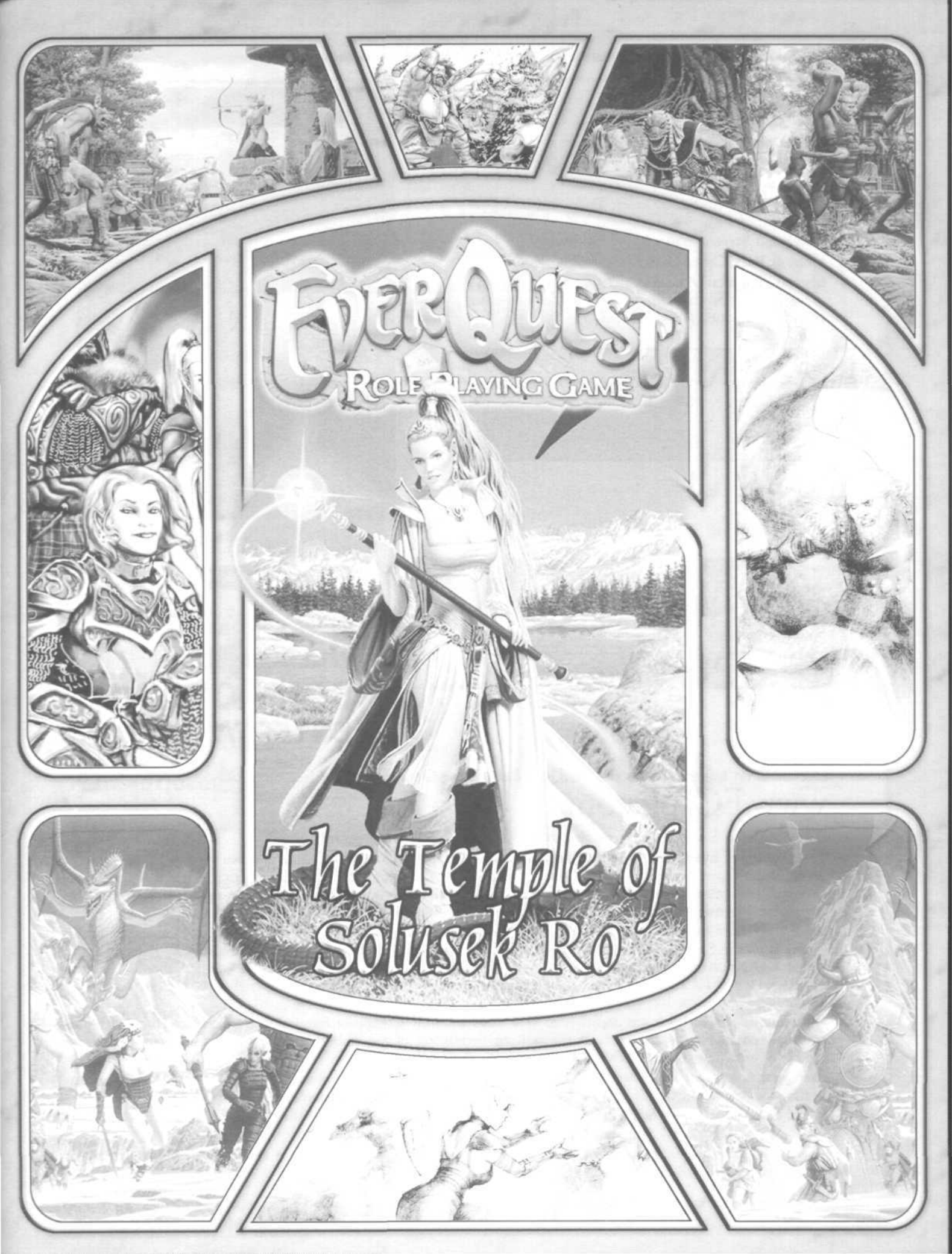




EVERQUEST

ROLE-PLAYING GAME

The Temple of Solusek Ro



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The Temple of Solusek Ro

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Apologies to Carl Gilchrist, co-author of *Realms of Norrath: Freeport*, for omitting his credit for contributions to that book.



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The Temple of Solusek Ro

The Temple of Solusek Ro — the only known temple to the god of fire, destruction, and discord on Norrath — is set within a great rift in the northern Lavastorm Mountains on Antonica. This lone divinely authorized centre of worship is well appointed, even calm on the surface, hiding the roiling potential for destruction that one would expect from a place sanctified in the name of the Burning Prince.

Located in southward-facing cliff overlooking a vast lava-filled pit known as Solusek's Eye (at least a day's walk into the mountains from the ocean), the Temple offers no pretensions to hospitality. Those who would visit or worship here must struggle across a jagged landscape of low peaks and shallow, lava-filled valleys. Lava and fire elementals, fire imps, lava beetles and duct crawlers, and fire drakes both great and small roam the landscape aimlessly, as do flame and inferno goblins, and the goblins, elementals, and imps in particular are predisposed to attack anything cold enough to be a target — including most humanoids who come to the region.

A narrow trail leads from the top of Solusek's Eye down to the nondescript rocky opening that serves as the Temple's front entrance. The heat is stifling, and even those creatures that wander the mountains generally stay away from the Temple entrance.

The Temple itself reflects its god's discordant, disinterested nature. It's far from a madhouse, however — life is in fact relatively structured within. Still, hidden rooms, sudden enemies, and unexpected allies are so common that they draw little attention from inhabitants. The Seekers and Keepers who live in the Temple keep peace amongst themselves, regardless of personal differences, but they allow roughhousing, spellcasting, and most other loud noises to pass without concern, even from outsiders. Assault and theft are frowned upon, and open attack with intent to kill leads to swift ejection (or execution, depending on the enforcer[s] involved). The line between "roughhousing" and "assault" is horribly vague to most visitors, but the Seekers seem disinclined to explain their criteria for differentiating — if, in fact, there are any.

Life in the Temple

Because of their isolation, the Temple's occupants often live as well as worship in the temple proper. Pilgrims who

come to worship Solusek Ro often stay for weeks at a time and are housed in guest chambers. Temple Keepers tend to the necessary upkeep duties: cleaning, keeping consecrated fires lit, and preparing food for both permanent residents and guests. Temple Seekers carry on continual worship to their god, in secret as well as in public for the participation of visitors.

Fire is a consistent theme throughout the Temple. Torches and fireplaces light every room with a reddish hue, sconces and tapestries depicting the Plane of Sun adorn the stone walls, and rich red carpet covers the floor in most areas. A stream of lava actually flows through the central worship chamber, making it unbearably hot for most beings without considerable magical protection.

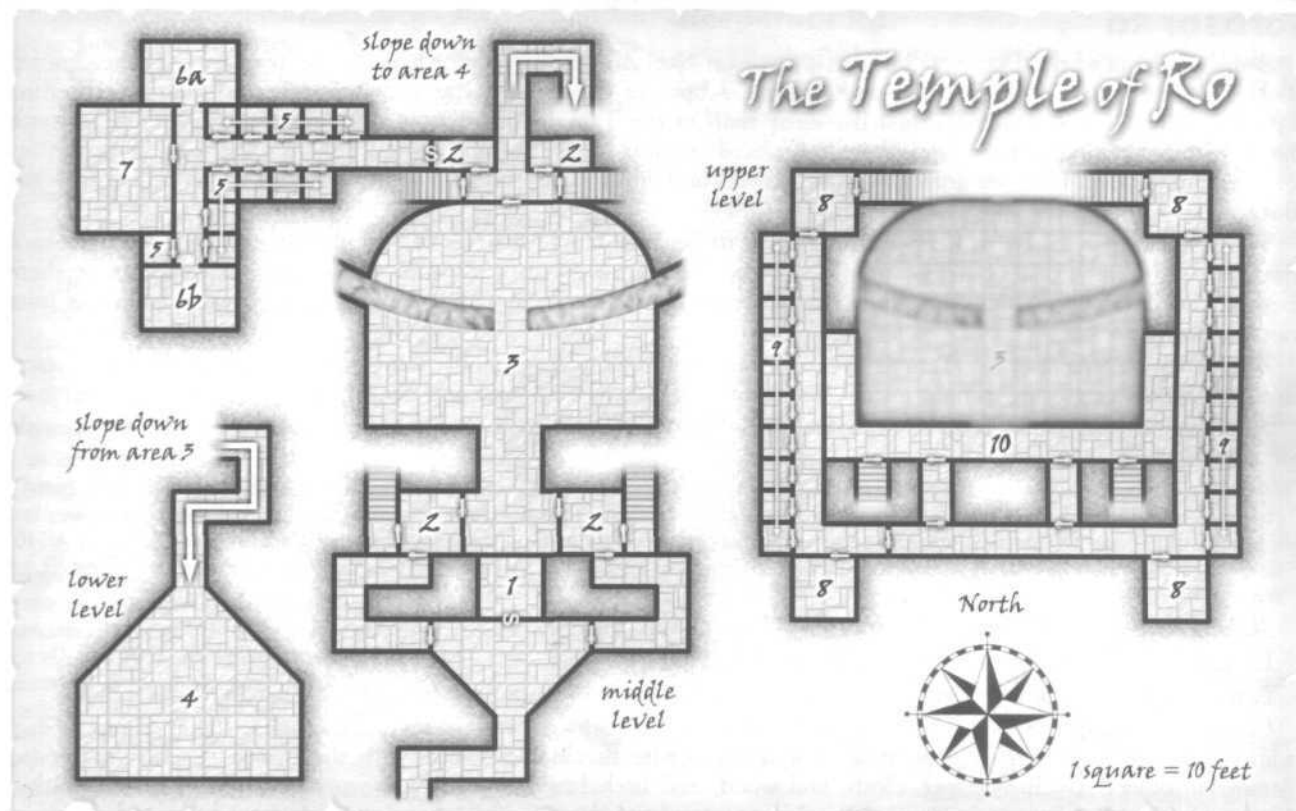
Everyone who stays in the Temple pays homage to Solusek Ro. Some, such as the many arcane spellcasters in red robes, serve as faithful servants of the church. Others who stay here are indebted to the Burning Prince for some reason. Solusek Ro might not be the primary god worshipped by such beings, but for reasons of their own, perhaps, they work in his service while staying at his temple. A few other beings are here for reasons of their own, which might be only tangential to the Temple's interests. Some have no apparent interest at all in worshipping Solusek Ro, yet they remain for reasons known only to themselves and possibly to the High Priest of the Temple — or perhaps only to the Burning Prince himself.

Key to the Temple

1. Tazgar the Efreet
2. Wards of Ro
3. Main Worship Chamber
4. Main Library
5. Temple Residents' Quarters
- 6a. Eat-In Kitchen
- 6b. Main Kitchen
7. Private Residents' Shrine
8. Sitting Rooms
9. Guest Rooms
10. Balcony

The Temple of Ro

Sol Ro



Inside the Temple

The Temple of Solusek Ro has no front door, but its wide entryway, featuring a 30-foot-tall mosaic of the Burning Prince, immediately splits into two hallways with human-sized doors to the left and right, which are uniformly 10 feet wide and 10 feet high, and dimly lit by torches. These winding hallways soon bring visitors to confront the wards of Ro (see sidebar), who repeatedly demand to know a visitor's intent.

Once a visitor is inside the Temple, several Keepers welcome them and attend to their needs (assuming the visitors do not take hostile actions or somehow reveal themselves as enemies), escorting them to guest quarters on the Temple's upper floor. Several sitting rooms and a gigantic downstairs library, all with enormous blazing fireplaces, await visitors and pilgrims alike. Nearly anyone is welcome to discuss magic or theology here, and occasionally scurrilous plotters have come here to draw up their plans in relative peace and obscurity. The Temple's forbidding location prevents it from becoming a mere flophouse, yet it still draws a relatively steady stream of diverse people, many of whom have no intention of formally worshipping Solusek Ro.

Several hallways and stairwells connect to the central worship chamber. The chamber's most striking feature is a river of lava running between the altar and the place where the congregants stand. The altar is a huge brass brazier, in which objects are consumed in a magical conflagration. Worshipers have no place to sit; they must stand during worship. This is not as much of an inconvenience as expected, since much of the crowd has to move quite often to dodge gout of flame or errant spurts of lava sloughing off from the spellcasting that takes place on the main platform.

Formal worship services can be long, but they are rarely dull, and they can sometimes be painful for slow-footed worshippers.

Keepers and Seekers (see below) live in small cells behind hidden doors in the back of the Temple. The halls from these cells lead to two kitchens, a private dining hall, and a private worship room surrounding a deep fire pit. Visitors seldom see this area, and it is not discussed, much as the servants' quarters in old manor houses. However, anyone who can find these back rooms is free to wander around, although entering personal cells is usually frowned upon. Keepers and Seekers don't make a habit of spying on visitors, but neither do they tend to stop anyone else from doing so. Still, the Temple's regular inhabitants do see who comes and goes through this area, and they may or may not take well to wanderers, depending upon their personal agenda and beliefs.

The Temple Environment

All of the rooms and chambers in the Temple of Solusek Ro are constantly enveloped in a great heat, which is not surprising given the locale and the purpose of the building. Areas 4 through 9 should be treated as "very hot"; Area 3 roils with constant "abysmal heat"; and all other areas are "extremely hot."

For explanations of these distinctions, see "Heat" under **The Environment** in Chapter 2 of the *EQ: Game Master's Guide*.

Wards of Ro

Some residents of the Plane of Sun spend time on Norrath serving as guardians in the temple. Creatures known as the "wards of Ro" — heroic and disciplined fire imps of the greatest size and strength, who serve the Burning Prince loyally — fly stoically through the entry halls of the Temple, guarding against intrusion. Their life as wards has a double meaning. They are protected as favored servants of the Burning Prince, but they also serve as protectors of the Temple itself (and are granted certain powers and abilities beyond others of their kind to perform this sacred duty).

The wards usually listen to Keepers and answer to Seekers, but in matters of Temple defense, they are their own masters. Very rarely, one of these wards leaves the Temple to go on a mission. These missions seldom take them beyond the Lavastorm Mountains, and usually concern the protection of the Temple or its loyal inhabitants from outside forces.

Whenever an enemy of the Temple enters or manifests within its grounds, wards move to engage it. They swarm around opponents, closing to fight in melee and thus allowing the Keepers and Seekers to cast spells from a distance.

Any creature that slays a ward of Ro instantly and irrevocably suffers a -8 penalty to faction rank with the Temple of Solusek Ro.

Ward of Ro: CR 15; Medium-size elemental (fire); HD 21d8+105; hp 199; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 26 [flat-footed 23, touch 18] (+3 Dex, +8 natural, +5 divine); BAB +15; Grap +20; Atk 2 claws +21 melee (1d6+5 and 3d6 fire); SA combustion, flame burst, wall of flame; SQ *divine intervention*, elemental, fast recovery, fire subtype, damage reduction 10/+3, fire aura (7); Resist AR 10, CR 10, DR -, ER 10, FR -, MR 10, PR -, SoR 10; AL DN; Fac Temple of Solusek Ro; SV Fort +12, Ref +15, Will +9; Str 21, Dex 16, Con 20, Int 10, Wis 14, Cha 10.

Skills: Intimidate +14, Listen +20, Spot +20, Taunt +12.

Languages: Rovian [Plane of Sun tongue] (4), Common (4).

Feats: Alertness, Combat Reflexes, Dodge, Improved Dodge, Improved Initiative, Weapon Focus (claws).

Combustion (Ex): Wards of Ro deal 3d6 points of fire damage with a successful melee touch attack (or as additional damage with their claw attacks) and may ignite flammable objects with the merest touch. Unattended flammable objects (such as paper, cloth, and wood, and including items such as arrow and javelin shafts) within 30 feet of a ward of Ro automatically take 2d6 points of fire damage each round until destroyed. Attended objects that burn (such as held scrolls and worn apparel) must make a successful Reflex save (DC 20) each round or take similar damage.

Flame burst (Sp): Once per round as an attack action, a ward of Ro may cause a burst of flame to fill a 5-foot square up to 200 feet away. Any creature in this area must make a successful saving throw (Reflex half, DC 20) or take 8d10 points of fire damage.

Wall of flame (Sp): At will, as a full-round action, a ward of Ro can cause a wall of flame to spring into being. This wall can be up to 210 feet square (so 10 feet long by 21 feet high or vice versa, or 5 feet high by 42 feet long, etc.), and lasts for up to 21 rounds. A ward can also dismiss a wall it has created at will. One side of the wall, selected by the ward, deals 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those from 10 to 20 feet away. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d10+20 points of fire damage to any creature passing through it.

If the ward of Ro evokes a wall of flame so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save (DC 20). (If the creature ends up on the hot side of the wall, it takes 2d6 points of fire damage, as normal.)

If any 5-foot length of the wall of flame takes 30 points of cold damage or more in a single round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Divine intervention (Su): Wards of Ro are constantly protected by an effect identical to the spell *divine intervention*. This power can be triggered only once per week at most, and only if the ward is both within the Temple and actively defending it from hostile intrusion.

Fire Aura (Su): Wards of Ro are continually surrounded by a fierce heat that serves as a [fire] damage shield, dealing 7 points of fire damage to any creature that strikes the ward in melee.

Temple Inhabitants

In addition to the small number of people who stay in the Temple (some of whom are described as part of the quests below), a few other noteworthy groups or individuals also make their homes here. Nearly all will rush to the Temple's defense if it comes under attack. If the hostile geography and hard journey to the Temple's mouth isn't enough to dissuade an attacker, the combined might of the defenders is almost certain to do so.

Seekers of Ro

The Seekers are the overtly religious servitors of the temple. They pray to Solusek Ro and perform the majority of the rituals of worship, which generally involve destroying things by fire. The Seekers wear close-fitting red robes and some carry magic staves which they use to set fire to various items they mean to burn. At any given time, roughly 10 Seekers are at work within the Temple, with another 20 or so present in an

off-duty capacity. Off-duty Seekers typically remain within the Temple, whether to socialize or to attend rituals conducted by fellow Seekers.

The statistics given below are for the high priest (or, in this case, high priestess) of the temple, known as the High Seeker. Clerics of both sexes exist in the temple in even numbers. Seekers can be of human, Erudite, high elf, dark elf, or half elf stock, and though some might struggle with racial antipathies, all work together regardless of alignment or cultural differences. Most are of a lower character level than High Seeker Sheniotho (usually Clr 9-15), but in as unpredictable an environment as the temple, it's possible that one or more of the Seekers at any given time could be feigning inexperience for some unknown purpose.

Sheniotho, High Seeker of Solusek Ro,

Female Erudite, Clr 17 (always buffed with *armor of protection*): CR 17; Medium-size humanoid [human]; HD 17d8+51; hp 200; Init +0; Spd 30 ft.; AC 19 [flat-footed 19, touch 12] (+5 armor, +2 natural, +2 deflection); BAB +12; Grap +10; Atk +11/+5 melee (1d8-1 and *shock of fire* proc, *staff of Ro*) or +12 ranged; SA spells; SQ divine powers (bestow divine aura, receive divine aura), Greater Specialization (abjuration), fire save +2, SR [fire] 21, Erudite traits; Resist AR 4, CR 6, DR 3, ER 3, FR 24, MR 5, PR 3, SoR 4; AL DN; Fac Temple of Solusek Ro; SV Fort +11, Ref +7, Will +20; Str 6, Dex 11, Con 16 (12), Int 17 (16), Wis 26 (19), Cha 12.

Skills: Channeling +16, Diplomacy +10, Heal +16, Knowledge (local lore [Lavastorm Mountains]) +8, Knowledge (monster lore [elementals]) +8, Knowledge (mysticism) +8, Knowledge (religion) +12, Listen +12, Meditation +28, Sense Motive +14, Spellcraft +12, Trade Skill (tailoring) +18.

Languages: Erudian (4), Common (4), Combine (4), Rovian [Plane of Sun tongue] (4).

Feats: Iron Will, Lightning Reflexes, Mystic Capacity, School Specialization (abjuration).

Cleric Spells Usually Prepared (mana cost, modified for Greater Specialization): *Bravery* (10), *calm* (8), *divine barrier* (14), *healing* (10), *invigor* (3), *resist fire* (7), *smite* (12), *spirit armor* (10), *word of health* (30).

Mana Pool: 277.

Possessions: *Robe of the High Seeker* (see sidebar), *staff of Ro* (see sidebar), *gold jasper ring*, *platinum fire opal coronal*, *platinum holy symbol*, *prayerbook*.

Sheniotho (buffed with *bravery*, *resist fire*, and *spirit armor*): hp 235; AC 21 [flat-footed 21, touch 14] (+5 armor, +2 natural, +2 deflection, +2 divine); SQ fire save +4, damage reduction 7/-; Resist FR 32.

Keepers of Ro

Like the Seekers, Keepers of Ro (usually Wiz 9-15) dress in red robes and carry staves. They work about the Temple, cooking, cleaning, polishing, keeping fires lit, and worshipping the Burning Prince by casting fire spells. They also act as enforcers if visitors become unruly. At any given time, approximately 10 Keepers are busy within the Temple, but the temple houses about 30 Keepers in all. Off-duty Keepers travel outside the Temple and into the surrounding mountains much more frequently than Seekers.

The statistics presented here are for the highest-ranking Keeper in the Temple, Jessem Elsneth, who sometimes travels about the Temple accompanied by his (minor) familiar, which appears as a tiny, red-skinned imp. The order of Keepers can be confusing to outsiders, and seems to change occasionally, but Jessem usually remains at the top of the hierarchy. Keepers are very similar to Seekers in terms of race and gender.

Jessem Elsneth, Conflagration Keeper of Solusek Ro, Male Human, Wiz 17 (always buffed with *elemental shield*): CR 17; Medium-size humanoid [human]; HD 17d4+34; hp 76; Init +1 (Dex); Spd 30 ft.; AC 17 [flat-footed 15, touch 12] (+1 Dex, +5 armor, +1 haste); BAB +8; Grap +8; Atk +9/+4 melee (1d8+1 and *shock of fire* proc, *staff of Ro*) or +9 ranged; SA spells; SQ quicken mastery, Greater Specialization (evocation), greater wizardry (spell fury), cold save +2, fire save +4, SR [fire] 21, minor familiar benefits; Resist CR 16, ER 5, FR 28, MR 5, SoR 4; AL DN; Fac Temple of Solusek Ro; SV Fort +8, Ref +9, Will +13; Str 10, Dex 12, Con 15 (13), Int 23 (17), Wis 15 (14), Cha 10.

Skills: Alcohol Tolerance +4, Channeling +16, Diplomacy +3, Knowledge (geography) +11, Knowledge (local lore [Lavastorm Mountains]) +13, Knowledge (monster lore [elementals]) +10, Knowledge (monster lore [outsiders]) +12, Knowledge (mysticism) +17, Knowledge (planar travel) +13, Knowledge (religion) +12, Listen +5, Meditation +26, Profession (steward) +9, Spellcraft +26, Spot +6, Trade Skill (baking) +13, Trade Skill (brewing) +12, Trade Skill (jewelcraft) +15.

Languages: Common (4), Rovian [Plane of Sun tongue] (4), Goblin (3).

Feats: Enlarge Spell, Extend Spell, Lightning Reflexes, Mental Clarity, School Specialization (evocation), Spell Focus (evocation).

Wizard Spells Usually Prepared (mana cost, modified for Greater Specialization): *Greater shielding* (20), *inferno shock* (18), *invisibility* (5), *lava storm* (27), *lightning bolt* (12), *nullify magic* (8), *O'Keil's flickering flame* (19), *yonder* (2).

Mana Pool: 209.

Possessions: *Robe of the Conflagration Keeper* (see sidebar), *staff of Ro* (see sidebar), *flowing black silk sash**, *shifting*



Magic Items of the Seekers and Keepers

The various spellcasters who live and work in the Temple have ceremonial robes that they wear while they perform their duties; the highest-ranking among them have considerably more powerful items. On occasion, a relatively low-ranking Keeper or Seeker might also have a more powerful robe, or at least one with other enchantments than the standard worked into it. Anyone from outside the Temple caught with one of these robes is exiled immediately from the premises and is not at all welcome to return: he or she suffers a loss of -8 ranks with the Temple of Solusek Ro faction.

Robe of the Conflagration Keeper

Description: This billowing red robe is the traditional vestment of the Conflagration Keeper of the Temple of Solusek Ro. Like the lesser *robes of the keepers*, this garment has a voluminous hood, but in this case the cowl is embroidered with a flame motif in dark silken threads.

Powers: This item acts as +3 *raw silk armor* with the *spell resistance [fire]* 21 quality. When worn by a non-worshipper of Solusek Ro, it functions as +1 *raw silk* (no special qualities) and grants only half the value of the other bonuses listed below (round down).

Robe of the Conflagration Keeper (AC +5, max Dex +9, check +0; hardness 4, 7 hp, Break DC 22)

Con +2, Int +4, fire resistance (10), fire save +2.

Bonus types: None.

Caster Level: 12th.

Market Price: 50,605 gp.

Slot: Body.

Weight: 3.5 lbs (assumes Medium-size wearer).

Robe of the High Seeker

Description: This lustrous red robe is tied with an ornate golden sash, and is the traditional vestment of the High Seeker of the Temple of Solusek Ro. Like the lesser *robes of the seekers*, this garment has a voluminous hood, but in this case the cowl is trimmed in golden threads to match the sash.

Powers: This item acts as +3 *raw silk armor* with the *spell resistance [fire]* 21 quality. When worn by a non-worshipper of Solusek Ro, it functions as +1 *raw silk* (no special qualities) and grants only half the value of the other bonuses listed below (round down).

Robe of the High Seeker (AC +5, max Dex +9, check +0; hardness 4, 7 hp, Break DC 22)

Con +2, Wis +4, fire resistance (10), fire save +2.

Bonus types: None.

Caster Level: 12th.

Market Price: 50,605 gp.

Slot: Body.

Weight: 3.5 lbs (assumes Medium-size wearer).

Robe of the Keeper

Description: These simple red robes, tied with a sash, are worn by all Keepers of the Temple of Solusek Ro. The robe includes a voluminous hood that is always worn up when the Keeper is on duty.

Powers: This item acts as +1 *raw silk armor*.

Robe of the Keeper (AC +3, max Dex +9, check +0; hardness 2, 5 hp, Break DC 22)

Int +1, fire resistance (2).

Bonus types: None.

Caster Level: 3rd.

Market Price: 3,950 gp.

Slot: Body.

Weight: 3.5 lbs (assumes Medium-size wearer).

Robe of the Seeker

Description: These simple red robes, tied with a sash, are worn by all Seekers of the Temple of Solusek Ro. The robe includes a voluminous hood that is always worn up when the Seeker is on duty.

Powers: This item acts as +1 *raw silk armor*.

Robe of the Seeker (AC +3, max Dex +9, check +0; hardness 2, 5 hp, Break DC 22)

Wis +1, fire resistance (2).

Bonus types: None.

Caster Level: 3rd.

Market Price: 3,950 gp.

Slot: Body.

Weight: 3.5 lbs (assumes Medium-size wearer).

Staff of Ro

Description: These gnarled, fire-blackened staves are carried by senior Keepers and Seekers in the Temple of Solusek Ro, and are generally used to keep holy fires burning in the Temple. However, they are most certainly valued for their offensive capabilities as well.

Powers: This large staff functions as a club with a +1 bonus to attacks and damage, as well as the *massive* quality. Further, up to once per round, it can process (Proc DC 20) the *shock of fire* spell (Reflex half, DC 15) on a target struck.

At will, as an attack action, any wielder who is a spellcaster and worships Solusek Ro may invoke an effect identical to the *shock of fire* spell. The wielder uses her own mana pool to power this effect, as if she were casting it as one of her own prepared spells (mana 2; Reflex half, DC 15).

In addition, a wielder who worships the Burning Prince receives a +2 bonus on all Channeling checks when casting spells or using spell-like abilities that have the [fire] descriptor. Although a *staff of Ro* confers no protection from fire to its wielder, the staff itself is completely immune to fire damage of any kind.

Staff of Ro (1d8+1 and *shock of fire* proc, delay 6; AC 6, hardness 6, 11 hp, Break DC 22).

Int +1, Wis +1, mana +5.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Mana = augmentation.

Activation: Spell Trigger (spellcasting worshipper of Solusek Ro) [*shock of fire*], Use Activated [all other powers].

Caster Level: 5th.

Market Price: 28,360 gp.

Slot: Blunt.

Weight: 6.5 lbs.

shawl*, gloves of fire, gold star rose quartz pendant, spellbook.

Jessem (also buffed with *greater shielding*, *leatherskin*, and *O'Neil's flickering flame*): hp 101 + 7d10 = ave. 139; Init +1 (Dex); Spd 30 ft.; AC 17 [flat-footed 15, touch 12] (+1 Dex, +6 armor, +1 haste); SQ magic save +2, fire save +5, damage shield [fire] (3); Resist FR 32, MR 11.

