision 60 ft., shadow blend, trapfinding, evasion, trap sense +1; AL CE; SV Fort +6, Ref +13, Will +8; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +15, Craft (bowyer) +5, Escape Artist +12, Hide +23, Listen +4, Move Silently +21 (+5 in forests), Perform (string instruments) +8, Search +2, Spot +13; Combat Expertise, Dodge ^B, Improved Feint, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Appendix Five – APL 10

Skills and Feats: Intimidate +6, Hide +11, Listen +7, Sense Motive +9, Spot +7; Improved Sunder, Iron Will, Power Attack.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal non-outsiders.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trample (Ex): Reflex DC 28 for half. The save DC is Strength-based. Enhanced Power is already applied.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp): This treant is unable to use this ability.

Encounter Seven

Tainted Greater Grig Swarm: CR 9; Tiny Fey (Swarm); HD 12d6+30; hp 78; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14; Base Atk: +6; Grp: -; Atk: swarm (3d6); Full Atk: swarm (3d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 5/cold iron and magic, low-light vision, SR 20, half damage from slashing and piercing, swarm traits, cold resistance 15, darkvision 60ft., shadow blend, fast healing 2; AL NG; SV Fort +10, Ref +14, Will +12; Str 5, Dex 19, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +15, Escape Artist +19, Hide +27, Jump +3, Listen +14, Move Silently +25*, Perform (string instruments) +17, Search +2, Spot +10; Dodge ^B, Great Fortitude, Mobility, Toughness x2, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 18 Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and concentration also require a DC 20 Concentration check.

Encounter One

Tainted Grig Sorcerer: Grig Sor 7; CR 9; Tiny Fey; HD 3d6 plus 7d4+20; hp 53 (plus 12 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +4; Grp: -9; Atk: +10 ranged (1d4-3, longbow); Full Atk: +10 melee (1d3-3, short sword) or +10 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 20, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +8, Ref +11, Will +13; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 20.

Skills and Feats: Concentration +8 (+12 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +7, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +7, Spot +4; Combat Casting, Dodge ^B, Mobility, Stealthy, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/7/5 (6/7/6/5 remaining); base DC = 15 + spell level): 0—*daze*, *detect magic*, *flare*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*false life*, *mirror image*, *scorching ray*; 3rd—*lightning bolt*, *vampiric touch*.

Spells Active: *mage armor*, *false life*

Encounter Four

Corrupted Treant: CR 11; Huge Abberation; HD 7d8+49; hp 84; Init -2; Spd 30 ft.; AC 27 [-2 size, -2 Dex, +21 natural], touch 6, flat-footed 27; Base Atk: +5; Grp: +24; Atk: +14 melee (3d6+11 plus 3 vile damage, slam); Full Atk: +14 melee (3d6+11 plus 3 vile damage, 2 slams); Space/Reach 15 ft. / 15 ft.; SA Disruptive attack, enhanced power, trample 3d6+16 plus 3 vile damage, double damage against objects; SQ Low-light vision, plant traits, fire vulnerability, darkvision 60 ft., acid immunity, DR 5/magic or DR 10/slashing, fast healing 3, animate trees; AL NE; SV Fort +12, Ref +0, Will +5; Str 32, Dex 6, Con 24, Int 12, Wis 12, Cha 10.

Fiddle (Su): Any nonsprite within 30 feet of a swarm of grigs must make a DC 14 Will save or be affected as though by an *Otto's irresistible dance* spell that lasts 1d4+1 rounds. The save DC is Charisma-based. A creature that successfully saves against the fiddle cannot be affected by the same grig swarm for 24 hours.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Tainted Grig Sorcerer: Grig Sor 7; CR 9; Tiny Fey; HD 3d6 plus 7d4+20; hp 53 (plus 12 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +4; Grp: -9; Atk: +10 ranged (1d4-3, longbow); Full Atk: +10 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 20, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +8, Ref +11, Will +13; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 20.

Skills and Feats: Concentration +8, Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +7, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +7, Spot +4; Combat Casting, Dodge ^B, Mobility, Stealthy, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/7/5 (6/6/6/5 remain); base DC = 15 + spell level): 0—*daze*, *detect magic*, *flare*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*false life*, *mirror image*, *scorching ray*; 3rd—*lightning bolt*, *vampiric touch*.

Spells Active: *mage armor*, *false life*

Tainted Grig Rogue: Grig Rog4; CR 7; Tiny Fey; HD 7d6+12; hp 40; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 18, flat-footed 18; Base Atk: +4; Grp: -8; Atk: +8 melee (1d3-3, short sword); Full Atk: +8 melee (1d3-3, short

sword); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle, sneak attack +2d6; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 8, darkvision 60 ft., shadow blend, trapfinding, evasion, trap sense +1; AL CE; SV Fort +6, Ref +13, Will +8; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +15, Craft (bowyer) +5, Escape Artist +12, Hide +23, Listen +4, Move Silently +21 (+5 in forests), Perform (string instruments) +8, Search +2, Spot +13; Combat Expertise, Dodge ^B, Improved Feint, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Appendix Six – APL 12

Encounter One

Tainted Grig Sorcerer: Grig Sor 9; CR 11; Tiny Fey; HD 3d6 plus 9d4+24; hp 63 (plus 14 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +5; Grp: -8; Atk: +11 melee (1d3-3, short sword) or +11 ranged (1d4-3, longbow); Full Atk: +11 melee (1d3-3, short sword) or +11 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 22, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +9, Ref +12, Will +14; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 21 (25).

Skills and Feats: Concentration +9 (+13 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +8, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +9, Spot +4; Combat Casting, Dodge ^B, Mobility, Stealthy, Spell Focus (evocation), Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/8/8/5 (6/7/6/8/5 remaining); base DC = 15 + spell level, evocation = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*eagle's splendor*, *false life*, *mirror image*, *scorching ray*; 3rd—*lightning bolt*, *slow*, *vampiric touch*; 4th—*fire shield*, *wall of ice*;

Spells Active: *mage armor*, *false life*, *eagle's splendor*

Encounter Four

Corrupted Treant: CR 13; Huge Abberation; HD 15d8+105; hp 180; Init -1; Spd 30 ft.; AC 30 (-2 size, -1 Dex, +23 natural), touch 7, flat-footed 30; Base Atk: +11; Grp: +30; Atk: +20 melee (3d6+11 plus 7 vile damage, slam); Full Atk: +20 melee (3d6+11 plus 7 vile damage, 2 slams); Space/Reach 15 ft. / 15 ft.; SA Disruptive attack, enhanced power, trample 3d6+16 plus 7 vile damage, double damage against objects; SQ Low-light vision, plant traits, fire vulnerability, darkvision 60 ft.,

acid immunity, DR 10/magic or slashing, fast healing 7, animate trees; AL NE; SV Fort +18, Ref +5, Will +7; Str 32, Dex 8, Con 24, Int 12, Wis 12, Cha 10.

Skills and Feats: Intimidate +10, Hide +14, Listen +11, Sense Motive +9, Spot +11; Improved Natural Armor x2, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal non-outsiders. A corrupted treant deals an extra 7 points of damage.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trample (Ex): Reflex DC 32 for half. The save DC is Strength-based. Enhanced Power is already applied. It does 3d6+16 plus 7 vile damage.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp): This treant is unable to use this ability.

Encounter Seven

Tainted Elite Grig Swarm: CR 13; Tiny Fey (Swarm); HD 18d6+48; hp 120; Init +5; Spd 30 ft., fly 60 ft. (poor); AC 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14; Base Atk: +9; Grp: -; Atk: swarm (4d6); Full Atk: swarm (4d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 10/cold iron and magic, low-light vision, SR 24, half damage from slashing and piercing, swarm traits, cold resistance 15, darkvision 60ft., shadow blend, fast healing 2, evasion; AL NG; SV Fort +12, Ref +18, Will +15; Str 5, Dex 20, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +21, Escape Artist +26, Hide +34, Jump +3, Listen +18, Move Silently +32*, Perform (string instruments) +23, Search +2, Spot +18; Dodge ^B, Great Fortitude, Mobility, Toughness x4, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 21

Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and concentration also require a DC 20 Concentration check.