Illjun, Jessem's Minor Familiar: CR -; Tiny outsider (incorporeal); HD 4d8; hp 20; Init +3 (Dex); Spd fly 30 ft. (good); AC 17 [flat-footed 24, touch 10] (+2 size, +3 Dex, +2 deflection); BAB +4; Grap -; Atk none; SQ incorporeal, convey mastery, ultravision, SR 18; AL DN; Fac None; SV Fort +6, Ref +9, Will +6; Str -, Dex 17, Con 10, Int 10, Wis 15, Cha 14.

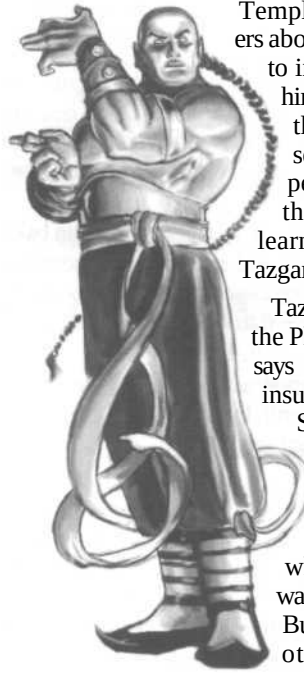
Skills: Hide +18, Knowledge (mysticism) +4, Listen +11, Search +7, Spot +11.

Feats: Alertness, Great Fortitude, Lightning Reflexes.

* This item appears in *EQ: Al'Kabor's Arcana*.

Tazgar the Efreeti

Tazgar (male 30-HD noble efreeti; see boxed text below) is possibly the greatest enigma in the Temple. He stays hidden behind secret doors, hails no one, and is curt with any who speak to him, if he does not simply attack — and worse yet, anyone who does speak with him must make a Will save (DC 30) or be stricken with a curse, magically marked with an invisible and indelible symbol that imposes a -10 penalty to his or her Temple of Solusek Ro faction. Seekers and Keepers of Ro, as well as most outsiders from the Plane of Sun, can see the mark, and they usually attack anyone who bears it.



for the fiery god's secret weapon, held in silence by the most loyal Tazgar.

Temple residents never speak to strangers about this curse, nor do they respond to inquiries about it or about Tazgar himself. Of course, this doesn't stop them from talking amongst themselves. Anyone who does a little persistent eavesdropping among the Seekers, for instance, might learn all kinds of theories about Tazgar's reason for being here.

Tazgar is most certainly an efreet on the Plane of Sun. One story about him says that he was banished for willful insubordination from that plane by Solusek Ro himself, and forced to live in the Temple in silent exile; the proud efreeti apparently found this preferable to remaining under the capricious god's whim. Another tale says that he was banished for daring to touch the Burning Prince's spear, while another says that this isn't a punishment at all, but a hiding place

Efreeti

Lesser Efreeti

Large Outsider (Fire)
14d8+28 (91 hp)
+6 (+2 Dex, +4 Improved Initiative)
30 ft., fly 40 ft. (good)
19 (-1 size, +2 Dex, +8 natural)
2 slams +18 melee
Slam 1d8+6 plus 1d8 fire
5 ft. by 5 ft./10 ft.
Combustion
Fire subtype, fire aura, damage reduction 10/+2, resistances, elemental traits, fast recovery
Fort +11, Ref +11, Will +10
Str 23, Dex 15, Con 14, Int 11, Wis 13, Cha 16
Appraise +7, Bluff +17, Intimidate +20, Knowledge (planar travel) +7, Knowledge (warcraft) +7, Language (any two) [4 ranks], Listen +15, Search +7, Spot +15, Taunt +13, Trade Skill (any one) +11

Feats: Cleave, Dodge, Improved Initiative, Power Attack Cleave,

Climate/Terrain: Any warm
Organization: Solitary, pair, or group (3-5)
Challenge Rating: 9
Treasure: 1/2 coins; 50% goods (no flammable); standard items (no flammable)
Alignment: Usually discordant neutral
Advancement Range: 15-23 HD (Large); 24-45 HD (Huge)
Faction: Usually Solusek Ro

Noble Efreeti

Huge Outsider (Fire)
25d8+100 (212 hp)
+6 (+2 Dex, +4 Improved Initiative)
30 ft., fly 40 ft. (good)
24 (-2 size, +2 Dex, +14 natural)
Slam +34/+30/+26/+22/+18 melee
Slam 2d8+16 and daze plus 2d6 fire
10 ft. by 10 ft./15 ft.
Combustion, spell-like abilities
Fire subtype, fire aura, damage reduction 15/+3, resistances, elemental traits, fast recovery
Fort +18, Ref +16, Will +16
Str 33, Dex 15, Con 19, Int 14, Wis 15, Cha 20
Appraise +12, Bluff +30, Channeling +30, Intimidate +25, Knowledge (planar travel) +17, Knowledge (any two) +12, Language (any two) [4 ranks], Listen +22, Meditation +30, Search +17, Sense Motive +22, Spot +22, Taunt +15, Trade Skill (any one) +19
Dodge, Double Attack, Improved Initiative, Improved Slam, Power Attack, Quicken Spell-Like Ability
Any warm
Solitary
23
1/2 coins; standard goods (no flammable); double items (no flammable)
Usually discordant neutral
26-55 HD (Huge); 56-75 HD (Gargantuan)
Usually Solusek Ro

Description

The efreet are residents of the Plane of Sun, guardians and servitors who generally do the will of Solusek Ro. They are renowned for their hostility toward most beings who do not serve the Burning Prince, although this antagonism does not necessarily take the form of physical violence.

In appearance, lesser efreet resemble nothing more than bald, well-muscled youths, red-skinned and stretched to enormous proportions. They are reputedly composed of nothing more than bronze and fire. A typical lesser efreeti stands 13 to 14 feet tall and weighs roughly 2,500 pounds.

All efreet speak their own language and Common, as well as the tongue of the Plane of Sun—generally known as "Rovian"—and most speak a couple of other languages as well.

Combat

Efreet are masters of misinformation, and take great pleasure in tricking and misleading their enemies, even in combat, rather than attacking them outright. This is not to say that efreet are cowards, for they are generally more than willing to trade blows if necessary, but they vastly prefer to beguile and woo mortals with sweet words and false offers.

Combustion (Ex): Lesser efreet deal 1d8 points of fire damage with a successful melee touch attack (or as additional damage with their slam attacks) and may ignite flammable objects with a touch. In addition, at will, an efreeti's touch can cause unattended flammable objects of paper, cloth, and wood, including items such as arrows and javelin shafts, to ignite.

Fire Aura (Su): As a free action, a lesser efreeti can activate a fierce heat around itself that serves as a [fire] damage shield (2).

Resistances (Ex): Lesser efreet have bonuses of acid, magic, and sonic resistance (10).

Elemental Traits (Ex): Despite technically being outsiders, efreet gain all the usual benefits of the elemental creature type: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Noble Efreet

Efreet are ruled by great specimens of their kind with powerful magical abilities. A typical noble efreeti stands between 18 and 20 feet tall and weighs about 7,000 pounds. Many noble efreet appear as young adults or even mature adults to the eyes of mortals, rather than having the youthful appearance of lesser efreet, although there is no evidence to support the fact that efreet actually age at all; in fact, they are thought to be immortal.

Noble efreet also tend to make wide use of unique magical tattoos (see "New Trade Skills" in *EQ: Al'Kabor's Arcana*).

Combat

Noble efreet use half truths and guile as much as do lesser efreet, but they tend to do so much more subtly and masterfully. In physical combat they are also considerably more dangerous than lesser efreet, given their greater size and strength and their significant magical abilities.

Combustion (Ex): Noble efreet deal 2d6 points of fire damage with a successful melee touch attack (or as additional damage with their slam attacks).

Spell-Like Abilities (mana cost): A typical noble efreeti's spell-like abilities (and the mana cost for each) are as follows: *Alter plane: Sun* (50; as *alter plane: Sky*, but this power transports subjects to the Plane of Sun), *annul magic* (13), *draught of fire* (27), *enticement of flame* (30), *inferno of Al'Kabor* (76), *lava storm* (25), *manaskin* (55), and *thunder-clap* (29). These spells are as cast by a 25th-level caster (save DC 15 + spell level) with a pool of 250 mana. Due to their great affinity with fire, noble efreet pay only 75% of the usual cost of effects with the [fire] descriptor (included in mana costs above).

Fire Aura (Su): As a free action, a noble efreeti can activate a fierce heat around itself that serves as a [fire] damage shield (3).

Resistances (Ex): Noble efreet have bonuses of acid, magic, and sonic resistance (25).

Quest Ladders

What follows are a series of quests, one for each class in the *EverQuest Role-Playing Game*. Each series culminates in the acquisition a body item designed for a particular class, such as a suit of armor or a robe. These items are intended to be just a bit better than other items given to PCs at similar levels, but the questing characters need to work for them. Quests for just one item could take multiple gaming sessions, but if more than one player is interested in acquiring these special items, you might consider running all quests concurrently.

If the PCs do these quests one at a time, they'll have to do a lot of backtracking — and, as the GM, be aware that they'll likely have gained enough experience to progress past the point of being challenged by the encounters proposed in each quest.

Quest Givers

Complete statistics are given for each of the 15 quest givers. These NPCs are often quite powerful, and can be friends or enemies to PCs long after the initial quest is finished. GMs might

want to use them as springboards for further adventures depending on their interaction with the PCs.

The individuals who dispense these quests are somewhat unusual in that they have few or no prejudices against members of good or evil races who may come to them seeking armor. The ones who live in the Temple itself are themselves servants of Solusek Ro, who himself is a neutral deity, and for various reasons are willing to provide equipment to anyone who brings them the components and fulfills their requirements. Those who live outside the Temple are either enlightened individuals when it comes to matters of race and racism, or are simply more interested in empowering and assisting any and all practitioners of their own class than in discriminating on the basis of perceived alignment.

Discovering Components

Sometimes the instructions for completing a quest are offered in riddles, or the quest givers provide only partial information. The questing character might need to consult

with experts, quiz a bard companion or the local bard's guild, or do research to learn background information before beginning the actual quest. The DCs and relevant checks are listed in italics under each stage of a given quest ladder, as in the following example:

DC 10 bardic knowledge; DC 15 Knowledge (nature).

The conditions applying to these checks are generally self-explanatory, but in some cases a brief explanation follows the DC values.

Quest components involving research in a library require the character to spend time in a library either near a given phenomenon (i.e., near a magical effect or substance that must be acquired) or having specialized information concerning the phenomenon; this time is listed as a dice roll, and after spending the resulting amount of time, the character must then make a successful Intelligence check (DC varies, as listed in individual quests) to glean the correct information from the library. Where applicable, this research requirement is added along with the skill check DCs, as shown above:

DC 10 bardic knowledge; DC 15 Knowledge (nature); research 1d4 hours (DC 8).

The library Mechanamagica in Ak'Anon has volumes on most such phenomena in Norrath, and is almost always a worthwhile resource. Other notable libraries can be found in Felwithe, Neriak, Erud, and Paineel. Communities close to a local phenomenon might also have smaller libraries with valuable information. For instance, Kaladim would probably have a small library containing information on mining and earth-related creatures. Smaller settlements such as the many farming communities of the Karanas or crude cities like Oggok contain no public libraries. However, if the GM wishes to establish or refer to a specific knowledgeable NPC located in such a place or elsewhere, it might be reasonable for that person to keep a small collection of books or scrolls on topics of personal interest.

Getting the Goods

Crafting magic items takes time. Once a character has assembled all the components for the quest, this does not mean the final quest item will be ready for immediate use. If the components are necessary for the armor's creation,

What If Our Group Has Two Shadow Knights?

Some quests have unique components for the creation of the magic item — it won't be possible to get two of such a component so that two characters with the same class can each get the item. If two players feel strongly enough about this to mention it, it's worth your time to come up with an alternate component so that both characters can get the item (or at least two virtually identical items).

If you're making up a new quest component, model it on the one you're swapping out. In each case, the greatest opponent's CR (or the EL of the deadliest encounter) should be similar to the CR of the quest in question, and the main objective should be surrounded by increasingly difficult challenges, just as you would design it if you were creating a normal adventure.

then crafting the item obviously cannot begin until all the pieces arrive. In some cases, however, the quest components are not necessary for its creation. In these instances, if the quester's faction with the item's crafter is at least +1, then the NPC crafter will take it on faith that the quester will complete the quest and so begins work on the item while the PC undertakes the quest. Otherwise, the item crafter waits until at least half the quest items have been recovered before beginning.

Bard Quest: Lambent Armor

Faction: Temple of Sol Ro (-6 ranks).

NPC: Cryssia Stardreamer, Walthin Fireweaver.

CR: 14.

Reward: *Lambent armor* (see below).

Consequence: -4 faction rank with Mayong Mistmoore (maximum -4 from this quest). -1 faction rank with Faerie (maximum -6 from this quest).

Summary: Cryssia (see sidebar) and Walthin (*male half elf, Exp 8/Brd 9, DN, Temple of Solusek Ro*) are resident smiths at the Temple of Solusek Ro. Cryssia does all the talking, while Walthin does the majority of the smithing work in the creation of special half-plate armor made just for bards: *lambent armor*.

In exchange for a character bringing her a number of items and performing a personal favor for her, Cryssia will have Walthin craft *lambent armor* for that character. To make this armor, Cryssia and Walthin need:

- Half-plate armor molds
- 3 *star ruby lambent stones*, 3 *fire opal lambent stones*, 3 *sapphire lambent stones*, and 3 *ruby lambent stones*.
- Vocal chords from a sonic bat
- A song charmed from a faerie noble
- A silver gypsy lute from the gypsies of Castle Mistmoore

Armor Molds

A PC can easily purchase the appropriate molds for her race and size from reputable potters or armor mold merchants in most communities in Norrath.

Lambent Stones

DC 25 bardic knowledge or Gather Information; research 2d4 hours (DC 12).

Varieties of *lambent stones* (a gemstone that glows with traces of magical light) involve the combination of a piece of lambent rock with the appropriate precious gem. For instance, a *star ruby lambent stone* requires a combination of lambent rock and a star ruby. Lambent rock is more difficult to obtain, as it is not generally available. Hill giants and sand giants seem especially interested in collecting lambent rock, though any giant might have one or two pieces. Finding or tracking giants is not terribly difficult, but they are tough foes. In addition to other treasure, a sand or hill giant has an 80% chance of having 1d4 pieces of lambent rock in its lair, each piece sufficient to attempt to make one *lambent stone*. Other kinds of giants have a 40-60% chance to have 1d2 such pieces in addition to any other treasure.

The gems are simpler, if perhaps more expensive to acquire. A PC may purchase them from a jeweler's shop in

Cryssia Stardreamer

Cryssia is on something of a sabbatical from adventuring. Her love, Walthin Fireweaver, is currently indentured for a time to Solusek Ro at the Temple, and she would rather be with him than wander Norrath alone. She still very much wants to travel, though.

Until Walthin's service ends, Cryssia lives vicariously through the stories that adventurers bring to her in the Temple, and thus, in part, through the quests she proposes to bards who come looking for Walthin's famed *lambent armor*. She's managed to amass quite a collection of instruments any bard would love to own, simply by making their retrieval part of the armor quest for other bards. She might be even willing to trade out one instrument for another if she is offered something particularly appealing. She would trade a great deal with someone who was willing (and somehow able) to end Walthin's debt to Solusek Ro.

Cryssia Stardreamer, Female Wood Elf, Brd 15/Rng 2: CR 17; Medium-size humanoid [elf]; HD 15d8+15 plus 2d10+2; hp 106; Init +3 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 21 [flat-footed 19, touch 12] (+2 Dex, +9 armor); BAB +13; Grap +15; Atk +18/+14/+10/+6 melee (1d6+4, crit 19-20/x2, *gleaming shortsword*) or +17/+12/+7 ranged (1d6, crit x3, 70 ft., knifed composite shortbow); SA songs; SQ bardic knowledge, wood elf traits; Resist AR 3, CR 6, DR 8, ER 3, FR 17, MR 7, PR 3, SoR 12; AL N; Fac Temple of Solusek Ro; SV Fort +10, Ref +15, Will +9; Str 15 (10), Dex 16 (14), Con 12 (10), Int 15 (13), Wis 14, Cha 23 (18).

Skills: Appraise +6, Balance +4, Climb +3, Diplomacy +15, Gather Information +17, Hide +7 (armor), Jump +0, Listen +14, Meditation +11, Perform (sing) +21, Play Brass Instruments +7, Play Percussion Instruments +11, Play String Instruments +16 (*Lyran's mystical lute*), Play Wind Instruments +20 (*faun flute*), Safe Fall +4, Sense Heading +8, Sneak +19 (armor), Spot +7, Swim +3 (weight penalty not included), Taunt +9, Trade Skill (blacksmithing) +12, Trade Skill (calligraphy)* +9, Wilderness Lore +7.

Languages: Elvish (4), Common (4), Elder Elvish (4), Faerie (4), Lizard Man (2).

Feats: Dodge, Embed Power*, Great Fortitude, Track, Weapon Finesse (short sword).

Bard Songs Usually Prepared: Cinda's charismatic carillon, Crission's pixie strike, hymn of restoration, Lyssa's cataloging libretto, Lyssa's solidarity of vision, Melanie's mellifluous motion, psalm of cooling, song of sustenance.

Mana Pool: 180.

Possessions: *Lambent armor* (see below), *gleaming shortsword**, knifed composite shortbow, 12 arrows, *faun flute* (stat modifiers not included above), *Lyran's mystical lute* (stat modifiers not included above), *dark scale sleeves*, *gold cat's eye agate necklace*, *potion — soul of the incorporeal**, songbook.

* This feat, item, or skill appears in EQ: Al'Kabor's Arcana.

most major towns, generally priced as listed on Table 6-17 in the EQ: *Game Master's Guide* (p. 220). Of course, a less expensive but more dangerous and time-consuming method, for adventurers at least, is to collect them from the treasure hoards of monsters throughout Norrath.

After gathering the necessary gems and bits of lambent rock, a character must properly join the two. Making a single *lambent stone* from a gem and a bit of lambent rock requires a successful Trade Skill (jewelcraft) check (DC 25); if she is incapable of doing this herself, the PC must have someone combine them for her. A failed attempt results in the destruction of the piece of lambent rock, and there is a 50% chance that the gemstone loses half its resale value and is rendered inadequate to make a *lambent stone*.

See EQ: *Monsters of Norrath* (pp. 82-83) for giant statistics.

Sonic Bat Vocal Chords

DC 15 Gather Information

By asking around in the right taverns or guild halls, a character can discover the location of one or more sonic hats, usually in cave complexes with enough other large creatures to be a food supply — creatures who might be no happier to see the bard than they would be a sonic bat. These oversized bats can be quite tricky to kill, but their vocal chords are relatively easy to remove (Profession [hunter] DC 12 or Wilderness Lore DC 15) once slain. The vocal chords are used to amplify the music played while the armor is enchanted.

See EQ: *Monsters of Norrath* (p. 134) for sonic bat statistics.

Faeries Noble's Song

DC 25 Gather Information

Most faerie nobles use druidic powers, but one Princess Tesselvana in the Lesser Faydark is a proponent of ancient song magic. Nearly everyone knows that the greatest concentration of faeries is in the Lesser Faydark, but only among wood elves of Kelethin can one hear tales of magical music among the fey of Lesser Faydark.

When the PC(s) approach a random faerie noble, the noble denies all knowledge of such music. However, with a successful Sense Motive check (DC 20), a listener gets a hunch that the noble isn't being strictly honest. After the noble dismisses the impertinent PCs, one of the noble's retinue (a fan of Princess Tesselvana's music) surreptitiously drops a leaf at one's feet with a name "Tesselvana" and a musical note written upon it.

The PCs must find and ask other faerie creatures about how to find Tesselvana. After a series of increasingly difficult Diplomacy checks (DC 15+), probably starting with the courtier who dropped the leaf, but going through faerie commoner guards and members of Tesselvana's family, the questing PC may speak to her.

Because her royal mother is ill and her father dead, Princess Tesselvana has been forbidden by her uncle, who currently reigns in her name, to practice her music so that she might be better prepared to rule. Thus, to avoid any distractions, she would rather not admit that she plays instruments or writes music at all, even though music and not rulership is her true heart's desire. She is flattered by the attention, but needs considerable coaxing to divulge the truth (a successful Sense Motive check DC 20 reveals

this fact). A bard can change her mood considerably by performing a positive mind-affecting song such as *Kellin's lucid lullaby* or even by charming her with a song such as Solon's *song of the sirens*. If this proves effective, she gladly hands her sheet music to an admirer, and performs for the bard despite family disapproval. This music is used to enchant the armor.

See EQ: *Monsters of Norrath* (p. 68) for faerie and faerie noble statistics.

Silver Mistmoore Gypsy Lute

A band of gypsies camps openly in the yard of Castle Mistmoore. This isn't exactly common knowledge, but then Cryssia tells the questing PC where to go. Anyone who simply goes to the castle and looks about can see the gypsies. Mistmoore's servants are likely to cause problems for visitors, however.

A force of 6 deathly ushers led by 2 deathly heralds patrols the yard when the bard and his companions arrive. The gypsies shout to the PCs that their camp is safe, warded against Mistmoore's deathly warriors. The PCs may either fight or run for the camp, which lies 100 feet inside the main gate. If they choose to fight, it could go poorly for them. If the PCs get to the gypsy camp, the deathly warriors cease attacking, but station guards at regular intervals, 30 feet away from the 60-foot-diameter camp, to prevent them from leaving. If the PCs manage to kill the first troop of deathly warriors, another group appears to replace the

dead within minutes, and takes up position around the camp.

The gypsies welcome those brave enough to seek their company, but warn them that attacking or casting spells on Mistmoore's minions will break the ward and allow Mistmoore's warriors into the camp. Only peace and cunning allows the gypsies to stay.

Within the small camp is an old gypsy crone called Sanja Plunya (*female human, Brd 6/Enc 17, CN, Agents of Mistmoore*), who claims to have known Mayong Mistmoore before he was a vampire. Sanja makes rare and beautiful silver lutes by hand. She parts with one only if the bard who seeks it proves himself worthy — by giving a performance so captivating that the deathly warriors in the yard fail to notice the bard and his companions leaving the camp.

The bard must talk his way out. First, he must get the guards' attention and compel them to listen with a Diplomacy check opposed by the deathly harbinger's Intimidate check (the harbinger is keeping its soldiers in line through intimidation). Failure means that the warriors are able to ignore the bard's parlaying attempts. Retries are possible, but the difficulty increases by 2 for each previous failure. If the difficulty gets too high, the bard may wait for the guard to change in 6 hours.

Once he has the guards' attention, the bard must make a Perform or Play Instrument check (DC 25), using whatever type of performance is available to him. If he succeeds, he and his companions may try to escape, gaining 1 round of a head start for



each point by which his check exceeded 25. If he fails, the warriors are unimpressed and let no one pass. Retries are possible, but as before, the DC increases by 2 for each previous failure. If the guard changes, the bard must make a new Diplomacy check before he may attempt another Perform check.

Whenever he succeeds, Sanja hands him the silver lute just before he steps out of the camp's circle.

See *EQ: Monsters of Norrath* (p. 43) for deathly warrior statistics.

Lambent Armor

Description: This shimmering blue set of light plate armor practically forces crowds to pay attention to the bard wearing it. Its helm is gracefully crafted to leave both ears and face open, allowing the bard to listen and sing without interference. The armor can also force opponents to pay attention to the bard in combat, especially opponents who are easily distracted by shiny objects. However, the ever-adaptable bards of Norrath can use even this to their advantage, luring creatures into ambushes or away from frailer allies.

Powers: When worn by a bard, this armor functions as +1 *full plate* with the *silent moves* quality. In addition, a bard wearer may invoke an effect identical to the spell *mesmerization* (caster level 9) once per day.

For a non-bard, *lambent armor* functions as +1 *half-plate* (no special qualities) and grants only half the value of the bonuses listed below (round down).

Regardless of the wearer's class, *lambent armor* sheds a gentle, alluring glow that illuminates a 10-foot area around the wearer; this effect also imposes a -10 penalty on Hide checks, beyond the wearer's armor check penalty. However, due to the distracting nature of this glow, the wearer can also make Taunt checks untrained.

Lambent Armor (AC +9/+8, max Dex +1/+0, check -5/-6; hardness 12, 22 hp, Break DC 26)

Str +2, Dex +2, Con +2, Int +2, Cha +3, hp +6, all resistances (2).

Bonus types: None.

Activation: Spell Trigger (bard) [*mesmerization*], Use Activated [all other powers].

Caster Level: 9th.

Market Price: 359,815 gp.

Slot: Body.

Weight: 24 lbs (assumes Medium-size wearer).

Beastlord Quest: Purified Spirit Armor

Faction: Kerrans (-1 rank).

NPC: Saemey Wirewhisker.

CR: 15.

Reward: *Purified spirit armor*.

Consequence: None.

Quest Summary: Saemey Wirewhisker (see sidebar) wanders Odus as a nomad. He has a home among the Kerrans, who revere him, and a lean-to somewhere in the Stonebrunt Mountains. Once the quester has found all of the necessary components, Saemey will get the aid of his friend

Emylie Steelclaws, a master armor crafter among the Kerrans, to make the *purified spirit armor*.

Saemey sends the questing beastlord and her companions out to collect *spiritling stones*, which are scattered across the northern continents of Norrath. These stones form spontaneously as physical manifestations of the resentment most spiritlings feel at the encroachment of civilization. *Spiritling stones* exist in nearly any different climate or locale, but the strongest ones form in places particularly rich with native wildlife that have powerful spiritlings in residence, yet which are under imminent threat of being overrun by "civilized" forces.

Saemey wants the beastlord to bring him four stones:

- *Jungle spiritling stone*
- *Mountain spiritling stone*
- *Sea spiritling stone*
- *Swamp spiritling stone*

In game terms, only Gather Information checks can be used to learn about each stone. Most "spiritually attuned" individuals (i.e., shamans and beastlords, some druids, and even a few clerics or necromancers) know of the existence of these stones, though only a few know where to find one at any given time.

Once the beastlord has learned where a stone might reside and has narrowed her search to a specific area, a *spirit sight* spell allows her to find the stone once it is within line of sight.

Spiritlings are likely to figure into the protection and defense of each stone. (See *EQ: Monsters of Norrath*, p. 135, for spiritling statistics.)

Jungle Spiritling Stone

DC 25 Gather Information (Odus)

Odus is more a land of positive knowledge than intuitive, spiritual knowledge, so finding someone to ask could be the first challenge. Small druid circles in the Toxxulia Forest and along the Barren Coast know a great deal about their small continent, however, and lone beastlords like Saemey dot the continent. Other Odus residents might point the questing beastlord to these sources, although she might well have to fight her way through various obstacles to find the bearer's of such information.

Once a source is found and consulted, the beastlord learns that the *jungle spiritling stone* can be found in the subtropical jungle of Kerra Isle, where spiritlings have been fighting against Kerran efforts to clear the jungle for over a year. If she consults the appropriate Kerrans, the beastlord can talk to Shierna Mexlwi (*female Kerran Vah Shir*, *Exp 1/Mil 3, ON, Kerra Isle*), headmaster of the village leading the clearing efforts. Shierna can point out those locations near which the spiritlings tend to congregate. The beastlord might just wish to find the spiritlings on her own, but this should take at least 1d10 days of combing the jungle and a successful Knowledge (nature) check (DC 20) or Wildemess Lore check (DC 25) to find signs of spiritling existence.

Once the character is in the correct vicinity, she may find the stone only using *spirit sight* or similar magic, and only with a successful Search check (DC 20, -1 per previous check); each such check takes 1 hour of trudging through the jungle. The stone itself, once found, is located high in a tree. It is guarded by a pair of cockatrices that the

Saemey Wirewhisker

Saemey Wirewhisker wanders around Odus, between Kerra Isle and the Stonebrunt Mountains. With his tiger warder Rushja, he visits the beasts and animals of each region, meeting their needs and opposing intrusion by larger, more powerful forces. Saemey often employs assistants in his crusades, and when he finds an individual or group that he trusts, he is likely to call on them again. Saemey knows of many treasure stashes around Odus, so he also knows how to direct his helpers toward monetary reward when their service is done. (This is not to say that such "stashes" do not have guardians of their own, however.)