Fiddle (Su): Any nonsprite within 30 feet of a swarm of grigs must make a DC 16 Will save or be affected as though by an *Otto's irresistible dance* spell that lasts 1d4+1 rounds. The save DC is Charisma-based. A creature that successfully saves against the fiddle cannot be affected by the same grig swarm's fiddle for 24 hours.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Tainted Grig Sorcerer: Grig Sor 9; CR 11; Tiny Fey; HD 3d6 plus 9d4+24; hp 63 (plus 14 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 20, flat-footed 18; Base Atk: +5; Grp: -8; Atk: +11 melee (1d3-3, short sword) or +11 ranged (1d4-3, longbow); Full Atk: +11 melee (1d3-3, short sword) or +11 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 23, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2; AL CE; SV Fort +9, Ref +12, Will +14; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 21 (25).

Skills and Feats: Concentration +9 (+13 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +8, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +9, Spot +4; Combat Casting, Dodge ^B, Mobility, Stealthy, Spell Focus (evocation), Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/8/8/5 (6/6/6/8/5 remaining); base DC = 15 + spell level, evocation = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*eagle's splendor*, *false life*, *mirror image*, *scorching ray*; 3rd—*lightning bolt*, *slow*, *vampiric touch*; 4th—*fire shield*, *wall of ice*;

Spells Active: *mage armor*, *false life*, *eagle's splendor*

Tainted Grig Rogue: Grig Rog4; CR 7; Tiny Fey; HD 7d6+12; hp 40; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 18, flat-footed 18; Base Atk: +4; Grp: -8; Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Full Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle, sneak attack +2d6; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 8, darkvision 60 ft., shadow blend, trapfinding, evasion, trap sense +1; AL CE; SV Fort +6, Ref +13, Will +8; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +15, Craft (bowyer) +5, Escape Artist +12, Hide +23, Listen +4, Move Silently +21 (+5 in forests), Perform (string instruments) +8, Search +2, Spot +13; Combat Expertise, Dodge ^B, Improved Feint, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Appendix Seven – APL 14

Encounter One

Tainted Grig Sorcerer: Grig Sor 11; CR 13; Tiny Fey; HD 3d6 plus 11d4+28; hp 73 (plus 15 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 26 (+2 size, +4 Dex, +2 natural, +4 *mage armor*, +4 *shield*), touch 24, flat-footed 22; Base Atk: +6; Grp: -7; Atk: +12 melee (1d3-3, short sword) or +12 ranged (1d4-3, longbow); Full Atk: +12/7 melee (1d3-3, short sword) or +12 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 24, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2, evasion; AL CE; SV Fort +9, Ref +12, Will +15; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 21 (25 – *eagle's splendor*).

Skills and Feats: Concentration +10 (+14 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +10, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +10, Spot +4; Combat Casting, Dodge^B, Mobility, Stealthy, Spell Focus (evocation), Weapon Finesse^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/8/8/7/5 (6/6/6/8/7/5 remaining); base DC = 15 + spell level, evocation = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*eagle's splendor*, *false life*, *glitterdust*, *mirror image*, *scorching ray*; 3rd—*dispel magic*, *lightning bolt*, *slow*, *vampiric touch*; 4th—*enervation*, *fire shield*, *wall of ice*; 5th—*cone of cold*, *waves of fatigue*.

Spells Active: *mage armor*, *shield*, *false life*, *eagle's splendor*

Encounter Four

Corrupted Treant: CR 15; Gargantuan Abberation; HD 19d8+171; hp 266; Init -1; Spd 30 ft.; AC 32 [-4 size, -1 Dex, +27 natural], touch 5, flat-footed 32; BAB/Grp: +14/+45; Atk: +25 melee (4d6+15 plus 9 vile damage, slam); Full Atk: +25 melee (4d6+15 plus 9 vile damage, 2 slams); Space/Reach 20 ft. / 20 ft.; SA Disruptive attack, enhanced power, trample 4d6+22 plus 9 vile damage, double damage against objects; SQ Low-light

vision, plant traits, fire vulnerability, darkvision 60 ft., acid immunity, DR 10/magic or slashing, fast healing 9, animate trees; AL NE; SV Fort +22, Ref +6, Will +8; Str 40, Dex 9, Con 28, Int 12, Wis 12, Cha 10.

Skills and Feats: Intimidate +12, Hide +18, Listen +14, Sense Motive +11, Spot +14; Improved Bull Rush, Improved Natural Armor x2, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal non-outsiders. A corrupted treant deals an extra 9 points of damage.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trample (Ex): Reflex DC 38 for half. The save DC is Strength-based. Enhanced Power is already applied. It does 4d6+22 plus 9 vile damage.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp): This treant is unable to use this ability.

Encounter Seven

Tainted Elite Grig Swarm: CR 13; Tiny Fey (Swarm); HD 18d6+48; hp 120; Init +5; Spd 30 ft., fly 60 ft. (poor); AC 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14; Base Atk: +9; Grp: -; Atk: swarm (4d6); Full Atk: swarm (4d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 10/cold iron and magic, low-light vision, SR 24, half damage from slashing and piercing, swarm traits, cold resistance 15, darkvision 60ft., shadow blend, fast healing 2, evasion; AL NG; SV Fort +12, Ref +18, Will +15; Str 5, Dex 20, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +21, Escape Artist +26, Hide +34, Jump +3, Listen +18, Move Silently +32*, Perform (string instruments) +23, Search +2, Spot +18; Dodge^B, Great Fortitude, Mobility, Toughness x4, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 21

Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and concentration also require a DC 20 Concentration check.

Fiddle (Su): Any nonsprite within 30 feet of a swarm of grigs must make a DC 16 Will save or be affected as though by an Otto's *irresistible dance* spell that lasts 1d4+1 rounds. The save DC is Charisma-based. A creature that successfully saves against the fiddle cannot be affected by the same grig swarm's fiddle for 24 hours.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Tainted Grig Sorcerer: Grig Sor 11; CR 13; Tiny Fey; HD 3d6 plus 11d4+28; hp 73 (plus 15 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 26 (+2 size, +4 Dex, +2 natural, +4 *mage armor*, +4 *shield*), touch 24, flat-footed 22; Base Atk: +6; Grp: -7; Atk: +12 melee (1d3-3, short sword) or +12 ranged (1d4-3, longbow); Full Atk: +12/7 melee (1d3-3, short sword) or +12 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 24, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2, evasion; AL CE; SV Fort +9, Ref +12, Will +15; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 21 (25 – *eagle's splendor*).

Skills and Feats: Concentration +10 (+14 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +10, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +10, Spot +4; Combat Casting, Dodge ^B, Mobility, Stealthy, Spell Focus (evocation), Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/8/8/7/5 (6/6/6/8/7/5 remaining); base DC = 15 + spell level, evocation = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*eagle's splendor*, *false life*, *glitterdust*, *mirror image*, *scorching ray*; 3rd—*dispel magic*, *lightning*

bolt, *slow*, *vampiric touch*; 4th—*enervation*, *fire shield*, *wall of ice*; 5th—*cone of cold*, *waves of fatigue*.

Spells Active: *mage armor*, *shield*, *false life*, *eagle's splendor*

Tainted Grig Rogue: Grig Rog4; CR 7; Tiny Fey; HD 7d6+12; hp 40; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 18, flat-footed 18; Base Atk: +4; Grp: -8; Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Full Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle, sneak attack +2d6; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 8, darkvision 60 ft., shadow blend, trapfinding, evasion, trap sense +1; AL CE; SV Fort +6, Ref +13, Will +8; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +15, Craft (bowyer) +5, Escape Artist +12, Hide +23, Listen +4, Move Silently +21 (+5 in forests), Perform (string instruments) +8, Search +2, Spot +13; Combat Expertise, Dodge ^B, Improved Feint, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Appendix Eight – APL 16