Saemey Wirewhisker, Male Vah Shir, Bst 21: CR 21; Medium-size humanoid [Vah Shir]; HD 21d8+42; hp 133; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 19 [flat-footed 16, touch 13] (+3 Dex, +6 armor); BAB +21; Grap +25; Atk +27/+23/+19/+15/+11 melee (1d6+7, crit x3, +2 *silver ulak of throwing and returning*) and +23/+18 melee (1d4+5, +3 *clawed handwrap*), or +28/+24/+20/+16/+12 melee (1d4+7, +3 *clawed handwrap*) and +22/+17 melee (1d6+5, crit x3, +2 *silver ulak of throwing and returning*), or +26 ranged (1d6+6, 10 ft., +2 *silver ulak of throwing and returning*); SA animal aura (5/day), spells; SQ animal speech (animals, beasts, magical beasts), animal skills, discipline (Resistant), +1 magic saves, ultravision, Vah Shir traits; Resist CR 11, DR 4, FR 5, MR 8, PR 5, SoR 4; AL DG; Fac Kerra Isle; SV Fort +12, Ref +15, Will +12; Str 18 (15), Dex 17 (14), Con 16 (14), Int 11 (10), Wis 16 (15), Cha 13 (10).

Skills: Animal Empathy +17, Channeling +9, Climb +7, Handle Animal +15, Heal +9, Hide +7, Jump +11 (boots), Listen +9, Meditation +8, Safe Fall +7, Search +5 (pendant), Sense Heading +5, Sneak +12, Spellcraft +7, Spot +12 (pendant), Swim +5 (weight penalty not included), Trade Skill (tailoring) +14, Wilderness Lore +9.

Languages: Kerran (4), Common (4).

Feats: Ambidexterity, Dual Wield, Hand to Hand, Improved Hand to Hand, Improved Initiative, Improved Two-Weapon Fighting, Parry, Power Attack.

Beastlord Spells Usually Prepared (mana cost): *Cancel magic* (5), *deftness* (13), *healing* (10), *invisibility* (5), *spirit of ox* (10), *spirit of wind* (17), *summon companion* (8), *Yekan's recovery* (21).

Mana Pool: 106.

Possessions: *Purified spirit armor* (see below), +3 *clawed handwrap*, +2 *silver ulak of throwing and returning*, *traveler's boots*, *water stone**, *pendant of sharp sight§*, *enhancement potion* (+4 Con), prayerbook.

Saemey (buffed with *deftness* and *spirit of ox*): hp 196; Init +10; AC 22 [flat-footed 16, touch 16] (+6 Dex, +6 armor); SV Fort +15, Ref +18, Will +24; Dex 24, Con 22.

Rushja, Saemey's Male Tiger Warder, Type 8 (buffed with *spirit of wind*): CR -: Huge magical beast; HD 20d8+220; hp 310; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 26 [flat-footed 24, touch 10] (-2 size, +2 Dex, +16 natural); BAB +15; Grap +35; Atk bite +25 melee (2d8+12), 2 claws +22 melee (1d10+6); SA pounce, improved grab, rake, magic attack +4, *spirit of wind* proc (Proc DC 22; Fort half [DC 20], 4d10 magic; also, Fort DC 27 or *interrupted*); SQ low-light vision, scent; AL N; Fac None; SV Fort +23, Ref +14, Will +8; Str 35, Dex 15, Con 33, Int 8, Wis 14, Cha 14.

Skills: Listen +13, Spot +13, Taunt +12.

Feats: Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam.

* This item appears in EQ: *Al'Kabor's Arcana*.

§ This item appears in Appendix Two of *RoN: Everfrost Peaks*.

spiritlings have lured to the area as a deterrent to the Kerran civilization effort. In addition, a spiritling waits high in the branches of the tree, watching over the cockatrices. The spiritling won't engage in combat once the cockatrices are defeated, but instead flees and tries to follow the PCs from hiding, attacking again from the rear if they encounter other dangerous creatures along the return trip.

See EQ: *Monsters of Norrath* (p. 39) for cockatrice statistics.

Mountain Spiritling Stone

DC 20 Gather Information (north-east Antonica)

Recently, a backwards young tribe of highland kobolds in the Lavastorm Mountains found such a *spiritling stone*, and they have now settled in the area, worshipping it as a manifestation of Brell Serilis. The power within the stone sometimes manifests itself in the form of localized earthquakes, which the kobolds interpret variously as signals of Brell's pleasure and displeasure, depending on the consequences of the quake.

The local spiritlings are torn about how to deal with this situation. On one hand, some resent the kobolds' intrusion into their mountain habitat. Others point out that the kobolds are in fact excellent stewards of local wildlife and seem to act in accord with the spiritlings' cause. Neither side can agree, though, on whether the kobolds represent some civilization or are simply an extension of the local ecology that just happens to have apposable digits.

Either way, the beastlord needs to get the stone, which rests on a simple altar at the center of a circle of five huts. The kobold tribe has 20 adults (with leaders, as appropriate), but only 10 or so are likely to be in the village at any given time. However, the spiritlings have decided to test the kobolds as to whether they are appropriate guardians for the stone: At the same time that the beastlord (and any allies) attempt to retrieve the stone, two wards of Ro (see sidebar under "Inside the Temple") attack the kobold village; the spiritlings' have convinced the wards that the kobolds present a clear and present danger to their Temple. Meanwhile, just before the wards attack, another spiritling rouses the kobolds and provides information and aid to them throughout the simultaneous assault of beastlord and wards of Ro.

The wards of Ro aren't interested in talking with the beastlord or in working with her during (or after) the assault. If the PCs interfere with the wards' assault, they are likely to attack the PCs, assuming they're allies of the kobolds. Note that killing a ward of Ro imposes a -8 penalty to the slayer's Temple of Solusek Ro faction.

See EQ: *Monsters of Norrath* (p. 111) for highland kobold statistics.

Swamp Spiritling Stone

DC 17 Gather Information (southern Antonica)

In the Feerrott swamp, a leech has grown to gigantic size thanks to the power of a *swamp spiritling stone*. The resulting bloodgorge leech now feeds on frogloks, lizard men, trolls, ogres, and anything else civilized and full of blood.

Most civilized swamp dwellers will have no trouble allowing the beastlord to hunt down the gigantic leech, as long as she gets rid of it and does not merely anger it. The frogloks of the swamp might even offer help in the way of supplies. Ogres and trolls will at least stay out of her way

while she hunts it down, although the local lizard men might see the beastlord's presence as trespassing and attempt to harm her and her companions while they search. (For lizard man stats, see the "Ravenscale Armor" rogue quest later in this book.)

The frogloks and ogres in the area know that the lizard men were recently on the warpath, exterminating spiritlings. If the beastlord captures and interrogates a lizard man, she can learn where the hunt centered. The bloodgorge leech won't be far from that spot, but it will be hiding under the murky water.

See *EQ: Monsters of Norrath* (p. 180) for bloodgorge leech statistics.

Sea Spiritling Stone

DC 25 Gather Information (eastern Antonica or western Faydwer)

In the waters of the Ocean of Tears, spiritlings have been attacking ships that pass by a small island. However, a seafury cyclops has collected a *sea spiritling stone* and keeps it among other precious gems and worthless rocks. The spiritlings are no more happy about the cyclops than they are about the passing ships, but they can't reach the cyclops, who spends most of his time in an underwater cave.

The Cyclops's cave has an air vent to the surface, allowing it to stay there indefinitely. As much as the spiritlings don't like the PCs, they'll be happy to show the way to the cyclops by blinking and motioning for the PCs to follow them to the air vent. The natural crack leading down to the cave is a tight squeeze for Medium-size characters (Escape Artist DC 15), and Large characters can't fit at all. The only other option is to swim down and try to approach from the front. Either way, the cyclops is prepared to fend off intruders, and the PCs must work their way past cave-in and deadfall traps to reach the Cyclops's main room where he keeps his treasure.

See *EQ: Monsters of Norrath* (p. 128) for seafury cyclops statistics.

Purified Spirit Armor

Description: This beige-colored leather armor often causes gypsies and other sensitive types to feel "spiritual disturbances" around the wearer. The *purified spirit* of the armor is literal: Spirits are bound into the leather, and anyone looking at the wearer with a *spirit sight* spell or similar divinatory magic notices the spirits wreathing the wearer. These spirits are redeemed undead souls, bound into the armor through their desire to do good among living things, where they once sought to destroy life.

Powers: This armor is equivalent to +3 *leather armor* with the *invulnerability* and *process defense* qualities when worn by a beastlord or shaman. In addition, a shaman who wears it may invoke an effect identical to the spell *light healing* once per day.

For any other wearer, *purified spirit armor* functions as +1 *leather armor* (no special qualities) and grants only half the value of the bonuses listed below (round down).

Purified Spirit Armor (AC +5/+3, max Dex +6, check +0; hardness 5, 5 hp, Break DC 23)

Str +3, Dex +3, Con +2, Int +1, Wis +1, Cha +3, hp +3, mana +4, magic resistance (4), magic save +1.

Bonus types: None.

Caster Level: 9th.

Market Price: 511,875 gp.

Slot: Body.

Weight: 10 lbs (assumes Medium-size wearer).

Cleric Quest: Armor of the Faithful

Faction: Temple of Solusek Ro (-3 ranks).

NPC: Gavel the Temperant.

CR: 14.

Reward: *Armor of the faithful*.

Consequence: None.

Quest Summary: Gavel, a permanent resident of the Temple, creates *armor of the faithful* for clerics who prove themselves worthy. Clerics of any faith can prove their worth to the dwarf by bringing him any four of six religious icons found here and there around Antonica and Faydwer. The icons are stylized cylindrical carvings of various virtues, useful for all faiths, and are known as the *ardent*, *constant*, *devout*, *fervent*, *penitent*, and *reverent* icons, respectively.

As a test of the cleric's priorities, Gavel gives a cleric the list of the six icons, and tells him to retrieve the *constant*, *devout*, and *reverent* icons, as well as any one of the others. When the cleric returns, Gavel asks him to hand them over one at a time. Gavel doesn't tell the cleric that the additional icon he brings will decide some of the armor's abilities.

In each case, a cleric might ask around at temples to his god or at temples dedicated to sympathetic gods; there, with a successful Gather Information check (DC 20), he can learn who (or what) most recently possessed a given icon and the last known whereabouts of the owner.

Ardent Icon

DC 22 bardic knowledge; DC 20 Knowledge (local lore, religion)

Somewhere in the vicinity of Befallen, in the Commonlands of Antonica, a necromancer named Chellish Gravespin (*male gnome, Nec 11/Clr 1, DE, Befallen Residents, Dark Reflection*) collects and reanimates corpses. Though barely a cleric, Chellish is an active worshiper of Bertoxulous. He uses the *ardent icon* to help in his unholy rites to create undead.

Getting the icon is a matter of getting past Chellish's undead minions and taking it from him. Chellish has at least 10 dark-bone skeletons protecting him at any time, in addition to his skeletal pet. Chellish fights until he has less than 25% of his hit points remaining, at which point he surrenders, offering anything his attackers ask in exchange for his life. If the PCs let him live, though, he most certainly plots revenge.

See *EQ: Monsters of Norrath* (p. 133) for dark-bone skeleton statistics.

Constant Icon

DC 20 Knowledge (monster lore [goblins]); **DC 25 Knowledge** (local lore, religion)

A goblin named Sludge Dankmire (*male aqua goblin, Mil 9/Rog 9, DE, Clan Runnyeye*), who lives in an underground reservoir among the Runnyeye clan in central Antonica,

Gavel the Temperant, Armorsmith of the Faithful

Gavel seems to have a spiritual glow about him at all times (due to his *armor of the faithful*). He wears his armor to stay prepared, and to serve as a reminder to others that being prepared for battle is always best. Though Gavel is good, he considers himself a servant to all the gods of Norrath, but he reserves a special devotion for Solusek Ro; typically dwarven, he reserves his own opinions about other clerics' religious leanings.

Gavel believes that good will triumph in time, and that those who oppose good will either be converted or destroyed. He is wise enough to know that he does not see all ends, though, and thus is content to serve as an outfitter for servants of any god, even gods whose actions and dogma he finds personally repugnant — for who but the highest gods can say whether, in equipping some servant of an evil power, the simple dwarf does some good he himself cannot comprehend.

Gavel the Temperant, Male Dwarf, Clr 18: CR 18; Small humanoid [dwarf]; HD 18d8+54; hp 158; Init +0; Spd 15 ft. in armor, 20 ft. base; AC 25 [flat-footed 21, touch 11] (+1 size, +10 armor, +4 shield); BAB +13; Grap +12; Atk +22/+17/+12 melee (1d8+8, crit x3, +5 warhammer) or +14 ranged; SA spells; SQ divine powers (celestial warrior, turn undead [4/day]), Greater Specialization (alteration), fire, magic, and poison saves +2, disease saves +1, infravision, dwarf traits; Resist AR 5, CR 8, DR 6, ER 5, FR 17, MR 10, PR 11, SoR5; AL NG; Fac Temple of Solusek Ro; SV Fort +11, Ref +6, Will +18; Str 16 (15), Dex 10, Con 17 (14), Int 15 (10), Wis 24 (19), Cha 13.

Skills: Channeling +14, Climb +2, Diplomacy +6, Jump -2, Knowledge (religion) +8, Meditation +22, Sense Heading +11, Spellcraft +14, Trade Skill (blacksmithing) +26.

Languages: Dwarven (4), Common (4), Rovian [Plane of Sun tongue] (3).

Feats: Combat Casting, Embed Enhancement*, Mental Clarity, School Specialization (alteration), Skill Talent (Trade Skill [blacksmithing]).

Cleric Spells Usually Prepared (mana cost, modified for Greater Specialization): *Cancel magic* (5), *celestial remedy* (29), *reparation* (38), *root* (5), *superior healing* (36), *symbol of Ryltan* (19), *word of spirit* (22), *yaulp II* (3). Due to his *velium imbued fire opal ring*, Gavel receives a +1 bonus to the save DC of any evocation spells he casts.

Mana Pool: 267.

Possessions: +3 *ardent armor of the faithful* (see below; note that Gavel's own armor is exceptional, being +3 rather than +2), +2 *large steel shield*, +5 *warhammer*, *prayer shawl*, *velium amber ring*, *velium imbued fire opal ring**, *stein of good health**, fine steel holy symbol, prayerbook, healer's kit.

Gavel (buffed with *symbol of Ryltan* and *yaulp II*): hp 158 + (7d6+1)x2 = ave. 208; AC 27 [flat-footed 23, touch 13] (+1 size, +10 armor, +4 shield, +2 deflection); Grap +14; Atk +24/+19/+14 melee (1d8+10, crit x3, +5 warhammer); Str 21.

* This item appears in EQ: *Al'Kabor's Arcana*.

has been rumored to carry this icon as a sign of the gods' favor on him. Indeed, Sludge is a skilled fighter who does seem to be unnaturally fortunate. He has survived two raids on his den, and the Runnyeye goblins of his adopted tribe have beaten back a third, sending the adventurers who staged the raid away with their tails between their legs.

Sludge is not a gifted leader, but he's certainly become something of celebrity among the Runnyeye goblins, and is therefore hard to reach without going through waves of common goblins, many with 1 to 3 levels of militiaman, as well as leader-types with warrior, rogue, or magician levels.

See EQ: *Monsters of Norrath* (p. 92) for goblin statistics.

Devout Icon

DC 15 Diplomacy or Gather Information; DC 20 Knowledge (local lore); DC 22 Knowledge (religion)

This icon was last known to be in the possession of a gnome priest of Brell Serilis called Simsin Bottletop. When the PCs ask around for Simsin, they learn that he took the icon with him on a quest to retrieve minotaur hooves in the Steamfont Mountains three days before their arrival. PCs who wish to track Simsin find the job fairly easy — a successful Search or Track check (DC 10) allows anyone to find and follow his obvious trail by means of the occasional dead, hoofless minotaur. Otherwise, the PCs need to hire a native guide or spend at least 3d4 days in the mountains until they find the bloody remains of the gnome group.

Sadly, the gnome cleric and his companions didn't get very far into minotaur country before meeting their match. The *devout icon* is now in the possession of a minotaur sentry who doesn't know what he has, but who likes the look of the little statue and thus keeps it with him. A Track check (DC 15) allows the tracker to follow the minotaur, who is less than day away.

If the PCs have no means of tracking the minotaur, assume that they have a 20% chance to encounter 1d2 minotaurs for every hour they spend wandering in minotaur territory. Each such encounter has a 25% chance of being with a lone sentry (*gorge minotaur*, War 5-8) instead, and each sentry is 40% likely to be the one who holds the icon.

See EQ: *Monsters of Norrath* (p. 98) for gorge minotaur statistics.

Fervent Icon

DC 20 Knowledge (local lore, religion)

A bright-red-feathered aviak named Gull Skytalon (*male rook aviak*, Rog 3/Shd 11, NE, no faction) dwells on a small island in the Ocean of Tears; he carries the icon with him and shouts from the top of his island every morning in praise to Innoruuk. The mile-long island is shrouded in an oily, pernicious fog throughout the morning, though the ocean winds usually blow it away by early afternoon.

Gull is clearly an oddity among aviaks, but he nonetheless has several followers who have formed a nest on their shrouded island. Finding Gull at night or in the fog is a challenge, and his great stealth makes him a difficult target at the best of times. Locating the communal nest where the followers gather and guard their eggs (and other valuables) is a good way to try drawing him out. There is no peaceful way to get the icon from Gull; it must be either stolen or taken from his corpse.

See EQ: *Monsters of Norrath* (p. 23) for aviak statistics.

Reverent Icon

DC 18 Knowledge (religion); DC 20 Knowledge (local lore)

Among the many undead creatures that stalk the hills along the northern edge of the Plains of Karana is an undead being known as Regis the Reverent. In life, Regis was a senior cleric of Rodcet Nife dedicated to cleansing the undead scourge, but he fell to a powerful ghoulish lord after a harrowing battle and, due to that thing's dark curse, became the thing he most hated.

Regis still has the *reverent icon*, but relinquishes it only if he is destroyed or impressed by the reverent prayer of a devout cleric. To impress Regis in this way, a cleric must first expend all of his mana before entering Regis's presence. Then he must begin to pray reverently, succeeding at five Meditation checks (DC 20) within 1 minute of entering Regis's presence (one attempt per round); success at this endeavor allows the cleric's purity of faith to pierce the veil of undeath and allow Regis to see true faith in action once again. During such prayer, the cleric may not fight, run, or undertake any strenuous activity, but must focus solely on meditation. The cleric's companions may protect him, however. As soon as the cleric successfully completes the meditation, Regis's soul is redeemed: his body vanishes, and the icon falls to the ground wrapped in its cloak.

Use the stats for a risen commander (EQ: *Monsters of Norrath*, p. 124) for Regis's undead form.

Penitent Icon

DC 20 Knowledge (local lore, monster lore [Vah Shir]); DC 20 Knowledge (religion)

An itinerant priest called Maugurim (*male Kerran Vah Shir, Shm 12, NG, Kerra Isle*) currently holds this icon on Kerra Ridge. When the questing cleric arrives and explains his business, Maugurim tells him that the icon is hidden, and that he will retrieve it only if the cleric does a significant kindness for his own worst foe.

For purposes of gaining this icon, assume that whichever faction score is lowest for the cleric is his greatest enemy (ties decided by the GM). Maugurim encourages the cleric to define his own kind act, but it must always involve sacrifice and some personal danger on the cleric's part. Such acts of kindness might include rescuing an enemy from a hill giant's cooking pot, bringing supplies to an enemy's doorstep and offering it with no strings attached, or fighting a battle for the enemy when the enemy champion is wounded or dead.

When the cleric returns with proof of the deed, Maugurim gladly surrenders the icon.

Armor of the Faithful

Description: This light plate-mail armor lacks ornamentation, but its shiny and smooth plates reflect almost as a mirror. Evil wearers find that the shine fades over a few weeks, settling into a dull sheen, while good wearers notice the shine intensify, even in dim lighting.

Powers: When worn by a cleric, this armor encumbers as a mere breastplate but otherwise functions as +2 *half-plate* with the *light fortification* quality, and it offers certain other benefits dependent upon the fourth icon used in its creation.

For a non-cleric, it functions as +1 *half-plate* (no *fortification*) and grants only half the value of the other benefits listed

below (round down). A non-cleric wearer also does not gain the benefit of the armor's focus effect.

Icon Used	Benefits	Market Price
Ardent	Con +3, Int +2, Wis +2, mana +5, all resistances (5)	197,675 gp
Fervent	Dex +2, Con +3, Wis +2, hp +5, mana +5	198,475 gp
Penitent	Con +3, Wis +2, Cha +2, hp +5, +1 on all saves	196,475 gp

Armor of the Faithful (AC +9/+8, max Dex +3/+0, check -3/-6; hardness 12, 22 hp, Break DC 26)

Focus effect: Extended Enhancement II.

Bonus types: None.

Caster Level: 10th.

Slot: Body.

Weight: 45 lbs (assumes Medium-size wearer).

Druid Quest:

Forest Woven Armor

Faction: Jaggedpine Treefolk (+1 rank).

NPC: Cheyloh Greenwood.

CR: 14.

Reward: *Forest woven armor*, +1 faction rank with Jaggedpine Treefolk (maximum +2 from this quest).

Consequence: -4 faction ranks with Clan Torn Ear (maximum -4 from this quest). -1 faction rank with Ak'Anon Guards (maximum -1 from this quest).

Quest Summary: Cheyloh Greenwood (see sidebar) sends the questing druid out to retrieve items that she will use to make a set of *forest woven armor*. None of them are unique, and a few druids in Norrath already wear a version of this excellent armor. To make it, she requires the following:

- 2 perfect hides of some magical beast soaked in the sap of a willing treant
- Tender ironwood bark
- Stone chips from the peaks of the Steamfont mountains
- 100 pine needles from the oldest tree in the Jaggedpine Forest, burnished over sacred flame
- 4 shards from an animate jewel

Sap-Soaked Magical Beast Hides

DC 20 Gather Information

The druid must then locate a treant (see boxed text) who will grant him enough sap to soak the hides. (Treant sap serves as a binding agent to hold the other elements of the armor together.) By asking among druidic circles, a PC might learn of Elderfrond, a treant who lives in the Plains of Karana. Elderfrond knows Cheyloh personally and has helped other druids obtain similar sets of armor from her hands. He doesn't need to think about whether to help, as his faith in her judgment is so great that he'll do it for anyone Cheyloh sends.

If the druid has encountered a treant prior to beginning this quest, she might wish to ask one she knows. A treant will always ask to know why a druid wants its sap, and unless the druid's faction with the treant is strong (+2 or more), the treant will want to spend at least a few weeks thinking about it and conversing with and observing the character.

Cheyloh Greenwood

Cheyloh is a surprisingly urbane druid, even if she is usually found wandering in Jaggedpine or the Karanas tending animals or collecting ingredients for a new tailoring project. More often, though, she's in her home by the stables in Surefall Glade. Because of her peaceful nature, she rarely has combat spells prepared — an unfortunate practice, given the enmity most druids of the Unkempt Woods have toward her. They feel she has betrayed them by spending so much time in the "city" of Surefall Glade; Cheyloh was once one of their number, but found a more enlightened way among the Jaggedpine druids of Surefall. Still, attempts are occasionally made on her life, usually involving unbelievably large animals that prove immune to the druids' commands and crash through the forest hunting her.

Cheyloh Greenwood, Female Half Elf, Dru 23/Exp 4: CR 26; Medium-size humanoid [half elf]; HD 23d8+69 plus 4d6+12; hp 239; Init +3 (Dex); Spd 30 ft.; AC 25 [flat-footed 17, touch 13] (+3 Dex, +7 armor, +5 shield); BAB +20; Grap +20; Atk +24/+20/+16/+12/+8melee (1d6+4, crit 18-20/x2, +4 *dancing scimitar*) or +20/+15/+10/+5 melee (1d4, shield bash), or +22/+18/+14/+10/+6 melee (1d6+4, crit 18-20/x2, +4 *dancing scimitar*) and +18 melee (1d4, shield bash), or +23 ranged; SA spells; SQ wilderness masteries (dire charm, evacuation), Greater Specialization (alteration), infravision, half elf traits; Resist CR 5, DR 9, ER 8, FR 6, PR 6; AL NG; Fac Jaggedpine Treefolk; SV Fort +15, Ref +12, Will +25; Str 11 (8), Dex 17 (15), Con 16 (12), Int 11 (10), Wis 25 (18), Cha 14.

Skills: Animal Empathy +7, Channeling +14, Climb +3, Handle Animal +9, Heal +13, Hide +9 (+19 in forested or overgrown areas), Knowledge (geography) +6, Knowledge (nature) +11, Knowledge (religion) +3, Meditation +37, Sense Heading +8, Spellcraft +14, Trade Skill (tailoring) +35, Wilderness Lore +15.

Languages: Elf (4), Common (4), Faerie (4), Elder Elvish (3).

Feats: Combat Casting, Mystic Capacity, School Specialization (alteration), Skill Talent (Trade Skill [tailoring]), Track.

Druid Spells Usually Prepared (mana cost, modified for Greater Specialization and evacuation wilderness mastery): *Allure of the wild* (34), *egress* (14), *form of the great wolf* (21), *gate* (10), *greater healing* (23), *improved superior camouflage* (13), *ring of Misty Thicket* (20), *spikecoat* (18), *treeform* (5).

Mana Pool: 354.

Possessions: *Tunarean soldier armor**, *ceremonial solstice robe** (usually carried), *cracked darkwood shield*, +4 *dancing scimitar*, *scroll of ice*, *potion of fire focus II**, *black shadow tunic**, *ring of quintessence*, *enchanted embroidery needle**, masterwork tailor's kit, wooden holy symbol, prayerbook.

Cheyloh (buffed with *spikecoat*): AC 29 [flat-footed 21, touch 13] (+3 Dex, +7 armor, +5 shield, +4 natural); SQ damage shield (1).

* This spell or item appears in EQ: *Al'Kabor's Arcana*.

In any case, the treant's sap comes at a price. Nearby, a powerful band of gnolls has been cutting down trees that are far too young to be harvested, and this behavior has to stop. The treants don't really want the gnolls killed, since they are part of the local ecology, but they do want the gnolls scattered and disorganized.

To that end, the treant wants the druid to remove the gnolls' leader (at least) from the area, preferably by teleporting away with him to some remote location. The leader goes by the name Preyrender (use *Tesch Val* statistics). The gnolls live in a large logging camp on the edge of the forest, and consist of 10 Mal and 60 Mas gnolls. The PCs may use a variety of methods for dealing with Preyrender, but simply killing the gnolls does not fulfill the treant's request.

A druid must acquire the hides from two creatures of the same type, which must be some magical beast of at least the same size as the druid (i.e., Small, Medium-size, etc.). These hides must be of perfect quality, unmarred by blade, flame, or the like, and properly skinned and prepared (Profession [hunter] DC 16 or Wilderness Lore DC 20), then soaked in the treant sap for at least three full days.

See *Monsters of Norrath* (p. 90) for Mal, Mas, and Val gnoll statistics.

Tender Ironwood Bark

DC 10 *Gather Information or Knowledge (nature)*; DC 15 *bardic knowledge*; *research* 1d3 hours (DC 10)

Cheyloh tells the questing druid that she needs about a square foot of ironwood bark, in one piece, to make the armor. The immense ironwood trees, found deep in the Greater Faydark, are famous for their imperviousness to axes. Ironwood trees are old and large, many nearly 50 feet in diameter at their base. The trees are only vulnerable near the top, where younger bark peels away more easily.

Ironwood tree bark has a hardness of 10 and 20 hp/inch of thickness; near the bottom of the tree, it is generally about 3 inches thick. Above 100 feet up on a typical specimen, the hardness decreases by -1, and by another -1 for every 20 feet of additional height, to a minimum of hardness 6; the thickness of the bark likewise decreases by 1/2 an inch for every 10 feet beyond 100, to a minimum of 1/2 an inch thick at 150 feet. The trees have no low-hanging branches, but the bark is rough enough to use for hand and footholds (Climb DC 15).

A character may tear a sufficiently sized patch from the tree with a successful Strength check (DC 22 + the hardness of the bark). Alternately, a character may attempt to cut the bark away. In this case, he needs to make four 12-inch incisions forming the four sides of a square, each requiring that he deal 12 points of damage (after hardness) to the bark; with each "attack," the character must make an attack roll against AC 10, since the individual cuts must be at least somewhat accurate.

To make matters more challenging, a cinder hornet makes its solitary nest in the tree at a height of 150 feet. When someone begins pulling at the bark, the hornet feels the tree shake and emerges from its nest to investigate. If it finds a character causing the shaking, it attacks.

See EQ: *Monsters of Norrath* (p. 184) for cinder hornet statistics.

Treant

Hit Dice:	21d8+147 (241 hp)
Initiative:	-1 (Dex)
Speed:	30 ft. (run 90 ft.)
AC:	22 (-2 size, -1 Dex, +15 natural)
Attacks:	2 slams +23 melee
Damage:	Slam 2d6+10
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Stone cracking, trample 2d8+15, spell-like abilities
Special Qualities:	Tree herder, damage reduction 4/-, resistances, fire vulnerability, fey, plant
Saves:	Fort +19, Ref +6, Will +12
Abilities:	Str 30, Dex 9, Con 25, Int 10, Wis 16, Cha 9
Skills:	Diplomacy +3, Hide -5*, Knowledge (nature) +7, Listen +13, Meditation +17, Sense Motive +10, Spot +16, Wilderness Lore +8
Feats:	Cleave, Healing Adept, Iron Will, Power Attack, Sunder
Climate/Terrain:	Any forest
Organization:	Solitary, pair, or grove (3-10)
Challenge Rating:	15
Treasure:	1/2 coins; standard goods (mostly gems); double items
Alignment:	Usually neutral
Advancement Range:	22-36 HD (Huge); 37-63 HD (Gargantuan); or by character class
Faction:	Usually Jaggedpine Treefolk or Protectors of Pine

Description

Treants resemble great trees of a brown hue, with a vaguely humanoid face surrounded by leaf-like hair and, sometimes, a long mossy beard. A treant's lower trunk can split into two leg-like appendages to allow it to move at surprising speeds. Two particularly large branches move like arms and end in small, grasping limbs.

Treants are generally servants of Tunare, and as such deal well with druids, rangers, and elves. They are not overly fond of dwarves, whose love of axes is well known, and they are stalwart enemies of any who would use blade or fire to denude forests or otherwise damage the integrity of the natural landscape.

Combat

Treants are generally peaceful creatures by temperament, but they do not hesitate to attack those who harm themselves or the trees and plants under their care. They use their enormous, horny fists to slam opponents, and supplement their considerable physi-

cal might with magic. If sorely pressed, they can animate nearby trees to aid them in ridding their domains of defilers of nature.

Stone Cracking (Ex): Treants may ignore the hardness of stone and other materials of similar or lesser hardness. Treat stone that has been magically hardened as having a hardness of 8 less than its modified value; thus, granite that has been reinforced magically to have a hardness of 12 is treated as having a hardness of only 4 against a treant's attacks.

Trample (Ex): A treant can trample creatures of Large or smaller size as an attack action each round, dealing 2d8+15 points of damage. The trampled opponent may make an attack of opportunity at a -4 penalty or attempt a Reflex save (DC 30) for half damage.

Spell-Like Abilities: A typical treant's spell-like abilities (and the mana cost for each) are as follows: *Expulse summoned* (10), *gate* (12), *grasping roots* (6), *healing* (10), *skin like rock* (10), *snare* (3), *stinging swarm* (11), and *strength of earth* (7). These are as the spells cast by a druid with 1/2 as many levels as the treant's HD (save DC 13 + spell level), and the treant has a mana pool of (Wis mod x 2) x effective druid level.

Tree Herder (Su): At will as a full-round action, a treant can cause trees around itself to animate in their own defense. A treant may affect one tree with this ability for every 10 HD of the treant, and the trees to be affected must be within medium range (100 ft. + 10 ft./druid caster level of the treant). Affected trees gain a speed of 20 feet, but otherwise are treated exactly as treants. If the treant moves beyond range of an affected tree or if the treant is incapacitated, the tree(s) return to their normal state.

Resistances (Ex): Treants receive bonuses of cold resistance (10) as well as magic and sonic resistance (20). They take only half damage from blunt or piercing weapons (halve such damage before applying the treant's damage reduction).

Fire Vulnerability (Ex): Treants take double damage from fire unless a save is allowed for half damage, in which case they take half damage normally on a successful save, but double damage on a failed save.

Fey: Although treants are technically plant creatures, they gain skills and feats as if they were fey.

Skills: *If standing motionless within a copse of trees (or any larger congregation of trees), treants receive a +20 racial bonus on Hide checks.

Treant Characters

All treants advance by HD and may also advance in the druid or shaman class. A treant's usual mana pool and effective caster level combine with those gained from any class advancements. Thus, a standard treant that advances 3 levels in druid has a total mana pool of (60 + 18 =) 78 and uses both its spells and spell-like abilities as a 13th-level caster.

Stone Chips

This portion of the quest is straightforward. The druid must chip off 8 pieces of stone from the tips of the Steamfont Mountains. Each chip must be about the size of a human hand, and 1/2 an inch thick. Nearly any shop near a mining concern can sell the druid a chisel to chip off the stone.

In addition to the normal predators and wandering menaces in the Steamfont Mountains, 5 roving clockwork creatures attack the PCs as they begin their ascent. These 15-HD rogue clockworks are actually under the control of a mad gnome tinkerer, Helvee Whistlejack (*female gnome, Wiz 3/Exp 10, NE, no faction*). Helvee is prone to attacking strangers whom she thinks have come to steal her clock-

work secrets, and watches from hiding while her mechanamagical machines do their work.

Once the PCs defeat the clockworks, Helvee quickly summons the local Ak'Anon guards and claims that the PCs assaulted her (this assumes that she was able to escape the PCs...). The questing druid (or one of his companions) must succeed at a Diplomacy check (DC 20) to avoid a fight with the guards or to prevent the PCs from getting entangled in the gnome justice system for weeks or even months.

See *EQ: Monsters of Norrath* (p. 38) for rogue clockwork statistics.

Jaggedpine Needles

DC 15 Diplomacy or Gather Information

Only one druid of the Jaggedpine Forest happens to know the precise location of the oldest tree, a halfling named Mickens Burbledrop (*male halfling, Dru 26, N, Jaggedpine Treefolk, Stormreapers*). Mickens will gladly point it out in exchange for a little help with beating back the undead in Jaggedpine. Finding the tree without the help of a Jaggedpine Treefolk druid of at least 25th level is like finding a needle in a... well, in a large pine forest.

A risen commander has recently come to the area, along with a few dozen dark-bone skeletons, and they have been killing anything they encounter. If the questing druid brings the risen commander's skull to Mickens, he'll happily point out the oldest tree. Since the forest floor near the tree is a mass of pine needles, it will be difficult just to choose the needles of the correct tree. A druid may make a Wisdom check (DC 15) to find 1d20 needles in this way that come from the correct tree. The best way to know for sure, though, is to climb up into the ancient Jaggedpine (Climb DC 10) and retrieve them personally (although a druid might as easily send a flying creature using a *charm animal* spell to collect the needles, or use some other such method). Note that taking more than the necessary 100 needles from the tree in this way, or doing any other harm to the tree, constitutes the equivalent of the most heinous sacrilege to any druid.

Afterward, the questing druid must take the needles to the Temple of Solusek Ro and burnish them over a blessed flame there. If the druid explains his mission and has a faction rating of at least indifferent with the Temple of Solusek Ro, then the Seekers allow it. This process is difficult; burnishing pine needles without igniting them requires a successful Wisdom check (DC 15) to know how long to hold them over flame to achieve the desired effect. Each failure ruins 2d10 of the needles — the druid would also be wise to bring along some spares.

See *EQ: Monsters of Norrath* for risen commander statistics (p. 124) and for dark-bone skeleton statistics (p. 133).

Shards of an Animate Jewel

DC 15 Gather Information (druids); DC 20 Knowledge (monster lore [elemental], nature); DC 25 bardic knowledge

This component is an oblique reference to a bejeweled elemental. Even once the questing druid knows what he's looking for, finding a bejeweled elemental can be tricky. They have been sighted in the Hole near Paineel,

but can occasionally be found nearly anywhere that mining or deep holes in the earth exist.

Bejeweled elementals do not talk, and they don't seem interested in giving away shards or allowing them to be chipped off. The druid and his companions may fight the elemental until it is dead, but then it will no longer be animate. Instead, he must attempt to chip shards off and escape without killing the elemental. Each time an attack with a weapon deals more than 15 points of damage to the elemental, have it make a Fortitude save (DC = the amount of damage dealt). If the save fails, a suitably sized shard has been chipped off the elemental. Once the druid can collect four of these without killing the elemental, he and his companions must then get away. Alternately, the druid can attempt to grapple or cast *root* on the elemental and chip shards off while the creature is pinned or immobile.

See *EQ: Monsters of Norrath* (p. 62) for bejeweled elemental statistics.

Forest Woven Armor

Description: This hide armor is made of hide, bark, pine needles, and stone. Its toughness and magical enhancements are stronger than its rudimentary construction would suggest, but these materials also make it quite bulky. The armor itself is highly resistant to fire, and it transfers that protection to its wearer.

As a curious side effect, the armor causes blooming plants in a 10-foot radius to flower and turn toward the wearer while she is in their presence, as they would otherwise bend toward the sun.

Powers: When worn by a druid, this armor is the equivalent of +2 *hide armor* with the *spell resistance [fire] 17* quality. Such a wearer may also invoke a power identical to the spell *treeform* three times per day. Further, a druid wearing this armor need only eat one-seventh the usual amount of food (one day's rations will sustain her for a full week) as long as she gets at least 1 hour of sunlight per day, and she may gain as much hydration from 1 hour of steady rainfall as if she had drunk a gallon of water.

For a non-druid, *forest woven armor* encumbers as a breastplate but otherwise functions as +1 *hide armor* (no other qualities) and grants only half the value of the other benefits listed below (round down).

Forest Woven Armor (AC +5/+4, max Dex +4/+3, check -2/-4; hardness 9, 22 hp, Break DC 24)

Str +1, Dex +1, Con +1, Wis +3, Cha +1, mana +4, fire resistance (4), all other resistances (2), fire save +1.

Bonus types: None.

Caster Level: 9th.

Market Price: 417,850 gp.

Slot: Body.

Weight: 18 lbs (assumes Medium-size wearer).

Enchanter Quest: Incandescent Robe

Faction: Temple of Solusek Ro (-5 ranks).

NPC: Sultin.

CR: 13.

Reward: *Incandescent robe*.

Consequence: -2 faction rank with Shadowed Men (maximum -2 from this quest).

Quest Summary: Like many residents of the Temple, Sultin has renounced any former allegiances and now serves Solusek Ro alone. One of his services to the Burning Prince is outfitting enchanters of all stripes with a set of magic robes. Sultin is currently waiting for someone charismatic and resourceful enough to bring him the components to make the *incandescent robe*. He's already sent at least one other enchanter after it when the PCs arrive, but he's happy to pit them against the person already seeking it. To make the robe, Sultin needs the following:

- The silvery dust of a winged shapeshifter
- A "rune of fortune" graven by the luckiest dwarf in Kaladim
- A glowing robe charmed from a froglok and worn all the way back to the Temple
- An empty shining stone from the hidden enemy, filled with a dying gypsy's hope

Silvery Dust

DC 17 Diplomacy (*gnome necromancers*); DC 20 Gather Information (*Ak'Anon*)

Sultin hands the questing enchanter a small, red leather bag to carry the dust. Finding the dust to fill the bag, though, is quite tricky: the cryptic clue refers to an old, silver-haired gnome necromancer called Poisoncog, who is also, secretly, a werebat (*male gnome, werebat, Nec 11, NE, Dark Reflection*). Poisoncog lives among the dark necromancers of Ak'Anon and works in a dusty tomb in the Steamfont Mountains.

When in either hybrid or bat form, Poisoncog has silver fur. Further, he is usually covered in a fine layer of silvery dust from his laboratory. If he moves suddenly while in werebat form, Poisoncog sheds a surprising amount of this dust. Killing Poisoncog is a sure way to shake enough dust off him to fill the bag. Startling him or grappling him and then luring him away while someone collects the leftover dust is another option.

See EQ: *Monsters of Norrath* (p. 160) for the werebat template.

Rune of Fortune

DC 20 Gather Information

Runes with various meanings, some magical and some mundane, can be purchased from certain merchants or found in the treasure piles of many creatures. To find a rune carved by the "luckiest dwarf in Kaladim," however, the enchanter and her friends must go to the dwarven capital. The dwarves of Kaladim can be gruff with visitors (and outright hostile to dark elf enchanters), so, before entering, PCs might have to do some grunt work cleaning up orcs and aviaaks around the Butcherblock mountains to build up faction.

Once she can get someone to carry on a civil conversation with her, a questing enchanter might locate one Duref Rainingblows (*male dwarf, Mil 5/Exp 1, ON, Merchants of Kaladim, The Stormguard*). Duref has a peg leg and a metal skullcap bolted onto his skull. Having survived a cave-in, a kidnapping, a battle with a cyclops, a shipwreck, and not one but two separate lightning strikes, Duref is generally considered the luckiest dwarf in Kaladim for still being alive. He's given up the adventuring life to be part of the runecarver's guild.

Sultin

Sultin is relatively friendly for a dark elf. He judges no one by their race or nature, because he treats everyone the same — as a target for mischief. Sultin is more than a prankster, though. He has a true malicious streak beneath his friendly façade, though, and takes great pleasure in creating circumstances in which people are made to look foolish or put in danger for his smug amusement.

Sultin especially likes pitting people against each other, and often provokes or foments arguments, beginning them himself if necessary. These arguments are rarely meaningful to him personally, but he enjoys being jovially contrary to anyone who has to come to him for advice or favors.

In his role as outfitter of destruction and discord, Sultin might have further jobs for whoever doesn't get the incandescent robe.

Sultin, Male Dark Elf, Enc 17: CR 17; Medium-size humanoid [dark elf]; HD 17d4; hp 44; Init +1 (Dex); Spd 30 ft.; AC 15 [flat-footed 14, touch 11] (+1 Dex, +4 armor); BAB +8; Grap +7; Atk +9/+4 melee (1d8+1 and *root proc, treant staff*) or +10/+6 ranged (1d3, 20 ft., masterwork darts); SA spells; SQ greater enchantment (gather mana), Greater Specialization (alteration), poison save +1, ultravision, dark elf traits; Resist CR 3, DR 2, FR 14, MR 9, PR 8; AL DE; Fac Temple of Solusek Ro; SV Fort +5, Ref +6, Will +12; Str 8, Dex 12, Con 10, Int 22 (20), Wis 11 (10), Cha 15.

Skills: Appraise +11, Bluff +12, Channeling +17, Diplomacy +11, Hide +11, Intimidate +11, Knowledge (monster lore [elementals]) +9, Knowledge (monster lore [magical beasts]) +11, Knowledge (mysticism) +26, Meditation +26, Sense Motive +11, Spellcraft +22, Trade Skill (jewelcraft) +15, Trade Skill (pottery) +14, Trade Skill (tailoring) +23.

Languages: Teir'Dal (4), Common (5), Elvish (4).

Feats: Iron Will, Quicken Spell, School Specialization (alteration), Spell Focus (alteration), Silent Spell.

Enchanter Spells Usually Prepared (mana cost, modified for Greater Specialization): *Beguile* (18), *Boltran's animation* (21), *cancel magic* (5), *enstill* (9), *illusion—fire elemental* (12), *major shielding* (13), *mesmerization* (14), *radiant visage* (10).

Mana Pool: 208.

Possessions: Type VI spell robe (*illusion—human, invisibility, see invisible*)*, *treant staff**, *ring of armor* +4, *ring of the frost spiders*, type V lightning rod (56 mana remaining)*, *firewalker boots*, *imbued deity (Solusek Ro)**, page 67 of *Velishoul's Tome*, 6 masterwork darts, tailor's kit, 3 doses of poison (essence of susceptibility), component pouch, spellbook.

Sultin (buffed with *major shielding, radiant visage*, and *rune III*): hp 62 + (6d10)x2 = ave. 128; AC 16 [flat-footed 15, touch 11] (+1 Dex, +5 armor); SQ magic save +2; Resist MR 15; Cha 21.

* This item appears in EQ: *Al'Kabor's Arcana*.



He'll be happy to make his mark on a rune of fortune in exchange for a simple job: bring him the tusks of a woolly mammoth. Characters must go somewhere cold to find one of these mammoths, and must bring along someone who knows enough about such things to differentiate between a woolly mammoth and other kinds of mammoths (Knowledge [nature] DC 10). Eventually, they encounter a 28-HD specimen; carrying the 5- to 6-foot-long tusks back to Duref might also be a problem, but once he has the tusks, true to his word, the dwarf immediately engraves his mark on a rune of fortune.

See *EQ: Monsters of Norrath* (p. 168) for woolly mammoth statistics.

Glowing Froglok Robe

DC 20 Diplomacy

Sultin was kind enough to specify "a froglok" for this portion of the quest, but innumerable bands of frogloks roam Antonica. Finding a froglok with a glowing robe is much harder. Frogloks will be understandably recalcitrant, testing the enchanter's skills and spells: the enchanter will need either to be a gifted diplomat or to use some appropriate magic to wheedle this information from a froglok: A proud Jin froglok named Yuj Reebplup of Innothule Swamp has spread the word that he is without a doubt the most handsome of his kind — and his claim is in due in no small part to his beautiful glowing robe.

Frogloks of Guk located within 1,000 miles of Innothule have a chance to know of Reebplup's claim. A given froglok 1,000 miles away has a 10% chance to have heard of Reebplup; for each hundred miles closer, the chance in-

creases by another 10%. Thus, any froglok within 100 miles of Reebplup's tribe in the Innothule swamp has heard of his boast.

Reebplup does cut quite a figure in his robe, but it is quite slimy and smelly from being worn in by a froglok in the muck and rain of the swamp. It glows faintly even through the dirt, however, providing light in a 5-foot radius. The questing enchanter cannot get the robe through assault: It only retains its magic if willingly given away. If the wearer is killed or the robe is stolen, it loses all magical properties permanently. Thus, the enchanter must charm it away from the Jin, either with magic or some Charisma-based skill(s). Yuj Reebplup rules a froglok village of roughly 150 frogloks, including 7 shin warriors, 2 shin knights, and a shin shaman.

According to Sultin, once the enchanter has the robe, she must immediately put it on and wear it without fail until she hands it to him. Ironically, though (or so Sultin thinks it), this makes no difference to the robe's eventual enchantment: The dark elf just thinks it's funny to make the quester wear a soiled (and probably ludicrously small) robe. In fact, he won't know whether she actually wears it, but as if to lend credence to his lie, the glow of the robe does gradually diminish if it is not worn, and after 24 hours it fades completely. (After it is worn for another 24 hours, though, the luminance is restored.)

If the enchanter does wear the robe, it imposes a -5 penalty to all Charisma-related skill checks while worn. However, the robe is self-cleaning if the wearer doesn't keep getting it

dirty: Each week it is worn by a fastidiously clean character (GM's discretion), this penalty lessens by 1.

See EQ: *Monsters of Norrath* (p. 72) for froglok statistics.

Shining Stone

DC 20 Knowledge (monster lore [aberrations]); DC 25 bardic knowledge; research 2d4 hours (DC 15)

Shining stones are dark blue, glittering, oval-shaped gems that are said to contain concentrated knowledge. Shadowed men carry them, and are said to be able to insert and withdraw knowledge from the stones through some secret process. Whether this is true or not, such stones glow with a faint internal light (not enough to read by, but enough to see one clearly in the dark). *Shining stones* are most frequently found on deathspeakers, but any shadowed man may carry one.

Once she has obtained a *shining stone* by taking it from a shadowed man, a gypsy near death must be located and convinced to whisper his or her hopes into the gem. A canny gypsy will attempt to extract something from the enchanter in return for such a precious gift: a favor for the gypsy's remaining relatives, rescue from death's door, or at least revenge upon surviving foes.

See EQ: *Monsters of Norrath* (p. 131) for shadowed men statistics.

Incandescent Robe

Description: This robe glows with a soft red light when first donned. However, if she wishes, the wearer can change its color and the light's brilliance with a mere thought.

Powers: When worn by an enchanter, this robe functions as +2 *raw silk armor* with the *spell resistance 15* quality. Such a wearer may also invoke a power identical to the *spell alliance* once per day. Further, the robe sheds light in a radius varying from 5 feet to 60 feet, as the wearer wishes; this light can never be entirely extinguished.

For a non-enchanter, an *incandescent robe* functions as +1 *raw silk* (no other qualities), and grants only half the value of the other benefits listed below (round down). Additionally, the light of the robe is a constant 5-foot radius for such a wearer, and she cannot change the color of the robe at will. Finally, a non-enchanter gains only the *summoning haste I* focus effect, rather than *summoning haste II*.

Incandescent Robe (AC +4/+3, max Dex +9, check +0; hardness 2, 4 hp, Break DC 22)

Str +1, Dex +1, Int +2, Cha +3, mana +1, magic resistance (2).

Focus effect: Summoning Haste II.

Bonus types: None.

Activation: Spell Trigger (enchanter) [affiance], Use Activated [all other powers].

Caster Level: 10th.

Market Price: 431,635 gp.

Slot: Body.

Weight: 2.4 lbs (assumes Medium-size wearer).

Magician Quest: Robe of the Elements

Faction: Temple of Solusek Ro (-6 ranks).

NPC: Joyce Earthenspray.

CR: 14.

Reward: *Robe of the elements*.

Consequence: -2 faction ranks with Faeries (maximum -2 from this quest).

Quest Summary: Joyce lives in the Temple of Solusek Ro and makes enchanted robes for any magician who comes to her and ask for them. Most of the things she asks for in return are merely the necessary components for a robe's creation, especially if she likes the questing magician, but she sometimes takes the opportunity to have a magician do her a favor while he's out; since her place is within the Temple, and she rarely leaves for long trips. To make a robe, Joyce wants the following (with an additional unrelated item to be added at the GM's discretion):

- A globe of mist held by those who eat magic to cast it
- The *Ring of Evoluoy*, found on a metal hand in a reptile's smile
- Flame and ice goblin wizard skins, untouched by opposed elements
- A twice-woven cloak
- A scroll of *elemental armor*, scribed by a magician

Globe of Mist

DC 25 Knowledge (monster lore [undead]); DC 30 bardic knowledge; research 1d4 days (DC 15)

A PC must first find out or recall that festering hags can only sustain their unlife by destroying wizards and other arcane spellcasters. Once this information is discovered, a character may make another Knowledge (local [Faydwer]) or *bardic knowledge* check (DC 15) to learn that two festering hags dwell near the Estate of Unrest on Faydwer. The hags regularly use the globe as a component in a divination ritual, seeking to discern the location of more spellcasters to lure and destroy. Each day after the first day that the magician receives this quest, the hags have a 10% chance to see the PC magician who seeks them. The hags don't know why the magician is coming to them, but they spend time preparing for his arrival.

The hags prepare a gauntlet of CR 10 and 11 challenges that seem tailor-made to weaken, but not seriously threaten, the PCs. They wait at the end of the gauntlet in ambush to finish off the questing magician. If the magician has a wizard among his companions, the hags attempt to kill the wizard first. Of course, the hags will be only too happy to destroy any other arcane spellcasters in the party. Divine spellcasters or fighter classes, on the other hand, are of no consequence to the hags: Members of these classes are ignored unless they prove a threat, in which case they are dispatched by the hags' undead and monstrous humanoid servants.

See EQ: *Monsters of Norrath* (p. 69) for festering hag statistics.

Ring of Evoluoy

DC 10 Gather Information (Ak'Anon, magicians); DC 15 bardic knowledge

The players may guess or deduce that the "metal hand" Joyce refers to is some clockwork contraption. A bard gains a +2 bonus to his bardic knowledge check if he is familiar with the Arcane Scientists of Freeport.

Joyce Earthenspray

Joyce is pragmatic in both appearance and attitude. She has a job to do in outfitting magicians who come to see her, and she always does her job with quick, competent strokes, whether it involves speaking to a magician or creating one her famous robes.

Unlike most other quest-giving Temple residents, Joyce was something besides an adventurer in her previous life — she was an administrator for the magicians' branch of the Academy of Arcane Science in Freeport. She was well-known in this capacity, and still has contacts among magicians all across Norrath. She came to the Temple after a near-death experience involving a great fire. She says nothing else on the topic.

After many years experiencing the world, Joyce has become deeply involved in esoteric mysticism now that she has come to the Temple. Thus, when she speaks to other people, her head is frequently still lost in mystical tomes and rituals. While she remains prompt and businesslike, she sometimes talks like an oracle, even when doing concrete tasks.

Joyce doesn't use her last name much; most people who talk about Joyce know whom they mean without requiring a last name.

Note that, due to her robe's *summoning haste II* effect, Joyce can summon an elemental pet with a single action.

Joyce Earthenspray, Female High Elf, Mag 17/Exp 2: CR 18; Medium-size humanoid [high elf]; HD 17d4+17 plus 2d6+2; hp 76; Init +3 (Dex); Spd 30 ft.; AC 20 [flat-footed 17, touch 13] (+3 Dex, +5 armor, +2 natural); BAB +9; Grap +8; Atk +10/+5 melee (1d6 and 1d4 cold proc, *velium-tipped staff*) or +12 ranged; SA spells; SQ greater magic (instant elemental), Greater Specialization (conjuration), infravision, high elf traits; Resist AR 4, CR 5, ER 5, FR 17, MR 5, PR 2; AL N; Fac Temple of Solusek Ro; SV Fort +6, Ref +10, Will +16; Str 8 (6), Dex 16 (13), Con 12, Int 26 (22), Wis 17 (16), Cha 14 (12).

Skills: Appraise +10, Channeling +18, Diplomacy +12, Heal +13, Intimidate +8, Knowledge (monster lore [elementals]) +14, Knowledge (mysticism) +28, Knowledge (planar travel) +17, Meditation +30, Profession (administrator) +15, Sense Motive +15, Spellcraft +25, Spot +17, Taunt +5, Trade Skill (pottery) +16, Trade Skill (tailoring) +27.

Languages: Elvish (4), Common (4), Elder Elvish (4), Erudian (4), Rovian [Plane of Sun tongue] (4).

Feats: Lightning Reflexes, Mental Clarity, Quicken Spell, School Specialization (conjuration), Spell Focus (evocation).

Magician Spells Usually Prepared (mana cost, modified for Greater Specialization): *Burnout II* (13), *cancel magic* (20; quickened), *major shielding* (13), *minor conjuration: fire* (30), *phantom chain* (17), *reclaim energy* (4; quickened), *shock of spikes* (17), *summoning: earth* (36).

Mana Pool: 272.

Possessions: *Robe of the elements* (see below), *mask of warfare**, *velium-tipped staff* (+1 staff; proc [DC 20] 1d4 cold), *platinum fire opal ring*, *runed lava pendant**, *boots of deception**, *drake-hide leggings*, *imbued deity*

(*Solusek Ro*)*, tailor's kit, component pouch, spellbook.

Joyce (buffed with *major shielding* and *phantom chain*): hp 94; SQ magic saves +2, damage reduction 7/-, fast healing (1/min.); Resist MR 11.

Joyce's Pet, Fire Elemental, Type 8 (buffed with *burnout II*): CR -; Large elemental (fire); HD 14d8+42; hp 105; Init +12 (+8 Dex, +4 Improved Initiative); Spd 50 ft.; AC 25 [flat-footed 15, touch 21] (-1 size, +8 Dex, +4 natural, +2 buff, +2 haste); BAB +10; Grap +19; Atk slam +17/+13/+9 melee (2d8+7 and 2d10 fire); Reach 10 ft.; SA magic attack +3; SQ haste (4), fast recovery, fire subtype, damage reduction 10/+2, fire aura (5), elemental; AL N; Fac None; SV Fort +7, Ref +17, Will +4; Str 21 (16), Dex 27, Con 16, Int 6, Wis 11, Cha 11.

Skills: Listen +10, Spot +10, Taunt +12.

Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Weapon Finesse (slam).

Joyce's Alternate Pet, Earth Elemental, Type 6 (buffed with *burnout II*): CR -; Large elemental; HD 11d8+66; hp 115; Init -1 (Dex); Spd 20 ft., burrow 20 ft.; AC 23 [flat-footed 21, touch 12] (-1 size, -1 Dex, +11 natural, +2 buff, +2 haste); BAB +8; Grap +24; Atk slam +19/+13 melee (2d8+18 and *root* proc); Reach 10 ft.; SA *root*, magic attack +2; SQ haste (4), fast recovery, fire subtype, damage reduction 5/+2, sluggish, disease immunity, elemental; AL N; Fac None; SV Fort +13, Ref +2, Will +3; Str 34 (29), Dex 8, Con 23, Int 5, Wis 11, Cha 11.

Skills: Intimidate +8, Listen +7, Spot +7, Taunt +6.

Feats: Cleave, Power Attack, Sunder.

* This item appears in EQ: *Al'Kabor's Arcana*.