Encounter One

Tainted Grig Sorcerer: Grig Sor 13; CR 15; Tiny Fey; HD 3d6 plus 13d4+32; hp 83 (plus 15 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 26 (+2 size, +4 Dex, +2 natural, +4 *mage armor*, +4 *shield*), touch 24, flat-footed 22; Base Atk: +7; Grp: -6; Atk: +13 melee (1d3-3, short sword) or +13 ranged (1d4-3, longbow); Full Atk: +13/8 melee (1d3-3, short sword) or +13 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 26, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2, evasion; AL CE; SV Fort +12, Ref +13, Will +16; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 22 (26 – *eagle's splendor*).

Skills and Feats: Concentration +11 (+15 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +12, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +11, Spot +4; Combat Casting, Dodge ^B, Great Fortitude, Mobility, Stealthy, Spell Focus (evocation), Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/8/8/8/7/5 (6/6/6/8/8/7/5 remaining); base DC = 15 + spell level, evocation = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*eagle's splendor*, *false life*, *glitterdust*, *mirror image*, *scorching ray*; 3rd—*dispel magic*, *lightning bolt*, *slow*, *vampiric touch*; 4th—*enervation*, *fire shield*, *wall of ice*; 5th—*cone of cold*, *feeblemind*, *waves of fatigue*; 6th—*chain lightning*, *disintegrate*.

Spells Active: *mage armor*, *shield*, *false life*, *eagle's splendor*, *fire shield* (green colored; *protect vs fire*; deals 1d6+13 cold damage)

Encounter Four

Corrupted Treant: CR 17; Gargantuan Abberation; HD 27d8+243; hp 378; Init +0; Spd 30 ft.; AC 33 (-4 size, +27 natural), touch 6, flat-footed 33; BAB/Grp: +20/+51; Atk: +31 melee (5d6+15 plus 13 vile damage, slam); Full Atk: +31 melee (5d6+15 plus 13 vile damage, 2 slams); Space/Reach 20 ft. / 20 ft.; SA Disruptive attack,

enhanced power, trample 5d6+22 plus 13 vile damage, double damage against objects; SQ Low-light vision, plant traits, fire vulnerability, darkvision 60 ft., acid immunity, DR 10/magic or slashing, fast healing 13, animate trees; AL NE; SV Fort +26, Ref +9, Will +10; Str 40, Dex 11, Con 28, Int 12, Wis 12, Cha 10.

Skills and Feats: Intimidate +20, Hide +20, Listen +18, Sense Motive +11, Spot +18; Awesome Blow, Cleave, Improved Bull Rush, Improved Natural Armor x2, Improved Natural Attack, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living, corporeal non-outsiders. A corrupted treant deals an extra 13 points of damage.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half its Hit Dice.

Trample (Ex): Reflex DC 42 for half. The save DC is Strength-based. Enhanced Power is already applied. It does 5d6+22 plus 13 vile damage.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp): This treant is unable to use this ability.

Encounter Seven

Tainted Elite Grig Swarm: CR 13; Tiny Fey (Swarm); HD 18d6+48; hp 120; Init +5; Spd 30 ft., fly 60 ft. (poor); AC 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14; Base Atk: +9; Grp: -; Atk: swarm (4d6); Full Atk: swarm (4d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 10/cold iron and magic, low-light vision, SR 24, half damage from slashing and piercing, swarm traits, cold resistance 15, darkvision 60ft., shadow blend, fast healing 2, evasion; AL NG; SV Fort +12, Ref +18, Will +15; Str 5, Dex 20, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +21, Escape Artist +26, Hide +34, Jump +3, Listen +18, Move Silently +32*, Perform (string instruments) +23, Search +2, Spot +18; Dodge ^B, Great Fortitude, Mobility, Toughness x4, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 21 Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and concentration also require a DC 20 Concentration check.