Durmuoy the mage (*male human, Mag 15, ON, Arcane Scientists*), a close friend of Joyce, had a mechanical arm made for himself by gnome tinkers a few years ago. Only a few short weeks ago, seeking to avenge himself on the great crocodile in the Feerrott that had bitten off his arm originally, Durmuoy managed to track the creature and, in a great battle, burn off one of its legs before it escaped into the mire — but not before it bit off his new hand. However, the ring he lost this time is his main concern, as it was a gift from his grandfather, Evoluoy the magician (the ring, despite its name, functions exactly as a *clawed knuckle ring*); Durmuoy has already contracted the gnomes for a new hand attachment.

Finding the particular deepwater crocodile that took Durmuoy's hand is tricky, since most residents of the Feerrott don't want to talk to a magician. The lizard men in the swamp are not interested in talking (see the "Ravenscale Armor" rogue quest later in this book for lizard man stats). However, if the magician can find a way to talk to the trolls and ogres there, he might be able to get a trace. A successful Gather Information check (DC 20) made after a day of legwork among the trolls turns up a troll shaman named Turnok (*male troll, Mil 1/Shm 8, OE, Dark Ones*) who happens to have seen an enormous three-legged crocodile within the last two days. For 100 gp, Turnok will point in the direction that the crocodile went; for 1,000 gp, he will lead the quester(s) to the place himself.

Turnok is remarkably true to his word, for a troll: the crocodile is indeed hiding in a pool of murky water, not far from the place where he saw it. Treat the croc as a 25-HD deepwater crocodile whose land speed is reduced by 10 feet due to the loss of one leg. It lies in a spot that makes it difficult to draw the creature out. The PCs must go into the water to get it, unless they somehow charm the animal or draw it out some other way. If Turnok is present when the PCs attack the crocodile, he discreetly casts a couple of buff spells on the croc to give it a boost in the battle, hoping to gain at least some of the PCs' items after the croc finishes them off. Turnok doesn't want to fight the PCs himself, and runs away if they turn on him.

Once the croc is slain, the character(s) must cut the great beast open to find the ring, a grisly job at best.

See *EQ: Monsters of Norrath* (p. 165) for deepwater crocodile statistics.

Goblin Skins

DC 10 Knowledge (monster lore [goblins]); research 1d2 hours (DC 8)

Defeating the goblins once they are found is much more difficult than discerning their usual locales. Under normal circumstances, when seeking to fight flame goblins, casters prepare a number of cold-based spells. However, if the skins of the goblin wizards are touched by their opposing elements, their efficacy is ruined for the process of being worked into the *robe of the elements*. Therefore, in fighting frost goblins, no fire — magical or nonmagical — may touch the goblin wizard during the combat. Similarly, no cold spell may be used to defeat a flame goblin.

See *EQ: Monsters of Norrath* (pp. 92-93) for flame goblin and ice goblin statistics.

Twice-Woven Cloak

DC 10 Knowledge (local lore [Faydark], monster lore [fey]); DC 15 bardic knowledge or Gather Information (Felwithe or Kelethin)

Twice-woven silk is a specialty of Faydark faeries. Its soft and supple feel belies the silk's protective ability, similar to that of raw silk armor. Twice-woven silk is rare and valuable, but the faeries will sometimes reward heroes with a cloak made of this precious fabric. A magician needs one of these twice-woven cloaks to serve as a pattern for the robe that Joyce will create for him; despite the cloak's doll-like size, Joyce needs it to create the final product.

Just wandering into the Faydark and asking for a twice-woven cloak isn't likely to produce favorable results, but bargaining might work if the magician is especially deferential to the faerie nobles. Even if the nobles acquiesce, they will most certainly require a service from the magician. Most nobles are likely to simply send the magician away, of course.

The other option is to capture or defeat a faerie hero and take his or her cloak. A typical faerie hero is an officer of the Faerie Guard in the Greater Faydark; treat such a creature as a faerie commoner with 7-9 levels of ranger, rogue, and/or warrior. When on patrol, a faerie hero usually travels as an advance scout ahead of a band of 2d4+4 faerie soldiers (*faerie commoners*, *Mil* 0-3). These soldiers usually stay about 200 feet behind the faerie hero unless they suspect trouble, in which case they race forward to attack intruder(s) that seem particularly vicious or malevolent. Faerie patrols generally prefer to avoid fighting large numbers of

creatures unless they believe the threat to be surmountable, but won't abandon their fellow soldiers if any should get into a fight.

See *EQ: Monsters of Norrath* (p. 68) for faerie commoner statistics.

Scroll of Elemental Armor

This 11th-level magician spell can be purchased from any reputable magic seller in a town where magicians gather, such as Ak'Anon, Erud, Felwithe, Neriak, or Freeport. The cost might range from 3,000 gp to 50,000+ gp, depending on the character's faction with the seller and any other situational modifiers the GM feels she should impose. In any case, gathering such an amount of money should be a quest in itself for the low- to mid-level magician. Joyce uses this scroll to empower the robe with its elemental resistances.

Robe of the Elements

Description: This robe is dark brown, with flecks of metal and quartz seemingly woven into the fabric. It's quite heavy for a robe, partially because it seems to pick up dirt easily. The dirt flakes off constantly, though, and the wearer never appears sullied by it.

Powers: When worn by a magician, this robe functions as +3 *raw silk armor*. Such a wearer may also invoke a power identical to the spell *sense summoned* three times per day. Further, and perhaps most impressively, once per day the magician may invoke an effect identical to the spell *illusion—air elemental*, *illusion—earth elemental*, *illusion—fire elemental*, or *illusion—water elemental*. (The magician assumes the form of an elemental of the appropriate kind with as many HD as he has caster levels.)

For a non-magician, a *robe of the elements* functions as +1 *raw silk* (no other abilities), and grants only half the value of the other benefits listed below (round down). As well, a non-magician wearer gains only the *summoning haste I* focus effect, rather than *summoning haste II*.

Robe of the Elements (AC +5/+3, max Dex +9, check +0; hardness 3, 5 hp, Break DC 22)

Dex +1, Int +3, Wis +1, acid resistance (2), cold resistance (2), electricity resistance (2), fire resistance (2).

Focus effect: Summoning Haste II.

Bonus types: None.

Activation: Spell Trigger (magician) [*illusion—elemental*, *sense summoned*], Use Activated [all other powers].

Caster Level: 17th.

Market Price: 319,000 gp.

Slot: Body.

Weight: 3.6 lbs (assumes Medium-size wearer).

Monk Quest: Wave Robe

Faction: None.

NPC: Shae Fan the Weaver.

CR: 13.

Reward: *Wave robe*.

Consequence: —2 faction ranks with the Order of Unhindered Purpose (maximum -2 from this quest).

Quest Summary: The monk who would wear a *wave robe* must be of proper mind and body. Shae Fan will not make a robe for an unfit wearer, so a monk must prove his worth. Shae Fan offers the following tasks for the monk to prove his worth:

Shae Fan the Weaver

Shae Fan left the Order of Unhindered Purpose years ago to live and practice her art away from the distraction of life among the cities. Her order has never forgiven her for leaving them and taking the secret of her weaving with her. Shae Fan considers her highest art to be weaving and not martial arts, although if pressed, she admits that there is little difference between the two. She is extremely wise and harbors no racial prejudice whatsoever, even regarding iksar.

After carrying a loom up into the Rathe mountains piece by piece, Shae Fan has practiced weaving and martial arts in nearly complete solitude these last 6 years. The gypsies who also live in the mountains tell of cloth so fine, of colors so vivid from her loom that flower petals seem coarse by comparison.

The gypsies also tell of a secret weaving technique which produces a cloth as supple as water, but as protective as a mail shirt when struck quickly. Shae Fan has weathered many attempts to steal her secret, but like the water for which it is named, the wave weave technique cannot be grabbed in a closed fist, but only carried away in cupped palms.

Shae Fan, Female Human, Mnk 24: CR 24; Medium-size humanoid [human]; HD 24d8+72; hp 178; Init +5 (Dex); Spd 40 ft.; AC 28 [flat-footed 28, touch 23] (+5 Dex, +8 dodge, +5 armor); BAB +24; Grap +28; Atk +34/+31/+28/+25/+22 melee (1d10+9 and *power of the waves* proc, +5 *handwrap*) and +24 melee (1d10+2, off-hand) and +29 melee (1d12+4, dragon punch), or +30/+26/+22/+18/+14 (1d6+1, 90 ft., crit x3, shortbow and +1 *arrows of distance*); SA mystic strike +5, round kick, tiger claw, stunning blow (6/day, Fort DC 28), dragon punch, flying kick, counterpunch, disciplines (Thunder Kick, Whirlwind); SQ mend (144 hp), martial defense +8, safe fall, evasion, feign death, improved evasion, purify body, disciplines (Resistant, Fearless, Stone Stance), SR 21; Resist AR 5, CR 9, DR 7, ER 6, FR 12, MR 8, PR 14, SoR 13; AL N; Fac None; SV Fort +14, Ref +19, Will +17, Str 18(14), Dex 21(14), Con 17(12), Int 13(10), Wis 23(18), Cha 10.

Skills: Balance +12, Climb +24 [gloves], Heal +18 [healer's kit], Jump +16, Listen +20, Safe Fall +45 [robe], Sense Motive +8, Sneak +15, Spot +20, Swim +6, Trade Skill (pottery) +8, Trade Skill (tailoring) +33 [masterwork tailor's kit], Tumble +17.

Languages: Common (4).

Feats: Alertness, Blind-Fight, Dodge, Double Attack, Dual Wield, Hand to Hand, Improved Disarm, Improved Hand to Hand, Improved Initiative, Mobility, Parry, Riposte, Swift, Weapon Finesse (unarmed).

Possessions: *Wave robe* (see below), +5 *handwrap*, shortbow, 12 +1 *arrows of distance*, *gloves of the rock climber*, *crimson cuff**, *brooch of wariness***, *astral leggings of the titans**, *Gantru bracelet of sense**, masterwork tailor's kit, healer's kit.

Shae Fan (buffed with *quickness*): AC 30 [flat-footed 30, touch 25] (+5 Dex, +8 dodge, +5 armor, +2 haste); SQ haste (4).

* This item appears in *EQ: Al'Kabor's Arcana*.

** This item appears in *RoN: Everfrost Peaks*.

- Close an open wound
- Bring a waterskin of the purest snow from the three highest mountains under the Tribunal's purview, mixed with the blackest ash from the Prince of Flame's holy brazier
- Bring living steam, unharmed, to Shae Fan's hut
- Collect 100 yards of crystalline silk
- Race Shae Fan to the bottom of the mountain

Close an Open Wound

If a questing monk does not understand what Shae Fan means by this requirement, she encourages him to sit and meditate on its meaning. Once per day, a monk may make a Wisdom check (DC 18) to intuit her meaning. He does not have to remain with her for this meditation, but does need to spend at least 4 hours per day sitting in contemplation.

Once he succeeds at the Wisdom check, the monk realizes that he must choose a group of creatures that he has in some way wronged and make amends. If the monk's player cannot think of anyone who might have been wronged by the character, a good guide to discover "open wounds" is to examine faction ranks. For instance, while a monk might not feel guilty for having a -10 faction rank with Deathfist Orcs, he nonetheless must have done them some grievance to have such low faction with them.

A monk does not necessarily need to choose his lowest faction, but he must choose a group with which he has at best -2 faction due to his previous actions. Then he must seek to redress these actions with that group, raising those faction ranks by at least +4. When he has completed this, Shae Fan will know by looking at his face. This proves the monk's willingness to bend and to put himself into the place of another.

Purest Snow and Blackest Ash

DC 15 *Gather Information or Knowledge (geography); research 1d4 hours (DC 10)*

While the Tribunal does not strictly rule the mountains in the Northlands, their worshipers in those areas are numerous and powerful. Four peaks on the extreme northern end of Antonica that are all purported to be the tallest in the region, but only a skilled mountaineer who personally sets eyes on them all maybe determine the three that are truly the tallest (Wisdom DC 15 at the base of each mountain, or DC 8 from each summit).

The monk must bring back snow from the loftiest peaks of each of these three mountains (requiring various Climb and Wilderness Lore checks, and probably the services of a native guide). Choosing the purest snow is difficult, and requires a Search check (DC 15) to find snow with no impurities. Of course, ice goblins, polar bears, yeti, and other such fearsome creatures also inhabit these peaks.

During the return trek, the monk must also find a way to keep the snow in its solid form while carrying it back to Shae Fan. A few merchants of Halas know several tricks to keep ice frozen thanks to their trade routes south, where they sometimes send exotic foods. The monk might purchase an ice chest there (ice chests were invented by the high elves, but are now in common use among most civilized folk) for 20 gp. Alternately, he might have a spellcaster friend (or he could possibly hire a low-level

mage or wizard) willing to cast minor cold spells on uninsulated containers every half hour or so.

Once the snow has been recovered and a method for its safekeeping is arranged, a successful Intelligence or Knowledge (religion) check (DC 10) reveals that the ash in the braziers at the Temple of Solusek Ro burns exceptionally fine and black. The Seekers there will part with some for a donation of not less than 300 gp, and perhaps more, depending on the questing monk's attitude and faction.

Living Steam

DC 10 Knowledge (local lore [Faydwer], monster lore [elementals]); DC 15 bardic knowledge

Finding a steam elemental isn't terribly difficult in the Steamfont Mountains, although the PCs might have to fight their way through minotaurs, kobolds, or roaming clockwork creatures before finding one. Bringing such an elemental unharmed to Shae Fan, however, is the tricky part. Shae Fan warns that if the PCs harm the elemental before returning it to Shae Fan, it loses some of its potency, and making the robe is therefore impossible.

The questing monk might choose to grapple the elemental and deal it subdual damage. Each round a character attempts to "handle" the steam elemental in this way, he takes damage from its damage shield. If the elemental is conscious and not helpless, it may automatically engulf all grappling characters as if using its scalding rush attack. Putting the elemental in a bottle after it is unconscious requires both an *essence phial* (see "Pottery" in Chapter 3: Trade Skills of EQ: *Al'Kabor's Arcana*) and a successful Dexterity check (DC 15).

See EQ: *Monsters of Norrath* (p. 64) for steam elemental statistics.

Crystalline Silk

DC 20 Knowledge (monster lore [vermin]); DC 25 bardic knowledge; research 1d6 hours (DC 12)

Crystal spiders weave a nearly invisible silk of fine crystal to trap prey. They are located in several dif-

ferent places around Norrath, but the closest known location is in the Misty Thicket north of Rivervale. The great spiders spin their webs between trees there, catching small game, goblins, halflings, and larger things that stumble in. One entire web provides enough silk to meet the weaver's requirements, but getting that much silk almost ensures a run-in with the web's owner.

See EQ: *Monsters of Norrath* (p. 182) for crystal spider stats.

Race Shae Fan

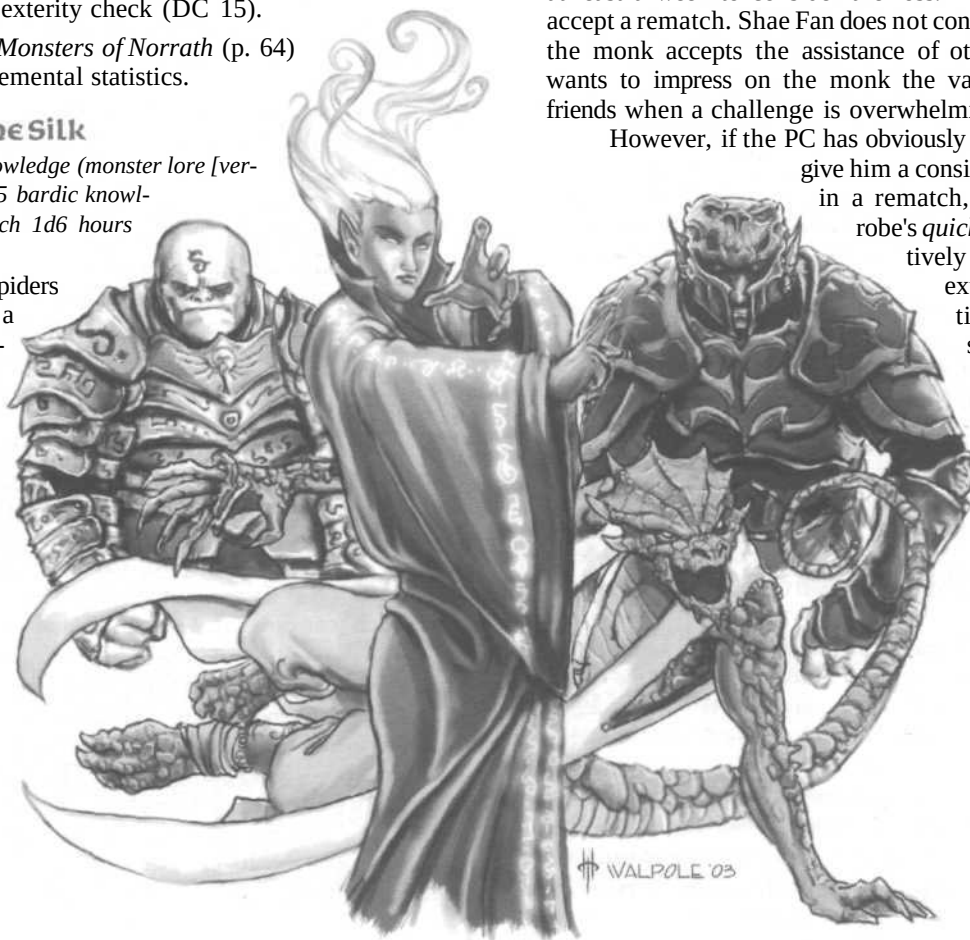
This requirement comes last, after the monk has returned the other items required by Shae Fan to make the robe. She challenges the questing monk to a race to the bottom of the mountain. When he accepts Shae Fan's challenge, she bows, and immediately leaps off the edge of the mountain.

Shae Fan makes a Safe Fall check each round, enabling her to jump down safely 100 feet as a full-round action each round, taking no damage in doing so. She does not use her robe's *quickness* ability here, as she feels that would be unfair to the challenger. The bottom of the mountain is 4,000 feet below; thus, she can reach the bottom in 40 rounds.

The PC monk has several choices. His companions are probably not high enough level to simply *translocate* him to the bottom. He might try to race her way, with great, leaping bounds down the mountainside, perhaps with a haste effect on himself, and companions who will root or snare Shae Fan. He might also have other magic items that simplify the process for him.

If the PC loses the race, Shae Fan will send him away for at least a week to consider the loss. Afterward, she will accept a rematch. Shae Fan does not consider it cheating if the monk accepts the assistance of others. Rather, she wants to impress on the monk the value of relying on friends when a challenge is overwhelming for him alone.

However, if the PC has obviously engaged means to give him a considerable advantage in a rematch, she will use her robe's *quickness* ability, effectively granting her an extra full-round action every 4 rounds, so she can reach the bottom in only 32 rounds.



Wave Robe

Description: This long, hoodless robe weighs almost nothing and hangs lightly on the wearer's body. The fabric of the robe seems to shift and toss silently while worn, and the robe sparkles in the sun like a gently rolling ocean. The cloth is cool to the touch, regardless of the surrounding temperature, but it still keeps the wearer warm in the bitterest of cold conditions.

Powers: When worn by a monk, this robe encumbers as raw silk armor but otherwise functions as a +1 *chain shirt* with the *light fortification* quality. Such a wearer may also invoke a power identical to the spell *quickness* once per day. The robe also grants the monk a process (Proc DC 21) the *power of the waves* effect with his unarmed attacks: Up to once per round on a successful melee attack, this proc deals 3d10 points of damage to creatures made of stone or metal, or 1d10 points of damage to any stone or metal armor worn by the creature struck. Finally, a monk wearer gains a +5 bonus on all Safe Fall checks.

For any other wearer, the *wave robe* functions as +2 *cloth armor* (no special quality) and grants only half of the bonuses listed below (round down).

Wave Robe (AC +5/+3, max Dex +9/+8, check +0; hardness 2, 4 hp, Break DC 22)

Str +2, Dex +2, Con +4, Wis +1, hp +4, sonic resistance (8), all other resistances (2), sonic save +2.

Bonus types: None.

Activation: Spell Trigger (monk) [*quickness*], Use Activated [all other powers].

Caster Level: 12th.

Market Price: 342,365 gp.

Slot: Body.

Weight: 0.2 lbs (assumes Medium-size wearer).

Necromancer Quest: Robe of Enshrouding

Faction: Temple of Sol Ro (-6 ranks).

NPC: Syllina of the Darkened Understanding.

CR: 14.

Reward: *Robe of enshrouding*.

Consequence: -1 faction rank with Mayong Mistmoore (maximum —1 from this quest).

Quest Summary: Syllina wants very little to do with anyone who would ask her for this quest, but her commitment to Solusek Ro is stronger than her hatred of all that is not Teir'Dal. Syllina doesn't strictly need all the items she asks for, but these particular items are chosen to inconvenience a non-Teir'Dal quester, and in some cases to get personal revenge on her enemies outside the Temple. Syllina requires the following:

- The *Shadowed Knife*
- Two bolts of *shadow silk*
- A globe of pure darkness taken from the heart of one of the Temple's true enemies
- Oruuf's toe bones

Shadowed Knife

DC 10 Gather Information (Neriak); DC 17 bardic knowledge; DC 20 Knowledge (local lore [Ocean of Tears, Neriak])

The *shadowed knife* (see sidebar) was lost six months ago when Insykyt the Low, the dark elf who last carried it, was lost at sea in the Ocean of Tears. His corsair ship, the *Impure Motive*, was last known to be headed for the Overthere on Kunark. Following the lost ship's heading brings the questing necromancer and his companions near an unnamed cluster of islands 300 miles off the shore of the Desert of Ro.

The knife is currently held by a goblin there named Zetchkeveq (*male isle goblin*, War 5/Shd 5, NE, *Riptide Goblins*), the undisputed headmaster of a mixed tribe of aqua and isle goblins. Zetchkeveq scavenged the *shadowed knife* from the wreck of the *Impure Motive* several months ago; he also wears a suit of *imbued coral armor* equivalent to a +2 *chain shirt* (GM's design). His already powerful position was cemented in the minds of his followers when he found the weapon — they will die fanatically for him now.

Shadowed Knife

Description: The shadowed knife is slightly misnamed, as it's closer to a sword in length. Its blade is made of the finest Teir'Dal steel, alloyed with condensed essence of shadow. A single black sapphire adorns the otherwise relatively plain hilt.

Powers: This weapon is wielded as a dagger, but otherwise functions as a short sword with a +2 bonus to attacks and damage, as well as the *speed* quality. Up to once per round when it strikes a living opponent, if it is wielded by a necromancer or shadow knight, the *shadowed knife* can process (Proc DC 20) the *gather shadows* spell on the wielder.

Shadowed Knife (1d6+2, delay 4; AC 9, hardness 5, 6 hp, Break DC 24).

Int +1, cold resistance (1).

Bonus types: Ability score = arcane. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 6th.

Market Price: 36,770 gp.

Slot: Piercing.

Weight: 2.5 lbs.

Two Bolts of Shadow Silk

DC 12 Knowledge (local lore [Neriak]); DC 15 bardic knowledge or Gather Information

Shadow silk is a magical form of silk, gathered from the shadows of spider webs by incorporeal undead and woven into whole cloth by secret methods known only to a few dark elf masters in Neriak. *Shadow silk* feels like normal silk, but light is actually snared by it as flies are caught in a spider web, making cloth woven from it darker than any dye could stain a fabric. In Neriak, *shadow silk* can be bought, but it is never sold in market stalls.

Prospective buyers must gain access to one of the few dark elf nobles who has a hand in its manufacture, most likely Mierken Horrenarsh (*female dark elf*, Ari 7/Exp 4, OE, *Queen Cristanos Thex*; Diplomacy +20), the largest known dealer in *shadow silk* apparel. This is likely to require a simple opposed Diplomacy (bargaining) check, although Bluff and Intimidate checks might be involved, or the silk's

Syllina of the Darkened Understanding

Like most of her dark elf kin, Syllina doesn't think much of non-Teir'Dal. She treats other dark elves with a modicum of respect, but even then she has an almost unendurable arrogance about her. Dark elves who traipse around with members of other races are of course suspect.

Even if she loathes the lesser people who come to talk to her, Syllina feels a duty to Solusek Ro that compels her to carry on conversations with any necromancers who approach her in search of a *robe of enshroudment*.

Syllina, Female Dark Elf, Nec 17: CR 17; Medium-size humanoid [dark elf]; HD 17d4+17; hp 64; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 [flat-footed 13, touch 14] (+4 Dex, +3 armor); BAB +8; Grap +7; Atk +8/+3 melee (1d6-1, masterwork quarterstaff) or +12 ranged; SA spells; SQ damage reduction 4/+2, death masteries (invisibility to undead, restore undead), Greater Specialization (conjuration), fire save+1, ultravision, dark elf traits; Resist AR 5, CR 7, DR 7, ER 4, FR 20, MR 8, PR 11, SoR 4; AL NE; Fac Temple of Solusek Ro; SV Fort +9, Ref +9, Will +11; Str 9 (8), Dex 18 (14), Con 12 (10), Int 23 (18), Wis 13, Cha 14 (12).

Skills: Appraise +8, Bluff +7, Channeling +15, Diplomacy +4, Heal +13, Hide +13, Intimidate +4, Knowledge (monster lore [undead]) +15, Knowledge (mysticism) +23, Knowledge (religion) +14, Meditation +26, Sense Motive +5, Spellcraft +23, Trade Skill (tailoring) +26, Undead Empathy +16.

Languages: Teir'Dal (4), Common (4), Ancient Teir'Dal (4).

Feats: Enlarge Spell, Improved Initiative, Mystic Capacity, School Specialization (conjuration), Spell Focus (alteration).

Necromancer Spells Usually Prepared (mana cost, modified for Greater Specialization and *platinum ruby circlet*): *Banshee aura* (8), *chilling embrace* (31), *gate* (10), *invoke shadow* (49), *major shielding* (11), *reclaim energy* (1), *root* (3), *spirit tap* (22), *Torba's acid blast* (16).

Mana Pool: 207.

Possessions: *Robe of enshroudment* (see below; reanimation haste II), masterwork quarterstaff, *drakescale belt* (extended enhancement II), *drake-hide leggings* (reagent conservation I), *gold black pearl necklace*, *platinum ruby circlet*, *gold star rose quartz bracelet*, *gold bloodstone bracelet*, *platinum malachite ring*, *platinum hematite ring*, *potion of magic focus II**, *army ant potion*, bottle of Neriak nectar*, tailor's kit, component pouch, spellbook.

Syllina (buffed with *banshee aura*, *leatherskin*, and *major shielding*): hp 82 + 7d10 = ave. 120; AC 19 [flat-footed 15, touch 14] (+4 Dex, +5 armor); SQ damage shield (3); Resist MR 14.

Syllina's Skeletal Companion, Type 9: CR -; Large undead; HD 16d12; hp 104; Init +0; Spd 30 ft.; AC 17 [flat-footed 17, touch 9] (-1 size, +8 natural); BAB +8; Grap +18; Atk 2 claws +13 melee (1d10+6), or 2 claws +11 melee (1d10+6) and slam +11 melee (1d8+6 and daze); Reach 10 ft.; SA magic attack +3; SQ damage reduction 10/+1, SR 17, immunities, infravision, see invisible, undead; AL N; Fac none; SV Fort +5, Ref +4, Will +11; Str 22, Dex 10, Con -, Int 6, Wis 9, Cha 1.

Skills: Listen +12, Spot +12, Taunt +14.

Feats: Improved Slam, Slam.

* This item appears in EQ: *Al'Kabor's Arcana*.

"acquisition" might be achieved by stealth or some other means. Mierken's initial price is 4,000 per bolt, which can be modified by the opposed Diplomacy check. (If the necromancer and his companions try to steal the cloth instead, he could have the entire Neriak guard on him, if he doesn't bribe the right people first.)

A successful Gather Information check (DC20) within Neriak reveals that Mierken and Syllina have a deep, fierce hatred of each other, and Syllina covets the *shadow silk* which Mierken won't sell her. This fact might make a great difference in the negotiations to purchase the silk — if the character reveals that he is buying the silk to give to Syllina, Mierken simply won't sell. Otherwise, she is open to bold negotiation ploys, but always charges a premium price for her goods.

Globe of Pure Darkness

DC 35 Knowledge (monster lore [aberrations], mysticism, religion); research 3d8+8 hours (DC 20)

The true enemies of the Temple of Solusek Ro are the infamous shadowed men, a fact that is common knowledge among anyone who travels to the Temple. Information about the shadowed men's globes is much more obscure.