Fiddle (Su): Any nonsprite within 30 feet of a swarm of grigs must make a DC 16 Will save or be affected as though by an *Otto's irresistible dance* spell that lasts 1d4+1 rounds. The save DC is Charisma-based. A creature that successfully saves against the fiddle cannot be affected by the same grig swarm's fiddle for 24 hours.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Tainted Grig Sorcerer: Grig Sor 13; CR 15; Tiny Fey; HD 3d6 plus 13d4+32; hp 83 (plus 15 temp hit points from *false life*); Init +4; Spd 30 ft., fly 60 ft. (poor); AC 26 (+2 size, +4 Dex, +2 natural, +4 *mage armor*, +4 *shield*), touch 24, flat-footed 22; Base Atk: +7; Grp: -6; Atk: +13 melee (1d3-3, short sword) or +13 ranged (1d4-3, longbow); Full Atk: +13/8 melee (1d3-3, short sword) or +13 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle; SQ DR 5/cold iron, low-light vision, SR 26, cold resistance 15, darkvision 60 ft., shadow blend, fast healing 2, evasion; AL CE; SV Fort +12, Ref +13, Will +16; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 22 (26 – *eagle's splendor*).

Skills and Feats: Concentration +11 (+15 defensive), Craft (bowyer) +5, Escape Artist +10, Hide +18, Knowledge (Arcana) +12, Listen +4, Move Silently +16 (+5 in forests), Perform (string instruments) +9, Search +2, Spellcraft +11, Spot +4; Combat Casting, Dodge ^B, Great Fortitude, Mobility, Stealthy, Spell Focus (evocation), Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 16), *invisibility* (self only), *pyrotechnics* (DC 17), *ventriloquism* (DC 16). Caster level 9th. The save DCs are Charisma-based. 1/day—*mirror image*. Caster level 5th.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Spells Known (6/8/8/8/8/7/5 (6/6/6/8/8/7/5 remaining); base DC = 15 + spell level, evocation = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*,

true strike; 2nd—*eagle's splendor*, *false life*, *glitterdust*, *mirror image*, *scorching ray*; 3rd—*dispel magic*, *lightning bolt*, *slow*, *vampiric touch*; 4th—*enervation*, *fire shield*, *wall of ice*; 5th—*cone of cold*, *feeblemind*, *waves of fatigue*; 6th—*chain lightning*, *disintegrate*.

Spells Active: *mage armor*, *shield*, *false life*, *eagle's splendor*, *fire shield* (green colored; *protect vs fire*; deals 1d6+13 cold damage)

Tainted Grig Rogue: Grig Rog4; CR 7; Tiny Fey; HD 7d6+12; hp 40; Init +4; Spd 30 ft., fly 60 ft. (poor); AC 22 (+2 size, +4 Dex, +2 natural, +4 *mage armor*), touch 18, flat-footed 18; Base Atk: +4; Grp: -8; Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Full Atk: +8 melee (1d3-3, short sword) or +8 ranged (1d4-3, longbow); Space/Reach 2 ½ ft. / 0 ft.; SA Spell-like abilities, fiddle, sneak attack +2d6; SQ DR 5/cold iron, low-light vision, SR 17, cold resistance 8, darkvision 60 ft., shadow blend, trapfinding, evasion, trap sense +1; AL CE; SV Fort +6, Ref +13, Will +8; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +15, Craft (bowyer) +5, Escape Artist +12, Hide +23, Listen +4, Move Silently +21 (+5 in forests), Perform (string instruments) +8, Search +2, Spot +13; Combat Expertise, Dodge ^B, Improved Feint, Weapon Finesse ^B.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Appendix Nine – New Rules

Templates

Shadow Creature

"Shadow" is a template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, undead, or vermin (referred to hereafter as the base creature).

A shadow creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Shadow creatures encountered on the Material Plane have the extraplanar subtype and are native to the Plane of Shadow.