As part of their ongoing search for magical power, shadowed man ecclesiasts sometimes carry within their bodies a globe of pure darkness, a magical black hole within their torsos. This effect replaces the shadowed man's digestive system, though no one knows what other properties or benefits this graft might confer; roughly 30% of ecclesiasts have undergone this procedure. Anyone looking at such creatures using the *see invisibility* spell or a similar effect might notice that these shadowed men also have dark holes for eyes. There is no way to retrieve one of these globes without killing its possessor.

See EQ: *Monsters of Norrath* (p. 131) for shadowed man ecclesiast statistics.

Oruuf's Toe Bones

In the Rathe mountains, a dark elf necromancer named Dellenest Saeceron (*male dark elf, Ari 1/Nec 14, NE, The Dead*) is using the remains of Oruuf, a hill giant, as his ongoing experiment. He has shorn large portions of the flesh of the giant away, most notably along one entire leg, while preserving its musculature and tissue elsewhere, and then animated it using some potent ritual, in effect creating a huge zombie-like being with some skeletal properties, yet which retains much of its original giantish nature.

In addition to his other crimes, Dellenest is Syllina's former lover, and is now her bitter rival. In fact, Syllina doesn't really need the skeletal toe to complete the robe's enchantment, but, sequestered in the Temple as she is, she can't personally ruin Dellenest's experiments — so she secretly sends the PCs to do it for her.

Dellenest is away on business when the PCs begin this part of the quest, but if they research or ask questions in Neriak, word gets back to him. If this happens, Dellenest imperiously confronts the PCs, and warns them to stay away from his experiment. Dellenest won't personally stop the PCs from killing Oruuf, but they will earn a well-connected, angry foe if they do.

Oruuf is fairly easy to find in the mountains, and any track attempts made to follow him/it are at +5 due to Oruuf's strange, partly skeletal physiology.



Oruuf, Necromantic Experiment: CR 14; Huge undead; HD 33d12; hp 227; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft. (can't run); AC 25 [flat-footed 23, touch 7] (-2 size, -1 Dex, +3 hide armor, +2 shield, +13 natural); BAB +16; Grap +37; Atk +27/+22/+16 melee (2d8+13, crit x3, Huge warhammer), or +25/+20/+14 melee (2d8+13, crit x3, Huge warhammer) and +25 melee (1d10+13 and *daze*, shield bash), or +14/+9/+4/-1 (2d8+13, 120 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA magic attack +4, rock throwing; SQ rock catching, undead, hideous fortitude, damage reduction 6/-, immunities, infravision, see invisible; Resist CR 30, ER20, FR10, MR20, SoR-; AL NE; Fac none; SV Fort +20, Ref +10, Will +18; Str 37, Dex 8, Con -, Int 5, Wis 10, Cha 4.

Skills: Climb +17, Jump +19, Listen +23, Search +18, Spot +23.

Feats: Bash, Cleave, Great Cleave, Great Fortitude, Improved Bash, Improved Initiative, Power Attack, Toughened.

Hideous Fortitude (Ex): Oruuf has good Fortitude saving throws in addition to good Will saves.

Immunities (Ex): Immune to sonic attacks; half damage from slashing attack and piercing attacks (reduce such damage before applying Oruuf's damage reduction).

Note: Oruuf is essentially an advanced greater zombie (see Appendix One of *Realms of Norrath: Everfrost Peaks*) that retains a few giant qualities and also has some skeletal qualities. For explanations of special attacks or qualities that do not appear here, see the "Giant" or "Skeleton" entries in *EQ: Monsters of Norrath*.

Robe of Enshroudment

Description: This heavy robe is dull black in color, and those around the wearer report a faint charnel smell, although the wearer never smells it. The robe always feels cool to the touch. A necromancer who wears this robe feels stronger and more daring, while members of other classes who wear it feel rather sickly. No matter who wears it, though, the robe seems to exude a pall over any social transactions in its presence, stifling conversations, stalling business deals, and inhibiting friendship.

Powers: When worn by a necromancer or shadow knight, this robe functions as +2 *cloth armor* with the *shadow* quality. Such a wearer may also invoke a power identical to either the spell *deadeye* or *gather shadows* three times per day total (i.e., he may use these in any combination as long as the total is three spells per day, not three uses of each spell effect). Further, once per day a necromancer wearer (but not a shadow knight) may invoke an effect identical to the spell *allure of death*.

For a wearer who is neither a necromancer nor a shadow knight, a *robe of enshroudment* functions as +1 *cloth armor* (no special quality) and grants only half the value of the other benefits listed below (round down), but still grants the full Charisma penalty. Worse still, the robe bestows one negative level when worn by any living spellcaster (dedicated or hybrid) who is not either a necromancer or shadow

knight. This negative level never results in actual level loss, but cannot be overcome in any way (including *lifeforce* spells or the like) while the robe is worn.

Robe of Enshrouding (AC +3/+2, max Dex +8, check +0; hardness 1, 3 hp, Break DC 22)

Str +1, Dex +2, Int +3, hp +4, mana +3, acid resistance (2), cold resistance (2), fire resistance (2).

Focus effect: Reanimation Haste II.

Bonus types: None.

Activation: Spell Trigger (necromancer) [*allure of death*], Spell Trigger (necromancer, shadow knight) [*deadeye, gather shadows*], Use Activated [all other powers].

Caster Level: 11th.

Market Price: 443,610 gp.

Slot: Body.

Weight: 5.4 lbs (assumes Medium-size wearer).

Paladin Quest: Armor of Ro

Faction: Temple of Solusek Ro (-3 ranks).

NPC: Lord Searfire.

CR: 15.

Reward: *Armor of Ro*, +2 faction ranks with froglok paladins in Gukta (maximum +2 from this quest).

Consequence: -2 faction ranks with Mayong Mistmoore (maximum -2 from this quest).

Quest Summary: Lord Searfire, respected dwarven paladin and armorsmith, wishes to equip established, promising paladins with armor to fight undead and evil throughout the world. Thus, he has magnanimously taken it upon himself to provide such a suit of armor to paladins who demonstrate appropriate pluck and zeal in collecting the components and completing a few tasks that Searfire sets before them. Before he will make *armor of Ro* for a paladin, Searfire requests that the paladin bring him the following:

- Two bars of enchanted platinum
- Half-plate armor molds sprinkled with ronium
- The skull of the uncommitted damned
- The cornea of an evil eye wizard

Enchanted Platinum

The questing paladin must find an enchanter who will enchant two bars of purified platinum. Purified platinum bars normally cost 1,000 gp each and can be obtained at a bank or rich merchant in any large town or city where trade comes through in sufficient amounts to require a standard large unit of currency. Freeport, Qeynos, or Kaladim usually have ready supplies. An enchanter with whom the paladin has decent faction (+0 or better) can generally be hired to cast *enchant platinum* for (caster level x 90) gp per casting.

Armor Molds

DC 15 Trade Skill (alchemy); DC 20 Diplomacy (shamans); research 2d4 hours (DC 10)

Any competent potter can supply the necessary armor mold for the shape and body type of the questing paladin. Lord Searfire himself is perfectly capable of creating the necessary molds, but he wishes to test the aspirant's resourcefulness. Appropriate armor mold costs are listed in the *EQ: Game Master's Guide* (p. 229).

Lord Searfire, High Armorsmith of Ro

This middle-aged dwarven smith spends his time in the Temple of Solusek Ro crafting magic armor (and perhaps, at the GM's discretion, weapons and other items) and dispensing advice to adventurers who brave the Lavastorm Mountains seeking his knowledge.

Unlike some other Temple residents, Lord Searfire does not remain heavily armored and battle-ready at all times (although given his prowess, he is never really "unprepared"). The statistics below are typical of his daily existence. Of course, he keeps his plate armor and his weapons handy in his chamber on the second floor of the Temple in case he should need them, but he doesn't usually wear them around the Temple, having given up the adventuring life so that he can better prepare other paladins to carry the banner for good and righteousness in Norrath. However, he is wary of Syllina the Necromancer, and keeps an undead-damaging spell ready for the time when, as is inevitable (to Searfire's thinking), the skeletal shadow knights upstairs finally turn on everyone else in the Temple.

Lord Searfire, Male Dwarf, Ari 5/Pal 16: CR 20; Small humanoid [dwarf]; HD 5d8+20 plus 16d10+64; hp 219; Init -1 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 19 [flat-footed 19, touch 12] (+1 size, -1 Dex, +7 armor, +2 deflection); BAB +19; Grap +17; Atk +23/+18/+13/+8 melee (1d6+4 and *shock of fire* proc, *Small staff of Ro*) or +19 ranged; SA slay undead, spells; SQ lay on hands (96 hp), smithing, holy weapon (in place of holy steed), magic saves +2, poison saves +4, infravision, dwarf traits; Resist CR 8, DR 4, FR 12, MR 7, PR 11, AL NG; Fac Temple of Solusek Ro; SV Fort +15, Ref +5, Will +16; Str 14, Dex 8 (6), Con 18 (16), Int 17 (12), Wis 21 (18), Cha 12.

Skills: Alcohol Tolerance +8, Appraise +6, Channeling +12, Climb +1, Diplomacy +7, Heal +9, Knowledge (construction and engineering) +5, Knowledge (geography) +5, Knowledge (monster lore [undead]) +6, Knowledge (peerage) +5, Knowledge (religion) +8, Knowledge (warcraft) +8, Listen +6, Meditation +10, Perform (percussion) +0, Perform (singing) +2, Sense Heading +11 [stein], Sense Motive +6, Spellcraft +10, Trade Skill (blacksmithing) +32, Trade Skill (pottery) +7, Wilderness Lore +6.

Languages: Dwarven (4), Common (4), Rovian [Plane of Sun tongue] (4).

Feats: Cleave, Combat Casting, Double Attack, Embed Augmentation*, Embed Enhancement*, Parry, Power Attack, Skill Talent (Trade Skill [blacksmithing]), Weapon Focus (light mace).

Paladin Spells Usually Prepared (mana cost): *Dismiss undead* (15; fire variant), *healing* (10), *invigor* (3), *pacify* (17), *root* (5), *sense the dead* (1), *spirit armor* (12), *valor* (15).

Mana Pool: 156.

Possessions (on person): *Brellium chain armor**, *molten cloak*, *Small staff of Ro* (q.v.), platinum holy symbol, *azure sleeves* (improved damage I), *boots of the mosquito**, *friendship bracelet**, *stein of the Underfoot**, prayerbook, waterskin.

Possessions (in chambers): *Armor of Ro* (see below), *large acrylia shield§*, +3 *holy flaming light mace*, knifed oak composite shortbow, 24 *arrows of penetration**, *enhancement potion* (+4 Con), *stein of inspiration**, *stein of valor**, bottle of Kaladim constitutional*, extra prayerbook, other mundane belongings.

Lord Searfire (buffed with *spirit armor* and *valor*): hp 269; AC 22 [flat-footed 22, touch 15] (+1 size, -1 Dex, +7 armor, +2 deflection, +3 divine); SQ damage reduction 7/-.

* This feat or item appears in *EQ: Al'Kabor's Arcana*.

§ This item appears in *RoN: Freeport*.

Once he has the mold, the paladin must then sprinkle it with ronium, a compound made from a mixture of natural and supernatural reagents. As part of the quest, the paladin must discover for himself what this substance is, and then either get someone to make it, or figure out how to make it himself. Ronium is made from a mixture of melatite, Mistmoore granite, and soil of Underfoot.

Melatite is a semi-precious mineral used by gnomes in making clockwork machines. Getting enough melatite requires the destruction of two Medium-size clockworks (or a single Large unit); alternately, a paladin may simply wish to make a Diplomacy check (DC 15) to convince gnome engineers to donate or sell the requisite melatite. Typically, the amount of melatite needed by the paladin should cost somewhere around 300 gp, modified by a successful Diplomacy (bargaining) check.

Mistmoore granite is a mineral found only inside the gargoyles guarding Mistmoore Manor on Faydwer. Destroying one gargoyle is enough, if the paladin can gather the pieces of its body after it is destroyed. However, in addition to fighting one gargoyle, a paladin is likely to encounter several other minions of Mayong Mistmoore in the process.

"Soil of Underfoot" is a sacred earth kept by the clerics of Brell in Kaladim. High Priestess Ghalea (*female dwarf, Ari 1/Clr 25, LN, Priests of Underfoot*) offers to trade a measure of soil in exchange for four handfuls of fairy dust. The paladin can convince the faeries of the Greater Faydark to part with the requisite amount of dust after three consecutive successful Diplomacy checks (DC 20), each requiring at least a full day of negotiation and petitioning. (Alternately, enough faerie dust can be found by killing at least four members of the faerie court, although this should not be an option for most paladins...)

All three reagents must be mixed together and poured over the armor mold before presenting them to Lord Searfire.

See *EQ: Monsters of Norrath* for clockwork (p. 38), gargoyle (p. 79), and faerie noble (p. 68) statistics.

Skull of the Uncommitted and Damned

DC 8 Knowledge (religion)

Cleric and paladin trainers often tell the story of Yerhuan to weed out uncommitted or uncertain recruits. Some ten years ago, a young man called Yerhuan entered the priesthood of Prexus; however, as it would prove, he did so not out of any profound faith, but mainly because his family wished him to do it. Some time later, he went out with a group of adventurers to put down a despotic necromancer hiding in a dungeon in the depths of the Rathe Mountains. When faced with powerful undead opponents, Yerhuan's already shaky faith faltered. He fled, leaving his companions to die horribly. Yerhuan didn't escape, though. Instead, he was captured by the necromancer, and turned into a skeletal servitor.

Since that time, Yerhuan has been damned to serve his new master, Innoruuk, with much more fervor than he ever gave to Prexus. He still roams the caves beneath the mountains, now wearing a set of purplish plate armor in service to his new god, and his legend is enough to bring a steady trickle of clerics and paladins into the caves to try to put his shameful corpse to rest.

The necromancer whose lair Yerhuan haunts (GM's design) welcomes all who try.

Yerhuan, Male Human Skeleton, Exp 6/Clr 9: CR 13; Medium-size undead; HD 15d12; hp 96; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 25 [flat-footed 23, touch 10] (+4 natural, +9 armor, +2 shield); BAB +10; Grap +12; Atk +12/+7 melee (1d8+2, poor masterwork heavy mace) or 2 claws +12 melee (1d4+2); SA spells; SQ divine power (celestial healer), undead, wound resistance, see invisibility, infravision; Resist CR 30, ER 8; AL DN; Fac none; SV Fort +5, Ref +5, Will +11; Str 15 (12), Dex 11, Con -, Int 5 (1), Wis 14 (11), Cha 1.

Skills: Channeling +7, Knowledge (religion) +2, Listen +5, Meditation +11.

Languages: Common (4).

Feats: Combat Casting, School Specialization (alteration), Weapon Focus (heavy mace).

Cleric Spells Prepared (mana cost): *Center* (7), *fear* (7), *furor* (3), *reckless strength* (5), *root* (5), *stun* (6), *symbol of Transal* (9), *word of pain* (8).

Mana Pool: 41.

Possessions: *Imbued field plate of Innoruuk**, poor large steel shield, poor masterwork heavy mace, *moonstone ring* (extended range II).

Yerhuan (buffed with *reckless strength* and *symbol of Transal*): hp 96 + 7d6 = ave. 120; Grap +15; Atk +15/+10 melee (1d8+5, poor masterwork heavy mace) or 2 claws +15 melee (1d4+5); Str 20.

* This item appears in *EQ: Al'Kabor's Arcana*.

Note: See the skeleton template in *EQ: Monsters of Norrath* (p. 158) for an explanation of Yerhuan's special qualities.

Evil Eye Wizard Cornea

DC 10 bardic knowledge or Knowledge (monster lore [aberrations]); research 1 hour (no check)

Since Lord Searfire tells the questing paladin what he's looking for, she need only find an evil eye wizard and slay it. Evil eye wizards are exceptionally intelligent and unusually powerful opponents for a quest of this kind. Simply rushing in to attack will very likely get a paladin and his companions hurt or killed. The unusual tactic of stealth will avail a paladin much in taking down an evil eye wizard, or perhaps the paladin might use diplomacy to turn one evil eye against another.

See *EQ: Monsters of Norrath* (p. 66) for evil eye wizard statistics.

Armor of Ro

Description: This plate-and-mail armor flickers as if reflecting firelight, even when there's no fire nearby for it to reflect. Though built precisely to the size of its wearer, the armor retains an unmistakably heavy dwarven style (despite its miraculously light weight), such as wrought scenes in the larger plates of good triumphing over evil, and of perseverance winning out over undisciplined savagery. Lord Searfire always "signs" his work prodigiously, though not artlessly, by hiding his personal runes in the intricate line work on the armor.

Powers: When worn by a paladin or a good-aligned cleric, this armor functions as +3 *full plate*. Once per day, a paladin wearer (only) may also invoke the *instrument of Ro* power: this is similar in effect to the spell *instrument of Nife*, except that it deals fire damage rather than magic damage and lasts for the full duration of one combat (i.e., for as long as the paladin makes a melee attack roll against an undead opponent at least once per round). Further, a paladin wearer may invoke an effect identical to the spell *sense the dead* up to three times per day.

For any character other than a paladin or a good cleric, *armor of Ro* functions as +1 *full plate* and grants only half the value of the other benefits listed below (round down).

Armor of Ro (AC +11/+9, max Dex +1, check -5; hardness 13, 22 hp, Break DC 26)

Str +2, Dex +2, Con +2, Wis +4, hp +8, all resistances (4), all energy-based saves +1.

Bonus types: None.

Caster Level: 12th.

Market Price: 376,825 gp.

Slot: Body.

Weight: 26 lbs (assumes Medium-size wearer).

Ranger Quest: Ivy-Etched Armor

Faction: Kithicor Rangers (+2 ranks).

NPC: Gandari the Terse.

CR: 14.

Reward: *Ivy-etched armor*, +2 faction rank with Kithicor Rangers (maximum +2 from this quest).

Consequence: -2 faction rank with Unkempt Druids (maximum -2 from this quest).

Quest Summary: In certain circles, Gandari the wood elf is famous for her armor-crafting abilities. One of her secrets is ivywire, a magically treated ivy that when cut, has a hardness comparable to that of fine steel. Of course, Gandari has worked very hard at her craft, so she doesn't hand out the fruits of her efforts without asking for something in return. To make the armor, she requires the following:

- 10 pounds of animate granite taken from a vampire's domain
- *Rune of ivy*
- Retrieve the Kithicor bow for Leaf Falldin
- 2 *imbued fire rubies* from the Servants of the Sun

Animate Granite

DC 15 Knowledge (monster lore [constructs], mysticism); DC 20 bardic knowledge; research 2d4 hours (DC 12)

The reference here is to the gargoyles who guard the estate of Mayong Mistmoore. The gargoyles won't give up their substance willingly, however. They must be destroyed, and the "animate granite" harvested from their inert forms.

However, if the ranger consults a bard or sage outside of her adventuring group or if she consults an unrestricted library, there is a 60% chance that one of Mistmoore's pledge familiars or some other of his agents learns of her intent to enter the castle grounds. In this case, a troop of 5 deathly ushers led by a pledge familiar awaits the ranger's arrival invisibly 10 miles outside the castle grounds. This attack force is in addition to the normal guards and patrols on the grounds of the castle proper.

See EQ: *Monsters of Norrath* for gargoyle (p. 79), pledge familiar (p. 120), and dark usher (p. 43) statistics.

Rune of Ivy

DC 10 Gather Information (rangers, druids, or fey)

Gandari needs to grow enough ivywire to make the *ivy-etched armor* in just a few days' time. A brownie outcast named Thistle Underbrush in the Lesser Faydark holds a rune

Gandari the Terse

Gandari came to Kithicor from Faydwer 30 years ago, and the Kithicor Rangers sometimes joke that she's spoken about that many words in all the time she's been on Antonica. Gandari doesn't hold anything against the various humanoids she encounters, nor does she have much to say to them. She does, however, have long, whistling conversations with birds in the forest, whom she considers to be "more interesting." Whether or not they really are better conversationalists, the birds know nearly everything that goes on in the Kithicor Forest, and in many parts beyond. It's usually a good bet that what the birds know, Gandari knows.

Gandari keeps more secrets than just the organic origin of ivywire. If a ranger who comes to her looking for a set of *ivy-etched armor* seems to be the sort in whom she can confide, she might have a few other errands she needs someone to do — someone who can stay low and mind his own business in the larger world. The number of such "secret agents" Gandari already has running around is a mystery, but she is never averse to hiring on at least a few more.

Gandari, Female Wood Elf, Rng 18: CR 18; Medium-size humanoid [wood elf]; HD 18d10+18; hp 107; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft.; AC 24 [flat-footed 18, touch 16] (+5 Dex, +7 armor, +1 arcane); BAB +18; Grap +20; Atk +27/+25/+23/+21/+19 ranged (1d8+7, crit x4, 170 ft., *Swiftbolt* and *pathfinder arrows*), or +22/+18/+14/+10/+6 melee (1d8+4, crit 19-20/x2, +1 *longsword*); SA spells; SQ fletcher, wilds masteries (animal voice [birds, squirrels, raccoons], sylvan grace, woodland stride), SR [cold, electricity, and fire] 15, cold, disease, and electricity save +1, fire save +2, infravision, wood elf traits; Resist CR 7, DR 7, ER 3, FR 13, MR 3, PR 6, SoR 3; AL DN(g); Fac Kithicor Residents, Jaggedpine Treefolk; SV Fort +9, Ref +16, Will +11; Str 16 (10), Dex 23 (18), Con 12, Int 14, Wis 21 (16), Cha 8.

Skills: Animal Empathy +8 [+10 with birds, squirrels, and raccoons], Channeling +10, Climb +10, Handle Animal +9 [+11 with birds, squirrels, and raccoons], Hide +21 (+29 in forest or overgrown), Jump +8, Listen +14, Meditation +14, Search +6, Sense Motive +8, Sneak +20 (+28 in forest or overgrown), Spellcraft +9, Spot +14, Swim +5 (weight penalty not included), Trade Skill (blacksmithing) +8, Trade Skill (fletching) +17, Trade Skill (tailoring) +26 [masterwork tailor's kit], Wilderness Lore +14.

Languages: Elvish (4), Common (4).

Feats: Dodge, Double Attack, Improved Initiative, Mobility, Parry, Point Blank Shot, Precise Shot, Shot on the Run, Track, Weapon Focus (longbow), Weapon Specialization (longbow).

Ranger Spells Usually Prepared (mana cost, modified for *cougar claw earring*): *Ensnaing roots* (10), *force of nature* (17), *light healing* (5), see *invisible* (4), *shield of thistles* (7), *skin like steel* (16), *spikecoats* (18), *spirit of wolf* (7).

Mana Pool: 140.

Possessions: *Ivy-etched armor* (see below), *blessed Faydark long ("Swiftbolt")**, 40 *pathfinder arrows**, 20 mithril-tipped bone-shafted arrows (+5 magic attack, +1 damage)*, *dragon-horn longbow*§, *fletcher's girdle**, +1 *longsword*, *cougar claw earring** (mana preservation I), *gold imbued emerald medallion**, *snake spirit oil*, scroll of *jolt*, fletcher's kit, masterwork tailor's kit, prayerbook.

Gandari (buffed with *force of nature*, *shield of thistles*, *skin like steel*, *spikecoats* and *spirit of wolf*): hp 133; Spd 45 ft.; AC 30 [flat-footed 24, touch 18] (+5 Dex, +7 armor, +1 arcane, +2 divine, +4 natural); Grap +22; Atk +29/+27/+25/+23/+21 ranged (1d8+7, crit x4, 170 ft., *Swiftbolt* and *pathfinder arrows*), or +24/+20/+16/+12/+8 melee (1d8+4, crit 19-20/x2, +1 *longsword*); SQ fast healing 1, damage shield (4).

* This item appears in EQ: *Al'Kabor's Arcana*.

§ This item appears in Appendix Two of RoN: *Everfrost Peaks*.

Note: Gandari's stats above assume that she has her *blessed Faydark longbow* in hand.

reputed to have just such an effect. Thistle is boastful about his acquisition, and is creating a stronghold of thick, tough plants in the Lesser Faydark, guarded by all manner of animals he's managed to lure into protecting him. Among his retinue, he has managed to collect a dawnbane serpent, a dread wolf, a tundra kodiak bear, a sabertooth tiger, and a highlands lion. These animals are supplemented with a brood of 6 giant bats and a swarm of 12 giant rats.

Thistle will talk to the ranger, but won't turn over the rune willingly. Thistle's animals will protect him with their lives. However, if more than half of the animals die because of the actions of the ranger and her companions (a circumstance that ought to be a cause of some concern for any ranger or druid), he relents and turns over the rune, begging them not to kill any more of his companions.

See *EQ: Monsters of Norrath* (p. 28) for brownie outcast statistics. Statistics for animals begin on page 162 therein.

Kithicor Bow

To begin this part of the quest, Gandari sends the questing ranger to Jaggedpine to talk to a ranger named Leaf Falldin (*male human, Rng 16, NG, Jaggedpine Treefolk*). Leaf is much friendlier and more talkative than Gandari and tells the PCs the reason that Gandari sent them to him: The questing character(s) must find the *Kithicor* bow for Falldin.

Several months ago, the druids got their hands on the legendary bow, a weapon said to want to hit its target as much as its wielder does. To keep the bow away from anyone who could use it against them, the Unkempt Druids broke the bow and gave the pieces to Maldyn Greenburn, also called "Maldyn the Unkempt" (*male human, Rng 14/War2, NE, Unkempt Druids*). Maldyn lives in the foothills of the Rathe Mountains, in a burrow delved into Badger Hill, a tall, craggy hill with cave tunnels connecting a dozen secret exits on all sides. Maldyn knows the caves that riddle Badger Hill with his eyes closed, and he pops in and out of them like a groundhog. Maldyn is quite paranoid, and he has been expecting someone to come for the *Kithicor* bow for some time. He has riddled the hillside with simple traps such as covered pits, snares, and deadfalls. At each exit, he has a quiver full of 20 arrows hidden, in addition to the magic arrows he always carries with him. Each tunnel exit is masterfully camouflaged, requiring a successful Search check (DC 20) to find it. Further, he has befriended a pack of 5 wolves who protect him from anyone who comes onto the hill.



Rune of Ivy

Description: This item appears as an ancient, weathered and moss-covered stone disk about the size of a human child's palm. Etched on either side is a single rune in the Faerie tongue whose meaning is, essentially, "sprout."

Powers: Once per day by reading the rune aloud, the holder causes all ivy in a single 100-foot-radius area within 600 feet to become thick and overgrown. The effect is instantaneous, so affected vines remain in their overgrown state indefinitely (i.e., until seasonal or other environmental changes dictate that they should perish or wither). Assuming there are at least several ivy plants in the affected area, they entwine to form a thicket or jungle that creatures must hack or force a way through: Those moving through the affected area have their speed reduced to 5 feet, or 10 feet for Large or larger creatures. (The GM may allow faster movement for very small or very large creatures.)

Activation: Command Word.

Caster Level: 5th.

Market Price: 4,000 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Maldyn can pop up and down all around Badger Hill, shooting interlopers with arrows from unexpected angles, while his wolves harry a party up close. Getting the pieces of the *Kithicor* bow from him should be an arduous and deadly endeavor.

Once a character hands the pieces of the bow to Leaf, he sends a bird messenger to Gandari telling her that the character has completed the quest. The bird takes a day to arrive, so if the character teleports to Gandari ahead of the messenger, Gandari forces the PC(s) to wait before she will talk to them in any case.

Fire Rubies

Finally, Gandari requires two *imbued fire rubies* as payment for her services. Such rubies can usually be obtained in large cities, but that's not good enough for Gandari. She wants them to come from the Temple of Solusek Ro. She

knows the Keepers there have these gems, brought from the Plane of Sun itself.

It will be difficult to get the wizards at the Temple to even admit that they have these gems. A PC must succeed at a Diplomacy check (DC 20) to get one to admit having such things, and another such check is required to get them to part with two of the stones. Though the imbued gems are probably worth at least 5,000 gp each, the Temple Keepers know a seller's market when they see one: Unless the ranger is spectacularly diplomatic and helpful, perhaps agreeing to do a favor for the Temple — to be determined at their whim — they'll charge up to three times the gems' usual worth.

Ivy-Etched Armor

Description: This green mail armor is wrought to give the appearance of ivy twining up and around itself. In fact, though few would believe it, the armor is actually grown from a unique strain of ivy known as "ivywire," which retains its flexibility but is otherwise hard as steel when properly treated. Of course, both ivywire and its properties are a closely held secret among the Kithicor elves.

Powers: When worn by a ranger or druid, this organic armor encumbers as studded leather but otherwise functions as +3 *scale mail* with the *spell resistance* [cold, electricity, and fire] 15 qualities; it also grants a ranger wearer a +8 bonus on all Hide and Sneak checks made in forested or overgrown surroundings (a druid wearer gains only a +4 bonus on such checks). Further, a ranger wearer may invoke an effect identical to the spell *camouflage* up to three times per day.

For any wearer other than a ranger, *ivy-etched* functions as +1 *scale mail* (no special qualities) and grants only half of the benefits listed below (round down).

Ivy-Etched Armor (AC +7/+5, max Dex +5/+3, check-1/-3; hardness 12, 17 hp, Break DC 25)

Str +3, Dex +2, Wis +3, hp +7, cold resistance (3), disease resistance (2), electricity resistance (3), fire resistance (3), poison resistance (1), cold save +1, electricity save +1, fire save +1.

Bonus types: None.

Caster Level: 9th.

Market Price: 298,620 gp.

Slot: Body.

Weight: 18 lbs (assumes Medium-size wearer).

Rogue Quest: Ravenscale Armor

Faction: None.

NPC: Chembreth Hiddenedge.

CR: 13.

Reward: Ravenscale armor.

Consequence: -2 faction ranks with Allize Taeew lizard men (maximum -2 from this quest). -2 faction ranks with Guk Frogloks (maximum -2 from this quest).

Quest Summary: Chembreth Hiddenedge is such a good thief that he's becoming famous — so famous, in fact, that he's been forced to seek asylum in the Temple of Solusek Ro. Several groups from across Norrath have a score to settle with the halfling, but especially the lizard men of the Ferrott and the frogloks of Innothule. Aviaiks of the Plains

Chembreth Hiddenedge

Chembreth is a halfling running out of time. He's made enemies nearly everywhere, and the people he's stolen from are starting to catch up with him. He wants to escape back to Rivervale and settle down to the simple life of a tailor... or so he says. Granted, he is a master of that craft as well, quite capable, if given enough incentive, of making the much-vaunted *ravenscale armor*.

Right now, in the bowels of the Temple of Solusek Ro, he's looking for someone with enough moxie to play a few tricks. If he finds someone who plays along and who is eager to earn more trinkets, he might have a few more jobs for a protégé once he gets settled in at Rivervale — assuming he makes it out of the Temple in one piece.

Chembreth Hiddenedge, Male Halfling, Rog 20: CR 20; Small humanoid [halfling]; HD 20d8+60; hp 163; Init +12 (+8 Dex, +4 Improved Initiative); Spd 20 ft.; AC 23 [flat-footed 23, touch 18] (+1 size, +7 Dex, +5 armor); BAB +16; Grap +15; Atk +23/+18/+13/+8 melee (1d6+6, crit 19-20/x2, +3 *short sword*), or +26/+22/+18/+14 melee (1d3+5 plus *wounding* and *stun* proc [Proc DC 20; Fort DC 18], crit 19-20/x3, *Boneshear*), or +21/+16/+11/+6 melee (1d6+6, crit 19-20/x2, +3 *short sword*) and +24 melee (1d3+3 plus *wounding* and *stun* proc [Proc DC 20; Fort DC 18], crit 19-20/x3, off-hand *Boneshear*), or +27/+23/+19/+15 ranged (1d6+1 and 70% chance for 1d12 fire [Fort half, DC 15], 50 ft., crit x3, *LarkTwitter* bow and *clockwork arrows*); SA backstab +6d6, rogue ability (opportunist); SQ sense traps, evasion, rogue abilities (improved evasion, uncanny dodge, Run feat), discipline (Counterattack), acid save +1, disease save +3, magic save +1, infravision, halfling traits; Resist AR 6, CR 5, DR 12, ER1, FR7, MR4, PR6, SoR5; AL CN; Fac None; SVFort+10, Ref +20, Will +6; Str 17 (12), Dex 26 (18), Con 16 (14), Int 18 (14), Wis 11 (10), Cha 7 (10).

Skills: Appraise +6, Balance +14, Climb +10, Disable Device +21 [masterwork thieves' tools], Escape Artist +18, Hide +42 [armor], Jump +10, Knowledge (street smarts) +9, Listen +12, Pick Lock +25 [masterwork thieves' tools], Pick Pocket +16, Safe Fall +17, Search +19, Sense Motive +10, Sneak +36 [armor], Spot +22, Swim +6 (weight penalty not included), Trade Skill (baking) +7, Trade Skill (tailoring) +24, Tumble +15, Use Rope +10.

Languages: Halfling (4), Common (4), Thieves' Cant (4).

Feats: Alertness, Ambidexterity, Dodge, Improved Dodge, Improved Initiative, Parry, Run, Two-Weapon Fighting, Weapon Finesse (dagger).

Possessions: Ravenscale armor (see below), +3 *short sword*, *Boneshear**, *LarkTwitter* bow, 20 *clockwork arrows**, *ravenscale cloak*, *blood weave choker*, *golden ear stud*, *woven bark gloves*, 3 preserved *wurm steaks*, masterwork thieves' tools, tailor's kit, cooking pots, herbs, and implements.

* This item appears in EQ: *Al'Kabor's Arcana*.

** This item appears in RoN: *Everfrost Peaks*.

of Karana keep a literal eagle-eye out for Chembreth as well, but they are famously forgiving and have little interest in traveling far to find him.

Now things have gotten so hot for the little thief that he must cool off in the foremost temple to the Burning Prince. To help divert attention, he's made it known in thieving circles that he'll create one last suit of his famous *ravenscale armor* (which is what caused the problems with the frogloks and lizard men in the first place) for the rogue that will do a few favors for him. These "favors" are contrived to draw attention away from Chembreth by setting his foes against one another.

In return for a suit of *ravenscale armor*, Chembreth requires the rogue to perform the following tasks:

- Bring him the scepter of a Tae Ew Justicar that has been killed discreetly and left surrounded by at least two froglok corpses, both slain with a blunt instrument.
- Deliver the hide of a silverback guardian, again slain in secret, and leave the body surrounded by at least two froglok corpses without any mark of weapon or magic.
- Retrieve the arms and legs of three Jin froglok wizards killed in secret, and leave the bodies each surrounded by at least two badly burned lizard men.
- Collect thirty-six perfect flight feathers (those from the vestigial wings and tail) of a raven aviak.
- Bring 5,000 gp worth of gems, with no single gem worth more than 500 gp.

Finding Chembreth

Before the quest can begin, a rogue must first locate Chembreth within the Temple of Solusek Ro. Finding his general whereabouts (i.e., somewhere in the Lavastorm Mountains) requires a Gather Information check (DC 25); a check result of 30 or better means that the character has narrowed Chembreth's position down to the vicinity of the Temple, and a 35 indicates that the PC knows his precise location.

However, the inquiring PC must also make a successful Knowledge (street smarts) check (DC 15); failure means one or more of Chembreth's enemies overhear the location, and unwanted visitors — perhaps in the form of three disguised lizard men — will attempt to ambush him there.

Because he fears a sneak attack even in the Temple, he moves to a different guest room each night, sometimes switching rooms in the middle of the night and sometimes even sleeping elsewhere in the Temple and not in a guest room at all. In fact, fully half of the time now, he sleeps carefully hidden somewhere in other peoples' private quarters in the Temple, sometimes in the very room of a Seeker or Keeper—always without the knowledge or consent of his "host." He accomplishes this by virtue of his superhuman stealth.

Should a character be unable to locate Chembreth, she might try to make it known that she wishes to speak with the master rogue. This requires a Diplomacy check (DC 25) by a halfling, made among halfling rogues (as Chembreth will not risk speaking to anyone else, though a PC might attempt a Disguise check to masquerade as a halfling rogue).

Justicar's Scepter

DC 13 Knowledge (*monster lore [monstrous humanoids]*); DC 17 Knowledge (*geography, local lore*) or Gather Information (*Antonican temples*); DC 20 bardic knowledge or Knowledge (*religion*)

In the Feerrott swamp, Tae Ew Crusaders rid the land of infidels too proud and foolish to properly cower before the terror of Cazic-Thule. About 60% of Justicars (*male or female lizard man, Clr 11-16, NE, Allize Taeew*) also carry metal scepters of a strange greenish-black alloy as symbols of their station. These scepters bear the likeness of a smaller hand of Cazic-Thule, fingers clasped around a mammalian heart.

Several different styles of scepters exist among the lizard men, so a questing rogue must do some research to be able to lay his hands on the proper one. The scepter itself is not technically required for the creation of the *ravenscale armor*, but the misdirection caused by this incident will help divert the lizard men's anger at Chembreth toward the frogloks of Innothule.

Silverflank Hide

DC 12 Knowledge (*monster lore [monstrous humanoids]*); DC 15 Knowledge (*geography, local lore*) or Gather Information; DC 20 bardic knowledge

Gorillas have long been tamed by the lizard men of the Feerrott to serve as guardians for the Temple of Cazic-Thule, hidden amongst the vines and creepers of that jungle. The oldest and mightiest of these guardians are called "silverflanks," for, as all older gorillas, their fur turns first silver then grey as they age.

A silverflank-hide is required for the creation of *ravenscale armor*, and this requirement is the source of the lizard men's great hatred for Chembreth. The halfling believes that if another dead silverflank were found surrounded by a handful of froglok corpses, it would be blamed on the frogloks, especially if it comes on the heels of a Justicar's death. By stirring up trouble between the lizard men and froglok, Chembreth hopes that both will forget him for a time.

The hide the character(s) retrieve *must* be a silverflank hide or the armor construction will fail. While it will be easy to locate an older gorilla near the pyramids outside the Temple of Cazic-Thule in the Feerrott, it's not an easy matter to determine the difference between a *silver*-backed one and a *grey*-backed one (DC 15 Knowledge [*nature*]).

Once a target is selected, the questing rogue must find a way to lure the silverflank away from the temple in order to kill it; he must then skin it and then arrange the appropriate tableau with at least two frogloks to be slain and hauled to the site from the Innothule Swamp (or perhaps nearer if the rogue is fortunate enough to locate a true raiding party in the Feerrott). The frogloks must not bear any indication of death by means other than those at the disposal of the silverflank guardian. Obviously, the rogue might consider use of a subtle poison.

For the silverflank guardian, use the stats for a graniteback in *EQ: Monsters of Norrath* (p. 99), but advance it to 25 HD.

Jin Froglok Webbing

A small but significant portion of *ravenscale armor* must come from the finger-webbing of a froglok wizard of at least Jin standing. Chembreth only requires the frogloks' hands, but in order to obfuscate the true purpose of the grisly collection from any surviving frogloks (which would undoubtedly point once again to the halfling), he requires that the entire arms and legs be taken—since froglok arms and legs are considered a delicacy among both lizard men and trolls.

The dead lizard men left to create the appearance of a battle must appear to have been slain primarily by fire or electricity or by magical force effects, so that it seems as though the Jin froglok(s)

Lizard Man

	Medium-Size Monstrous Humanoid (Reptilian)
Hit Dice:	2d8 (9 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft., swim 30 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	Spear +3 melee; bite +3 melee; or spear +3 ranged
Damage:	Spear 1d8+1; bite 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Lasting breath, infravision, fast recovery, scent
Saves:	Fort +0, Ref +4, Will +4
Abilities:	Str 12, Dex 13, Con 11, Int 10, Wis 13, Cha 8
Skills:	Animal Empathy +2, Handle Animal +2, Hide +4*, Listen +3, Sense Motive +2, Search +3, Sneak +4, Spot +6, Swim +10, Trade Skill (any one) +3, Wilderness Lore +4*
Feats:	Improved Initiative
Climate/Terrain:	Warm and temperate Forest, marsh, and underground
Organization:	Solitary, pair, band (3-5), patrol (6-10 plus 1 3rd-level leader), tribe (11-30 plus 11-30 non combatants plus 13rd-level sub-leader per 15 adults and 1 leader of 4th-7th level), or community (40-120 plus 100% noncombatants plus 13rd-level sub-leader per 15 adults, 1 captain of 4th-5th level per 30 adults, and 1 leader of 5th-9th level)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class
Faction:	Allize Taeew

Description

These lizard-like humanoid beings are typically green on their backs with white stripes running from their tails up their stomachs and to the bottom of their mouths. They are highly social, but less advanced than the iksar of Kunark, representing an ancient culture and species that either has devolved much further than Old Sebilis, or else one that never developed as fully.

Tribes and small civilizations exist all over marshy area of Antonica and Kunark, but the greatest concentration of lizard men thrives in the Feerrott swamp. There, in the ruins of a civilization so old that it has no name, they continue to mimic their lost culture.

Despite their primitive behavior and appearance, though, the social order of lizard men is complex, and the roles filled in their society by "Crusaders," "Templars," and "justicars" point to a rich religious cultural history, one steeped in dedication to Cazic-Thule.

destroyed them prior to being overwhelmed. Most likely, the rogue will require the assistance of friends to manage this deception. However, the poison known as "vaporous blistercrisp" (see *EQ: Al'Kabor's Arcana*, Chapter 3: Trade Skills) might be of some use to the rogue in this endeavor.

See *EQ: Monsters of Norrath* (p. 72) for froglok statistics.



Combat

Lizard men are territorial and xenophobic, attacking anyone who trespasses on their grounds. Most often this puts them in conflict with ogres, trolls, and frogloks, but they seem undaunted by odds or the apparent readiness of their opponents. Lizard men often attack from the water in ambush. They open combat by throwing one spear before charging into melee with another.

Lasting Breath (Ex): A lizard man can hold its breath for 8 times as long as a human.

Skills: *In swampy or marshy terrain, lizard men receive a +2 racial bonus on Hide checks; when tracking by scent, they receive a +2 racial bonus on Wilderness Lore checks.

Lizard Man Characters

Lizard men's favored classes are warrior and cleric, although beastlords and shamans are at least as likely in particularly backward tribes. Necromancers and shadow knights are not uncommon, especially among the more civilized groups.

Aviak Feathers

Aviaks can be found many places across Norrath, but considering that the rogue will be in the Feerrott and Innonthule Swamp for much of this quest, the aviaks along the southern edge of the Plains of Karana are the most

convenient option. The feathers taken must be in perfect condition and must come from a raven-like aviak. Clearly, this is the "raven" portion of *ravenscale armor*.

There are essentially three options for acquiring these feathers, although a resourceful character may think of other means. First, the feathers can be taken by force: Assuming the rogue is patient, he can find a target after 2d4 days of careful watching and hiding from the aviaks. (He gets the opportunity to attack a group of 1d4 aviaks that includes a raven-like one.) The GM must adjudicate as to whether the aviak's corpse can provide any "perfect" feathers, based on the nature of its death. Poison works well, again, and a single aviak slain without blade or energy attacks easily affords the requisite number of perfect feathers. Use of weapons reduces the number retrieved to 1d20+10 feathers, and use of damaging energy-based magic results in only 3d6 perfect feathers. Some attacks (such a magical fire against which the aviak fails a save) should automatically result in perfect feathers being unrecoverable.

A rogue might simply search for feathers in areas frequented by aviaks. Each day that a character spends combing an area frequented by aviaks, he may make a Search check (DC 15); he finds a number of raven aviak feathers equal to 1 + the amount by which he exceeded the DC, but there's only a 1 in 10 chance that each is in perfect condition.

Finally, the rogue could bargain with the aviaks. If he approaches a small group of aviaks that does not include a harrier or an avocet, then the raven among them will accept one bright object other than coins for each feather. The value of such shiny objects is not an issue. The rogue should make a Diplomacy check opposed to a Will save from the aviak; a single raven aviak will give up as many as 5 feathers, plus the difference in the opposed check/Will save result. However, if the character approaches an aviak village, then an avocet will eventually be called to oversee the exchange, and the rogue will have to trade a shiny object worth at least 100 gp for each perfect feather; in this case, though, enough raven aviaks are present that the rogue can easily get the required number of feathers.

Gems

This requirement is pure avarice on Chembreth's part. If the questing rogue acquires the gems unlawfully, she might attract the attention of various authorities (who might otherwise be looking for Chembreth...).

Convincing Chembreth

Chembreth realizes that the main problem with this quest is that it requires a rogue to be honest with him—not a good bet. However, Chembreth is a good judge of character and can ferret out lies with reasonable accuracy.

Chembreth will interrogate a rogue about each of the three deceptive battle scenes she was supposed to create. For each scenario, the rogue must make a Bluff or Diplomacy check (depending on whether the character is lying or telling the truth, respectively; Chembreth's is not a trusting soul) against Chembreth's Sense Motive check. If the check is a failure, Chembreth requires that portion of the quest to be repeated—whether or not the PC was telling the truth.

Ravenscale Armor

Description: Like the *ravenscale cloak* and other "ravenscale" accessories, this armor is very well suited for rogues due to its

dark color, which allows them to blend more easily into the shadows. It is said to be made from the feathers of a giant, intelligent raven, but if this is true, then the raven must be from another plane or else be very well hidden on Norrath since, among all the fantastic creatures that roam the world, no giant ravens have ever been reported.

Powers: For any character with the backstab ability, this organic armor encumbers as leather and can be donned and doffed as such, but it otherwise functions as +1 *scale mail* with the *shadow* and *silent moves* qualities. Further, such a wearer may invoke an effect identical to the spell *levitate* up to three times per day.

For any other wearer, *ravenscale armor* functions as +1 *scale mail* (no special qualities) and grants only half of the benefits listed below (round down). It does grant a non-rogue wearer a +4 bonus on all Hide checks made in darkened surroundings; this bonus does not stack with the similar bonus from wearing a *ravenscale cloak*.

Ravenscale Armor (AC +5, max Dex +7/+3, check +0/-3; hardness 3, 6 hp, Break DC 22)

Str +3, Dex +3, Con +2, hp +4, acid resistance (3), disease resistance (8), fire resistance (2), magic resistance (3), poison resistance (2), sonic resistance (2), acid save +1, disease save +2, magic save +1.

Bonus types: None.

Caster Level: 9th.

Market Price: 333,720 gp.

Slot: Body.

Weight: 21 lbs (assumes Medium-size wearer).

Shadow Knight Quest: Darkforge Armor

Faction: Temple of Solusek Ro (-6 ranks).

NPC: Undead knights.

CR: 13.

Reward: *Darkforge armor*.

Consequence: -2 faction rank with the Allize Taeew lizard men (maximum -10 from this quest). -4 faction ranks with the Freeport Militia (maximum -4 from this quest). -4 faction ranks with Qeynos guards (maximum -4 from this quest).

Summary: The undead knights in the Temple of Solusek Ro want to equip other shadow knights in the task of spreading fear and hate. However, only the worthy may wear this fell plate armor. To prove their worth, shadow knights must acquire several components used to manufacture the armor. The undead knights require the following:

- A set of decaying armor from the zealous, scaly worshipers of the Faceless
- An armor mold coated in a mixture of faerie dust, melatite, and ground minotaur horn
- Three enchanted platinum bars
- The helm that basks in the corrupt thoughts of the free city's darkest-hearted servant, taken from its master's corpse
- The shield of a devoted protector of humankind, coated in its owner's blood

Decaying Armor

DC 15 Knowledge (monster lore [monstrous humanoids]);
DC 20 Knowledge (geography, local lore) or Gather Informa-

Undead Knights

These two skeletal creatures are controlled by the intelligence of what was once a single human shadow knight, widely renowned for his armorsmithing. In his finest armor, it was said no mortal weapon could harm him, so the paladins of Prexus were forced to plot against him. Luring the shadow knight into a watery battle, they summoned a great wave that washed over him and drowned him within his invincible armor.

Centuries later, his remains — minus his remarkable armor — and the partial skeletons of several of his foes were found in a pile of bones on a beach. The necromancer who found the bones soon reassembled them enough to form two complete skeletons and performed a potent ritual to animate them. Unfortunately, the upper half of the shadow knight's body had been recreated into one skeleton, and the lower half into another. Each half was still powerful, but neither was remotely as mighty as the shadow knight had been in life.

Worse, the knight's terrible legacy was forgotten, and the skeletons who now share his unlife muddle his thoughts. He can't remember his name or the means to recreate his masterpiece armor. He must be reunited to remember it, and he is unable to do that without the assistance of one who remembers his story in full. For now, the Undead Knight (now actually a pair of knights) settled in the Temple of Solusek Ro, using his/their remaining skills to make lesser armors for other shadow knights.

The Undead Knight needs only two bars of enchanted platinum to make *darkforge armor*, but he hoards the rest against the possibility of meeting someone who remembers his story. Using the platinum, he will buy that person's help to reunite his mixed bones. (He will also buy an assassin, a curse, or some other means to make sure that the person helps, if necessary.)

The statistics below apply to either Undead Knight. They have no special communication ability, but can coordinate remarkably well in combat nonetheless.

Undead Knight (2), Skeleton Lord§, Shd 19: CR 21; Medium-size undead; HD 19d12; hp 115; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft. in armor, 30 ft. base; AC 27 [Flat-footed 26, touch 11] (+1 Dex, +6 natural, +10 armor); BAB +19; Grap +23; Atk +27/+22/+17/+12 melee (2d6+10 [+2d6 unholy], crit 19-20/x2, +4 unholy greatsword) or +20 ranged; SA terrifying aura, harm touch (5/day; Fort half, DC 24; 57 hp), spells; SQ armored casting, magic save +1, damage reduction 15/+3, turn resistance +4, wound resistance, infravision, see invisible, undead; Resist AR 7, CR 50, DR -, ER 50, FR 10, MR 10, PR -, SoR 7; AL NE; Fac None; SV Fort +11, Ref +7, Will +11; Str 19 (18), Dex 13 (11), Con -, Int 20 (18), Wis 10, Cha 16.

Skills: Bluff +13, Channeling +15, Knowledge (monster lore [undead]) +10, Knowledge (mysticism) +11, Knowledge (warcraft) +9, Meditation +15, Ride +11, Spellcraft +16, Spot +5, Taunt +12, Trade Skill (blacksmithing) +27.

Languages: Common (4), Dragon (3).

Feats: Cleave, Combat Casting, Double Attack, Embed Enhancement*, Finishing Blow, Improved Initiative, Iron Will, Parry, Power Attack, Sunder.

Terrifying Aura (Su): Any creature within 60 feet who views the skeleton lord must make a Will save (DC 24) or be affected. Once a creature successfully saves against the aura, it cannot be affected by the same skeleton lord's aura for 24 hours. The power otherwise works as the *invoke fear* spell.

Shadow Knight Spells Prepared (mana cost): *Abduction of strength* (1), *cancel magic* (5), *dooming darkness* (20), *gather shadows* (6), *heart flutter* (16), *shieldskin* (7), *shroud of pain* (17), *word of spirit* (22).

Mana Pool: 150.

Possessions: *Darkforge armor* (see below), +4 unholy greatsword, spellbook.

Undead Knight (buffed with *shieldskin*): hp 115 + 6d6 = ave. 136.

* This feat appears in *EQ: Al'Kabor's Arcana*.

§ The skeleton lord template appears in *Realms of Norrath: Freeport* (p. 41). However, all the information necessary to run an encounter with the Undead Knight is present in the stat block above.

tion (Antonican temples); DC 22 bardic knowledge or Knowledge (religion); research 2d4 hours (DC 15)

The armor referred to here by the Undead Knight serves as the basis for the *darkforge armor's* shape and heft, and is worn by Crusaders of the Allize Taeew lizard men (*male or female lizard man*, War 12-17, OE, Allize Taeew) in the Feerrott Swamp. Crusaders do not, of course, willingly part with their armor, so it must be either stolen or taken off one's corpse. "Decaying armor" is aptly named, since it's often rotting off a Crusader's body; it affords little protection (treat it as leather armor, although it is more like scale mail in appearance), but is worn as a symbol of cultural authority, since it dates back to the lizard men's ancient civilization.

A shadow knight must recover 1d4+1 sets of decaying armor to have enough pieces to form the basis for the *darkforge armor*.

For lizard man stats, see the sidebar under the rogue quest "Ravenscale Armor."

Enchanted Platinum

The questing shadow knight must find an enchanter who will enchant three bars of purified platinum. Purified platinum bars normally cost 1,000 gp each and can be obtained at a bank or from a rich merchant in any large town or city where trade comes through in sufficient amounts to require a standard large unit of currency. Freeport, Qeynos, or Kaladim usually have ready supplies. An enchanter with whom the shadow knight has decent faction (+0 or better) can generally be hired to cast *enchant platinum* for (caster level x 90) gp per casting.

Two platinum bars are used in the creation process to give the armor its enchantment bonuses, but one is simply taken by the Undead Knight as payment for its/their services.

Armor Mold

DC 20 bardic knowledge or Knowledge (folklore); research 3d4 hours (DC 17)

Any competent potter can supply the necessary armor mold for the shape and body type of the questing shadow knight. Appropriate armor mold costs are listed in the *EQ: Game Master's Guide* (p. 229).

The shadow knight must then prepare and apply three reagents to the mold. First, enough faerie dust can be found by killing at least four members of the faerie court in the Greater Faydark. It might also be bartered from brownie outcasts in the Lesser Faydark in exchange for magic arrows or rare foods.

Second, melatite is a semi-precious mineral used by gnomes in making clockwork machines. Getting enough melatite requires the destruction of two Medium-size clockworks (or a single Large unit); alternately, a shadow knight may simply wish to make an Intimidate check (DC 20) to convince gnome engineers to donate or sell the requisite melatite. Typically, the amount of melatite needed by the shadow knight should cost somewhere around 300 gp, perhaps modified by a Diplomacy or Intimidate check.

Finally, minotaur horn can only be taken from dead minotaurs. The shadow knight must take the horns from a dead minotaur and grind them down to a powder with a pestle and mortar "blessed" by an evil cleric.

All three reagents must be mixed together and poured over the armor mold before presenting them to the undead knights.

See *EQ: Monsters of Norrath* for faerie (p. 68), brownie outcast (p. 28), clockwork (p. 38), and minotaur (p. 98) statistics.

Corrupted Helm

DC 20 Gather Information (Freeport)

The aspiring Freeport Militia captain named Hezrick (male human, War 8/Rog 6, DE, *Freeport Militia*) is known to less reputable types there as "Darkheart," for his reputation of cruel and unrestrained enforcement of justice. Stationed in Eastern Freeport, Hezrick keeps the peace through intimidation and minor protection racketeering. Capturing him alone is extremely difficult, but is most certainly the best way to defeat him.

Hezrick wears a +3 chain shirt, and he is also known to possess a magic falchion of some power and a few other minor magic items (GM's choice or design). His helmet is made of burnished steel and always hides his shifty, wild eyes.

Shield of Humankind's Protector

DC 10 bardic knowledge or Knowledge (history, monster lore [humanoid], or peerage)

The wellspring of humankind resides under the rule of Antonius Bayle in Qeynos. Bayle requires that his Guards commit fully to guarding Qeynos, and all humanity, with their very lives. Typical low-ranking Qeynos Guards (male or female human, Mil 3-6, ON, *Antonius Bayle, Guards of Qeynos*) are relatively easy targets for a powerful shadow knight, but they are fearless in their duty and are rarely silenced or cowed with Intimidate checks.

The shadow knight must do more than simply take a shield from one of these guards: The shield must be coated with the guard's blood. Except in extremely rare circumstances, this involves killing the guard and spending about 10 minutes with the corpse to get the necessary blood.

Since Qeynos guards are well organized and work in groups, the shadow knight's first task is to get a guard alone. Then, the slaying must occur in a place where the guard cannot call for help. If the guard manages to call for help, more guards — and higher-ranking and thus more powerful ones — are alerted and begin searching for the missing guard immediately. The shadow knight would do well to hide the body so that the killer cannot be tracked, for if it is found, the Qeynos guards will most likely hunt the shadow knight for the rest of his or her unnatural life.

Darkforge Armor

Description: This is infamous not just for the protective and enhancement capacities it gives to shadow knights, but for all the misery a shadow knight creates in her quest to achieve it. The process of gathering all the components takes a shadow knight over most of Antonica and much of Faydwer. Even if a shadow knight somehow comes by the component items honestly, anyone who sees this armor and knows of its making will believe she did every despicable act necessary to acquire it.

Powers: When worn by a shadow knight, this armor functions as +2 full plate with the moderate fortification and process defense qualities. In addition, all level-dependent effects of shadow knight spells cast by the wearer are cast as if she were 2 levels higher.

For any character other than a shadow knight, this armor functions as +1 half-plate with the light fortification quality, and grants only half the value of the other benefits listed below (round down).

Darkforge Armor (AC +10/+8, max Dex +1/+0, check -5/-6; hardness 12, 22 hp, Break DC 26)

Str +1, Dex +2, Con +5, Int +2, magic resistance (5), all other resistances (2), magic save +1.

Bonus types: None.

Caster Level: 12th.