Speed: As base creature X 1-1/2

Special Qualities: A shadow creature retains all the special qualities of the base creature, and also gains the following:

- Resistance to cold equal to 5 + 1 per Hit Die, to a maximum of 15.
- Darkvision out to 60 feet.
- Low-light vision.
- **Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Shadow creatures also have one additional special ability for every 4 Hit Dice they possess (minimum of one additional ability) chosen from the following list:

- +2 luck bonus on all saving throws
- **Cause Fear (Sp):** 1/day. Caster level 5th. The save DC is Charisma-based.
- Damage reduction 5/magic.
- Evasion, as the rogue class feature.
- Fast healing 2.
- **Mirror Image (Sp):** 1/day. Caster level 5th.
- **Plane Shift (Sp):** 1/day, to or from the Plane of Shadow only. Caster level 15th.

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as base creature. Shadow creatures gain a +6 racial bonus on Move Silently checks.

Feats: Same as base creature.

Environment: Plane of Shadow

Organization: Same as base creature.

Challenge Rating: Same as base creature +1.

Treasure: Same as base creature.

Alignment: Usually neutral evil.

Advancement: Same as base creature.

Level Adjustment: Same as base creature +2.

Corrupted Creature

Powerful evil, unchecked and rampant, can horribly alter any aspect of the physical world, and creatures are no exception. Twisted by malevolence, corrupted creatures take on hideous appearance and gain evil powers and dire intent.

Corrupted creatures have unique countenances, each reacting to the source of malevolence in a different way. Most have twisted, misshapen (often asymmetrical) forms; mottled, discolored flesh; and reddish eyes. Although one might be tempted to confuse a corrupted creature with a fiendish or half-fiend creature, the corrupted creature usually has a more mutated and ugly appearance.

Creating a Corrupted Creature

"Corrupted" is a template that can be added to any corporeal creature that is not an outsider (referred to hereafter as the base creature). Creatures that gain this template change their type to aberration. A corrupted creature uses all the base creature's statistics and special abilities except as noted here.

AC: The flesh of corrupted creatures becomes tougher and more resilient. Add +4 to the natural armor bonus of the base creature if it is Large or smaller. If it is Huge or larger, add +8.

Damage: The corrupted creature's claws lengthen, teeth multiply, and muscles harden. The damage die used when the creature deals damage with natural attacks increases by one die type, so that 1d6 becomes 1d8, 1d8 becomes 2d6, and so on, as if the creature were one size larger.

Special Attacks: A corrupted creature retains all the special attacks of the base creature.

Special Qualities: A corrupted creature retains all the special qualities of the base creature and also gains

darkvision with a range of 60 feet plus acid immunity. It also gains the special qualities described below.

Damage Reduction (Ex): Corrupted creatures gain damage reduction according to their Hit Dice.

Hit Dice	Damage Reduction
1-3	-
4-7	5/magic
8-11	10/magic
12+	10/magic

If the base creature already has damage reduction, use the better value.

Disruptive Attack (Su): The corrupt creature deals additional vile damage when it touches uncorrupted, living corporeal nonoutsiders. The amount of vile damage dealt is equal to half of the creature's Hit Dice (maximum 20 points of damage). For example, a 14-HD corrupted frost worm deals an additional 7 points of vile damage with its bite attack.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half of its Hit Dice (maximum 10 points healed). If the base creature already has fast healing, use the better value.

Abilities: Modify the base creature as follows: Str +4, Dex -2, Con +4, Int +0, Wis -2, Cha -2.

Climate/Terrain: Any land and underground.

Challenge Rating: Up to 3 HD, same as base creature +1. 4HD to 7HD, same as base creature +2. 8+HD, same as base creature +3.

Alignment: Always evil.

Creatures (NEW)

Presented below is an all new swarm creature, a swarm of grigs.

Grig Swarm: CR 4; Tiny Fey (Swarm); HD 8d6+16; hp 44; Init +4; Spd 20 ft., fly 40 ft. (poor); AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16; Base Atk: +4; Grp: —; Atk: swarm (2d6); Full Atk: swarm (2d6); Space/Reach 10 ft. / 0 ft.; SA Spell-like abilities, distraction; SQ DR 5/cold iron, low-light vision, SR 17, half damage from slashing and piercing, swarm traits; AL NG; SV Fort +6, Ref +10, Will +8; Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (bowyer) +11, Escape Artist +15, Hide +23, Jump +3, Listen +13, Move Silently +15*, Perform (string instruments) +13, Search +2, Spot +4; Dodge^B, Great Fortitude, Mobility, Weapon Finesse.

Spell-like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 16 Fortitude save negates the effect. The save DC is Constitution-based.

Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that require patience and concentration also require a DC 20 Concentration check.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Judge Aid One – Player Information

						<u>Player Name</u>	
						<u>PC Name</u>	
						URD 3-06	<u>Played In</u>
						NMR 3-05	
						NMR 5-01	
						NMR 5-02	
						NMR 5-04	
						NMR 5-06	
						Balance	<u>Skill Checks</u>
						Hide	
						Listen	
						Move Silently	
						Spot	
						Survival	

Judge's Aid Two – Divination Responses

How can we help father pine?

The servants of Bralm may aid you in your quest if you can bring them.

Else, summon forth from yourself a barrier against their industriousness.

How can we help the treant?

The corruption may only be overcome by that area which is pure.

Then his eyes may be cleared by that which returns what is lost.

Judge's Aid Three – Encounter Map



Use this basic layout for all maps. The Red Circles are the tainted fey in Encounter One, the Blue are the normal Fey (2 to 1 ratio). Replace the circles with a large tree for Encounter Four and Five. Replace the circles with a 20'x20' pond and willow tree for Encounter Seven.

Player Handout One – Ni’cham’weh’s Journal

Patchwall 9 CY595

Today was strange. I had a passing faintness in periods throughout the day for inexplicable reasons. The insects that I queried seemed to know nothing of it, but later in the day, I sensed a breakdown in the industry of the forest.

Patchwall 12 CY595

There have been incidents in the forest. Strange elves have come, with raven tattoos and words of guile to woo the forest denizens. My senses tell me not to trust them, for they smell tainted, but their gifts sway many hearts. I caution my tribe against them, and we do not accept their offerings.

Patchwall 14 CY595

I had a vision during the night, of Lurilent’s beautiful green eyes darkening and her smile fading into shadow. It seemed as if she was struggling, a frown upon her lovely face, but slowly her face smoothed and the Lurilent I knew seemed subsumed into the taint that washed over her face. This worried me and so I attempted to contact her this morning, but she refused my messenger.

Patchwall 15 CY595

Today I cast a Divination spell to determine what I could do to aid Lurilent. My lord sent me the following words of wisdom.

Deeds three must you complete to redeem the enterprise.

Blinding Light, Merciful Touch and Shalm’s Tenders you must reprise.

Skilled words and great deeds dispel all the lies.

Player's Handout Two – Grig Tales

A slender female grig with flowers decorating her hair, says:

The foresters of Obad-hai to the south once came to Lurilent in a dreadful bother. Their trees were sickening or something and the wood they were harvesting wasn't sound. Of course she immediately went to their aid and later they sent her a carved pinecone as a thank you gift.

A matronly female grig with a basket of fruit, says:

A caravan of travelers passed through here and were attacked by one of that horrible green dragon's children. Ni'cham'weh had a divination about it and so we went to help them. Lurilent's power, with our support of course, was able to drive it off.

A male grig wearing a holy symbol of Pholtus and a white tunic, says:

Well a couple of years ago, there was a lot of tension up north between the missionaries and the sylvan elves. Praise Pholtus, Lurilent was able to dissolve the hostilities and allow my brethren to preach the One True Path. We have a splendid oak tree dedicated to Lurilent's kindness and understanding at the mission.

A young male grig with two swords, says:

When we had some troubles with a cult of nasty people awhile ago, Lurilent helped hire a band of adventurers to help deal with the threat, while still organizing everything to keep resisting the incursions of Sassy.

A young female grig with a bow and a fiddle, says:

Lurilent is a skilled healer as well as being a master of the arcane arts. The locals often come to her when they have medical issues, especially the sylvan elves, who don't trust many of the other healers in the area and who usually don't have that inclination themselves.

Player Handout Three – Map of the Gamboge Forest