Market Price: 304,585 gp.

Slot: Body.

Weight: 36 lbs (assumes Medium-size wearer).

Shaman Quest: Totemic Armor

Faction: None.

NPC: Vrynn.

CR: 13.

Reward: Totemic armor. +1 faction rank with Rathe Shamans (maximum +1 from this quest).

Consequence: -2 faction rank with the most shamanic groups (maximum -2 from this quest).

Quest Summary: Vrynn, who is known by no other name, was once a celebrated armorsmith in shamanic circles, but he has fallen on hard times. To reverse his fortunes, he's decided to create a powerful set of shamanic armor and give it to some aspiring shaman who can spread the word of his triumphant return to armorsmithing. To make the set properly, Vrynn needs a shaman to bring him the following components:

- A banded armor mold, blessed by offering
- An orc chieftain's standard
- 8 chunks of dufrenite alchemically powdered by Gardern the wizard

- Bark from a spirit-soaked treant
- Barbed bones: shoulder blades, rib cage, 2 radii, pelvis, 2 toes

Banded Armor Mold

Any competent potter can supply the necessary armor mold for the shape and body type of the questing shaman.

Vrynn requires that the shaman bring the mold to him first, before any other parts of the quest are completed. Once the shaman does this, Vrynn then asks the shaman to leave something of personal value with him so he can work its spiritual essence into the armor. The object must have some sentimental value to the shaman. If it is also worth more than 100 gp or if its sacrifice will inconvenience or disadvantage the shaman in some way (GM's discretion), then Vrynn smiles and tells the shaman that the material value also improves the armor: the *totemic armor*, when complete, has an armor check penalty of only -3 for that shaman (and that shaman only).

Orc Chieftain's Standard

Vrynn doesn't care which specific orc chieftain's standard is secured by the shaman. Various orc bands roam Antonica and Faydwer, and locating one requires no particular skill or specialized knowledge. Such a standard can usually be found in the chieftain's sitting room or council chambers, unless the chieftain carries it to battle.

For the purpose of constructing the armor, the orc battle standard is used to draw the attention of dead shamans' spirits so they will contribute to the enchantment of the armor and therefore ensure the further eradication of their ancient enemies.

An orc tribe must normally have at least 30 combatant members before its chieftain has enough status to warrant a battle standard of this nature. A chieftain of this stature (*male orc*, *War 8-11*, *any evil*) typically has 1 or 2 lieutenants (*War 5-7*), 3 or 4 sergeants (*Mil 4-6*), and 2 to 4 oracles (*Shm 4-7*), and the combatant tribe members have one or more militiaman levels. Orcs with PC class levels should be assigned magic items and better equipment, as appropriate.

See *EQ: Monsters of Norrath* (p. 116) for orc statistics.

Alchemically Powdered Dufrenite

DC 10 Knowledge (nature); DC 15 Trade Skill (blacksmithing); research 1 hour (DC 8)

Dufrenite is a type of stone famous for its durability and capacity for holding magic. Vrynn wants eight "chunks" (if asked, he demonstrates that he wants each chunk to be about 1 oz.), powdered, to be sprinkled over the armor to help it catch the enchantments he places on it. Dufrenite is rare, but can be purchased in most major cities at ore dealerships or better armor shops. The best prices are in Kaladim, if the shaman has a high enough faction to shop there. Prices in most cities vary between 500 gp and 600 gp per ounce, but no city is unlikely to have more than 1d6 chunks available at a time. Alternately, the shaman may search for it in mountainous or underground areas.

A Gather Information check (DC 15, or DC 5 at the Temple of Solusek Ro) among wizards or clerics of Solusek Ro is necessary to determine the identity and whereabouts of Gardern the Wizard. Gardern is a senior Keeper at the Temple of Solusek Ro who has mastered a special mixing

Vrynn, Shamanic Armorsmith

Somewhere in the Rathe Mountains lives the shaman Vrynn, called by some "Darkeye," who dwells in isolation hunting, fishing, and communing with spirits. Though known and accepted by shamans in the Lake Rathetear area, he is reviled in the larger shamanic world. Twenty years ago, he made a pact with a necromancer to make only armors that would allow undead attacks to pass easily through. What the shaman got in exchange for this agreement has never been revealed, but when his treachery became known, his fellow shamans understandably shunned him.

Vrynn has since repented and wants to return to armorsmithing. To do so, he needs someone willing to try his armors again. Sources report an unusually large number of shadow knights and undead traveling in the Lake Rathetear region, though—maybe Vrynn is being tempted again? Or perhaps he's being punished...

Vrynn, Male Barbarian, Exp 4/Shm 15 (always buffed with totem spell *spirit of ox*): CR 18; Medium-size humanoid [human]; HD 4d6+24 plus 15d8+90; hp 194; Init +3 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 29 [flat-footed 23, touch 18] (+3 Dex, +8 armor, +3 shield, +5 deflection); BAB+14; Grap +18; Atk +22/+18/+14/+10 melee (1d8+9, crit x3, *wraith-bone hammer*), or +20/+16/+12/+8 melee (1d8+9, crit x3, *wraith-bone hammer*) and +16 melee (1d4+4, slam), or +19/+14/+9 ranged (1d8+3, crit x3, 110 ft., knifed oak composite longbow and masterwork arrows); SA spells; SQ spirit mastery (totem spirit, spirit lore [Mystic Capacity]), alchemy mastery, +1 cold saves, +5 saves vs. spells or magic effects, barbarian traits; Resist AR 2, CR 13, DR 5, ER 2, FR 5, MR 7, PR 5, SoR 2; AL N; Fac None; SV Fort +14, Ref +9, Will +17; Str 18 (16), Dex 16 (14), Con 22 (14), Int 12 (10), Wis 18 (14), Cha 10 (8).

Skills*: Alcohol Tolerance +10, Channeling +14, Diplomacy +2, Heal +13, Intimidate +2, Knowledge (folklore) +7, Knowledge (mysticism) +6, Knowledge (nature) +6, Listen +12, Meditation +27, Search +5, Sense Motive +10, Spellcraft +13, Spot +12, Swim +6 (weight penalty not included), Trade Skill (alchemy) +21, Trade Skill (blacksmithing) +25, Trade Skill (brewing) +8, Trade Skill (fletching) +8, Wilderness Lore +10.

Languages: Barbarian (4), Common (4).

Feats: Combat Casting, Martial Weapon (longbow), Mystic Capacity, Power Attack, Quicken Spell, School Specialization (alteration), Slam.

Shaman Spells Usually Prepared (mana cost): *Befriend animal* (12), *cannibalize* (0), *envenomed breath* (17), *healing* (10), *invisibility* (5), *listless power* (15), *protect* (12), *regeneration* (17), *scale of wolf* (10).

Mana Pool: 120.

Possessions: *Totemic armor* (extended enhancement II; see below), *Northman kite shield of the Justiciar***, *wraith-bone hammer*, knifed oak composite longbow, 20 masterwork arrows, *cloak of warding*§, *lockjaw hide vest*§, *velium jasper torc*, *enhancement potion* (+4 Str), *potion of stillblood*, *potion of unlifed awareness*, *wolf's tongue* potion**, prayerbook, spirit pouch.

Vrynn (also buffed with *protect* and *scale of wolf*): Spd 33 ft. in armor, 50 ft. base; SQ damage reduction 7/-.

* Vrynn's stats presuppose the use of the "Shamans as Magistrates" option (see sidebar, *Realms of Norrath: Everfrost Peaks*, p. 25).

** This item appears in *EQ: Al'Kabor's Arcana*.

§ This item appears in the Appendix to RoN: *Freeport*.

process involving spirit-filled pestles that gives his alchemical mixtures a mystical tinge. He will powder the dufenite for a small fee (1 pp per chunk), but he requires that the shaman first infuse his pestle with a spirit: a shaman with the "spirit alchemy" spirit mastery may spend 1 hour meditating and then make a Channeling check (DC 30) to imbue an alchemical spirit into the pestle; alternately, infusing the pestle requires that it be left in a spiritually active area, such as Befallen or the Hole, for one full night. Of course, unless the shaman stays with the pestle, something that haunts the region might decide to make off with it...

Spirit-Soaked Treant Bark

DC 20 Knowledge (local lore [Odus]); DC 23 bardic knowledge; DC 25 Knowledge (history, nature)

The bark Vrynn refers to must come from Grizzleknot (venerable treant, *Shm 4, CN, Unkempt Druids, QRG Protected Animals*), an embattled treant in the Toxxulia Forest. Long ago, Grizzleknot was a "wishing tree" for a tribe of Kerrans, who tied fetishes and wishes into the treant's branches. Spirits would sometimes take the wishes and grant the good ones, or punish the selfish ones.

However, Grizzleknot is assumed dead, since he hasn't been heard from in several hundred years. The shaman can only learn more about the treant by traveling to Toxxulia Forest personally and finding him. This is exceptionally difficult, since the treant goes to great lengths to hide himself. If a character able to speak with animals makes a successful Diplomacy check (DC 20), she can convince some local animals to make introductions. A shaman or other spellcaster might also notice an area of unusually high spiritual concentration with a successful Spot check (DC 20) while using the *spirit sight* spell or similar magic. Also, a successful Search or Wilderness Lore check (DC 35) can allow someone to catch sight of the treant after looking for a least a week (during which time they are sure to have other encounters with residents of the forest).

When the PCs find Grizzleknot, the treant looks haggard and diseased. Since the Kerrans left the main island of Odus, he has been separated from their company. However, Kerran spirits still haunt him, which has driven Grizzleknot nearly insane. When the shaman and his companions attempt to talk to the venerable treant, Grizzleknot sometimes breaks off the conversation and talks to the spirits or swats at them, telling them he has nothing left for them. Through the half-broken conversation, the PCs can learn that the treant would give them some of his bark if they would travel to Kerra Isle and convince at least 10 Kerrans to travel into the forest with fetishes and wishes for the spirits.

Kerra Isle is roughly a week's travel from Grizzleknot's territory. Once the PCs arrive, one must succeed at a Diplomacy check (DC 20) with the Kerrans to gather 10 who will agree to come to Grizzleknot. Keeping so many noncombatant Kerrans safe among the kobolds, necromancers, and other assorted dangers of the forest for a week is a major challenge.

The Kerrans can show the spirits how to find them again, once they arrive, relieving Grizzleknot of his terrible burden. With a newly clear mind and tired but gleaming eyes, he happily grants the shaman's request for a portion of his bark.

See the druid quest "Forest Woven Armor" for treant stats.

Bone Barbs

DC 10 Knowledge (local lore [Western Faydwer]), monster lore [undead]; DC 15 bardic knowledge

Each barbed bone must come from a barbed-bone skeleton, most commonly found near the Estate of Unrest. A group of adventurers hunting skeletons is very likely to encounter more difficult opponents in the process, especially so close to the Estate of Unrest.

Finding the appropriate type of bones in good condition can be difficult. The questing shaman and his companions must destroy 2d4 barbed-bone skeletons to collect the appropriate number and type of bones that Vrynn wants, and perhaps even more if they use particularly destructive means of dealing with the skeletons.

Barbed-bone skeletons are similar to dark-boned skeletons, except that their barbs grant them a continual damage shield (2) effect as an extraordinary ability. See EQ: Monsters of Norrath (p. 133) for dark-bone skeleton statistics.

Totemic Armor

Description: This banded mail armor is decorated with stylized sigils of spirits, all swirling around each other in defensive postures. The position of their forelimbs, wings, and fins depict the somatic components of several different shamanic buff spells. When a shaman activates one of the spell abilities of the armor, certain sigils on the armor glow faintly, and almost seem to wriggle in anticipation.

Powers: When worn by a shaman or beastlord, this armor encumbers as chainmail but otherwise functions as +2 *banded mail*. Further, a shaman wearer (only) may invoke an effect identical to the spells *envenomed breath* and *healing*, once per day each.

For any character other than a shaman or beastlord, this armor functions as +1 *banded mail* (no special qualities) and grants only half the value of the other benefits listed below (round down). A non-shaman wearer also does not gain the benefit of the armor's focus effect.

Totemic Armor (AC +8/+7, max Dex +2/+1, check -5; hardness 11, 17 hp, Break DC 25)

Str +2, Dex +2, Int +2, Wis +2, Cha +2, all resistances (2).

Focus effect: Extended Enhancement II.

Bonus types: None.

Caster Level: 11th.

Market Price: 419,740 gp.

Slot: Body.

Weight: 27 lbs (assumes Medium-size armor).

Warrior Quest: Crafted Plate

Faction: Centaurs of Karana (+0 ranks).

NPC: Shakrn and Ulan Meadowgreen.

CR: 13.

Reward: *Crafted plate*. +2 faction rank with Centaurs of Karana (maximum +2 from this quest).

Consequence: -1 faction rank with Karana Bandits (maximum -2 from this quest).

Quest Summary: Shakrn and Ulan Meadowgreen are centaur brothers of the Plains of Karana, renowned for their

hand-crafted plate armor. They make their armor available to most who would seek them out, mainly to further their own causes, generally consisting of killing pests in the Karanas — and making money. Unlike some other quest givers noted herein, these centaurs are not at all vague about what they want or about how the quester should get it, but they might not explain why they want a particular item.

In return for crafted plate, the brothers want the following:

- A fire totem.
- A frost totem.
- 6 griffon eyes.
- 3 Redcap Bandit caps.
- Gems: 3 fire emeralds, 3 sapphires, 4 star rubies, and 4 rubies.

Fire Totem

DC 15 bardic knowledge; DC 20 Knowledge (monster lore [humanoids]); research 1d6 hours (DC 12)

This totem is found on certain inferno goblin wizards in the Lavastorm Mountains as a symbol of their power and authority. (Extrapolate the stats for an inferno goblin wizard from a normal inferno goblin by comparing flame goblins and flame goblin wizards; alternately, simply give 9 levels of wizard to a standard flame goblin to approximate the inferno goblin wizard stats.)

Chimurkol is one such wizard; he is never far from his gang of 8 hand-picked flame goblin protectors (*male flame goblin*, War 4-7, OE, *Goblins of Fire Peak*). A larger assortment of less powerful flame goblins lives in the same volcano. Chimurkol doesn't rule the little village of goblins in the caldera, but this is only because he doesn't want to.

He'd rather lord his power over the goblins without the responsibilities of true leadership.

Chimurkol has an escape plan if he's ever attacked: his bind point is in a fireplace within the Temple of Solusek Ro. If he fears for his life, he casts *gate* and teleports there. PCs can find out where he's gone with a successful Intimidate check (DC 15) used on any remaining goblins in the lava tubes. Alternately, they can spend 1d4 hours looking through Chimurkol's notes and books to find writings from several months ago, in which he made notes to remind himself to purchase a *bind affinity* scroll and use it to bind himself to a fireplace in the nearby temple.

See EQ: *Monsters of Norrath* (pp. 93) for flame and inferno goblin statistics.

Frost Totem

DC 15 bardic knowledge; DC 20 Knowledge (monster lore [humanoids]); research 1d6 hours (DC 12)

Like the fire totem, this totem is found on ice goblin priests in the Permafrost region. Culturally, it serves much the same purpose as the fire totem among fire goblins, and anyone who has already made checks or inquiries about inferno and flame goblins can make the same checks with a DC 5 lower; alternately, further library research takes only 1 hour and requires no Intelligence check.

Rather than living idly among their kind, ice goblin priests tour the igloos where less capable goblins dwell and stand watch. They serve under their mistress, the dragon Vox, and brook no laziness or sullen attitudes. They also tend to do their own fighting rather than leaving it up their inferiors, although of course they prefer to let other ice goblins engage in melee while the clerics support them from a distance.

Shakrn and Ulan Meadowgreen

Shakrn and Ulan are exceptional centaur warriors who want the Karanas cleared of unsavory elements. After years of doing that job personally, they discovered that they could speed up the process by bribing other warriors to do the job in exchange for the product of their family secret armor crafting technique.

Though not actually twins, the brothers are almost identical to the casual observer. In appearance, though, Shakrn has a well-groomed goatee, while Ulan's face is generally clean-shaven. Finally, Shakrn favors the scythe, while Ulan uses a two-handed hammer.

For game purposes, the brothers have almost identical stats; where no stats are listed for Ulan (below), use those of Shakrn.

Shakrn Meadowgreen, Male Centaur, War 4/Exp 3: CR 16; Large monstrous humanoid; HD 12d8+60 plus 4d12+20 plus 3d6+15; hp 168; Init +2 (Dex); Spd 50 ft.; AC 29 [flat-footed 27, touch 11] (-1 size, +2 Dex, +11 natural, +7 armor); BAB +18; Grap +29; Atk +29/+24/+19/+14 melee (1d10+14, crit x4, +4 scythe), or +24/+21/+18/+15/+12 ranged (1d8+12 plus 2d6 electricity and lightning effect, 185 ft., crit x4, +3 *mighty double-cam longbow of distance* and *forked arrows of Karana*); SA centaur archery, spell-like abilities; SQ berserking, taunt bonus +2, ultravision, man-size torso, centaur traits; Resist CR 4, FR 3, MR 3; AL N; Fac Centaurs of the Karana; SV Fort +14, Ref +12, Will +15; Str 25, Dex 14, Con 21, Int 12, Wis 17, Cha 11.

Skills: Appraise +6, Diplomacy +4, Jump +13, Listen +10, Spot +10, Taunt +14, Trade Skill (blacksmithing) +25, Trade Skill (fletching) +14, Wilderness Lore +10.

Languages: Centaur (4), Common (4).

Feats: Double Attack, Point Blank Shot, Spirited Charge, Parry, Power Attack, Run, Weapon Focus (scythe), Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: +3 *light-fortified chain shirt*, +4 *scythe*, +3 *mighty (+4) double-cam longbow of distance*, 20 *forked arrows of Karana**, 20 masterwork arrows.

Ulan Meadowgreen, Male Centaur, War 4/Exp 3: hp 178; Atk +29/+24/+19/+14 melee (2d6+14, +4 *two-handed hammer*).

Feats: Double Attack, Point Blank Shot, Spirited Charge, Parry, Power Attack, Run, Weapon Focus (two-handed hammer), Weapon Focus (longbow), Weapon Specialization (longbow).

* This item appears in EQ: *Al'Kabor's Arcana*.

Nessenik (*male ice goblin priest, Clr 8, NE, Vox*) is typical of an important ice goblin cleric, one normally accompanied by 4 guards (*male ice goblin, War/Rog 4-7, DE, Vox*).

See *EQ: Monsters of Norrath* (p. 92) for ice goblin statistics.

Griffon Eyes

Griffons are too powerful to be called "pests," yet that's essentially what they are to farmers and travelers in the Karanas who make the mistake of coming near their territory. To make the land more hospitable for civilization, the Meadowgreen brothers want the griffons' numbers culled. They figure about three fewer griffons per set of armor will do it, so they want a warrior to bring back six eyeballs to prove that the world has three fewer griffons in it. The brothers know their griffons, though, so bringing back smaller griffenne or griffawn eyes won't suffice.

See *EQ: Monsters of Norrath* (p. 101) for griffon statistics.

Redcap Caps

The brothers Meadowgreen have no love for bandits, a new bunch of which have set up in the Karanas in the last month. Calling themselves the "Redcaps," these ogres and trolls wear red cloth caps to identify themselves and—at least theoretically — to strike fear into plains dwellers. The leader of the bandits is named Ornreshk (*male ogre, War 13, OE, Karana Bandits*). If the PCs start hunting Redcaps, they'll be sure to encounter Ornreshk very soon — whether or not they're hunting him specifically. As soon as news reaches him that someone is targeting his gang, he'll round up every

other Redcap he can find (GM's design) and hunt the PCs with extreme prejudice.

Gems

The Meadowgreens want monetary payment in gems, not coins. The gems given to them must be of at least average quality and value; the centaurs are happy to take more expensive gems if the warrior doesn't have exact amounts. Finding this many gems will probably take a fair amount of legwork, though, and a warrior asking around for this many gems is bound to draw attention to himself, possibly of the unwanted kind.

Crafted Plate

Description: The centaur smiths who make this armor consider armor molds and many other conventional smithing practices to be inferior methods — and perhaps they are right, for their products are always exceptional. *Crafted plate* is tougher, lighter, more form-fitting, and easier to maintain than standard plate armors. The visor doesn't impede vision or hearing, and the armor also incorporates buckles that somehow grow with its possessor if he gains or loses size and muscle for some reason.

Many a warrior would trade his best sword for a set of



armor this good, but since each one is hand-crafted for its wearer (and only that wearer), about the only way to get a set one can use properly is to have it made.

Powers: If the owner (i.e., the character for whom the armor was crafted) is a warrior, this armor encumbers as masterwork chainmail but otherwise functions as +3 *full plate*; for any other owner, it functions in all ways as +2 *full plate*. At will, as an attack action, the owner may cause the armor to appear on him, fully donned, as long as it is within 30 feet; at will, a second attack action causes the armor to doff itself, appearing neatly arrayed at any location within 30 feet. Further, once per day as a free action, the owner may invoke an effect identical to any one of the eight "endure" spells of the *endure cold* spell line.

For any character other than the intended owner, *crafted plate* functions as +2 *half-plate* (no additional powers) and grants only half the value of the other benefits listed below (round down).

Crafted Plate (AC +11/+10/+9, max Dex +2/+1/+0, check -4/-5/-6; hardness 13, 23 hp, Break DC 26)

Str +3, Dex +1, Con +2, Int +1, hp +6, all resistances (1).

Bonus types: None.

Caster Level: 9th.

Market Price: 242,625 gp.

Slot: Body.

Weight: 44 lbs (assumes Medium-size wearer).

Wizard Quest: Runescale Robe

Faction: Temple of Solusek Ro (-6 ranks).

NPC: Vilissia.

CR: 12.

Reward: *Runescale robe*.

Consequence: -1 faction rank with Faeries (maximum -1 from this quest).

Quest Summary: To make a *runescale robe* for a wizard, Vilissia requests items she needs to make the robe. These components send a wizard all around Antonica and Faydwer.

- A bolt of faerie silk
- An unburned heart of fire
- The cloak from a scaly temple guardian of Antonica
- Patch of shadow torn from the arcane breed of the invisible enemy

Faerie Silk

DC 10 Knowledge (local lore [Faydark], monster lore [fey]); DC 15 bardic knowledge or Gather Information (Felwithe or Kelethin)

Twice-woven silk is a specialty of Faydark faeries. Its soft and supple feel belies the silk's protective ability, similar to that of raw silk armor. Twice-woven silk is rare and valuable, but the faeries will sometimes reward heroes with a cloak made of this precious fabric.

When the questing wizard approaches the faeries, however, she (and she alone) must make a Diplomacy check (DC 30) or they spurn her offers, whatever they are: The court has taken an arbitrary dislike to the wizard for her "artlessness." If this occurs, though, Callupio, a wastrel son of the faerie noble court, approaches the wizard later and offers to sneak a bolt to her, no killing necessary. All he

Vilissia, Servant of Ro

Vilissia serves Solusek Ro with true devotion. As an adolescent, she sometimes regretted focusing on her wizardly abilities instead of being a cleric. However, in her middle age, she has become satisfied with the path she chose to serve her god.

Being allowed by her guild to serve as an honorary Keeper in the Temple, and thus placed in a position to equip other servants of the Burning Prince, is quite satisfying for her. She is helpful to those who show the proper respect for her god, yet is tolerant of those who serve other gods. Agnosticism seems a ridiculous choice to her, however, so she often chides a wizard's lack of devotion when one who serves no god approaches her for a quest.

Vilissia, Servant of Ro, Female Human, Wiz 16/Exp 3: CR 18; Medium-size humanoid [human]; HD 16d4+80 plus 3d6+15; hp 153; Init +3 (Dex); Spd 30 ft.; AC 18 [flat-footed 15, touch 13] (+3 Dex, +5 armor); BAB +10; Grap +11; Atk+12/+6 melee (1d8+2 and shock of fire proc, *staff of Ro*) or +13 ranged; SA spells; SQ quicken mastery, greater wizardry (spell reinforcement); Resist AR 6, CR 7, DR 7, ER 6, FR 17, MR 5, PR 5, SoR 2; AL DN; Fac Temple of Solusek Ro; SV Fort +11, Ref +9, Will +15; Str 13 (10), Dex 17 (12), Con 20 (13), Int 20 (16), Wis 15 (14), Cha 10.

Skills: Appraise +6, Channeling +22, Knowledge (art and literature) +9, Knowledge (geography) +10, Knowledge (monster lore [elementals]) +10, Knowledge (monster lore [outsiders]) +10, Knowledge (mysticism) +24, Knowledge (nature) +10, Knowledge (planar travel) +10, Knowledge (religion) +10, Listen +5, Meditation +27, Search +7, Sense Motive +5, Spellcraft +24, Spot +5, Trade Skill (alchemy) +8, Trade Skill (baking) +10, Trade Skill (calligraphy)* +15, Trade Skill (pottery) +7, Trade Skill (tailoring) +30 [masterwork tailor's kit].

Languages: Common (4), Elvish (4), Rovian [Plane of Sun tongue] (4), Goblin (4).

Feats: Lightning Reflexes, Mental Clarity, Mystic Capacity, School Specialization (evocation), Skill Talent (Trade Skill [tailoring]), Spell Focus (evocation).

Wizard Spells Usually Prepared (mana cost, modified for Greater Specialization and *cougar claw earring*): *Cancel magic* (5), *elemental shield* (8), *Garrison's mighty mana shock* (12), *levitate* (6), *lightning bolt* (12), *shielding* (7), *shock spiral of Al'Kabor* (30), *West Karana gate* (25), *yonder* (2).

Mana Pool: 169.

Possessions: *Runescale robe* (improved damage II; see below), *staff of Ro* (see "Magic Items of the Seekers and Keepers"), *fancy velvet mantle* (extended range II)*, *nose ring of V'ri*, *cougar claw earring** (mana preservation I), *ring of power (type II)**, *potion of fire focus II**, *imbued deity (Solusek Ro)**, scroll of *conflagration*, masterwork tailor's kit, spellbook.

Vilissia (buffed with *elemental shield* and *shielding*): hp 165; SQ cold and fire saves +2, magic save +1; Resist CR 15, FR 25, MR 11.

* This skill or item appears in EQ: *Al'Kabor's Arcana*.

wants in exchange is a *fay gate* scroll. If the wizard already has this spell in her repertoire and the Scribe Scroll feat, she need only spend the time and money to scribe it onto a scroll. Otherwise, she must buy one from a merchant.

Unless the wizard makes other plans, Callupio invents a complicated plan to meet the wizard in the forest in the dead of a moonless night, wearing black shrouds and calling to each other with birdcalls and secret signs to prevent anyone in the faerie court from discovering the exchange. None of this is necessary, but Callupio loves the cloak-and-dagger nature of the operation, and tries to make things very "exciting" and "mysterious." If the wizard absolutely refuses to play along, he'll also settle for meeting in daylight near the Kelethin lifts.

See *EQ: Monsters of Norrath* (p. 68) for faerie noble statistics.

Heart of Fire

DC 30 bardic knowledge or Knowledge (monster lore [humanoids]); research 2d6+4 hours (DC 18)

Inferno goblin wizards have an anatomical quirk: Their hearts combust on contact with air. The burning is more like charcoal than paper, but after removal from their body, over a period of a week, the heart slowly burns to a fine ash, which means the questing wizard is advised to either complete this portion of the quest last or else complete the other steps promptly.

Once the wizard has discovered what a "heart of fire" is, she must track down an inferno goblin wizard. (Extrapolate the stats for an inferno goblin wizard from a normal inferno goblin by comparing flame goblins and flame goblin wizards; alternatively, simply give 9 levels of wizard to a standard flame goblin to approximate the inferno goblin wizard stats.)

See *EQ: Monsters of Norrath* (pp. 93) for flame and inferno goblin statistics.

Scaly Guardian's Cloak

DC 15 Knowledge (monster lore [monstrous humanoids]); DC 18 Knowledge (geography, local lore) or Gather Information (Antonican temples); DC 22 bardic knowledge or Knowledge (religion); research 2d4 hours (DC 15)

The cloak Vilissia seeks is an honorific item bestowed upon Tae Ew Templars (*male or female lizard man, Shd 12-15, NE, Allize Taeew*), an order of shadow knights dedicated to protecting the temples of the lizard men. Their protection is more proactive than standing around guarding entrances; they lurk near likely entrances to the Feerrott, ambushing anything that isn't a lizard man. They sometimes patrol with lesser shadow knights, but just as often hunt alone or with their undead pets.

For lizard man stats, see the sidebar under the rogue quest "Ravenscale Armor."

Patch of Shadow

DC 15 bardic knowledge or Knowledge (monster lore [aberrations]); DC 20 Knowledge (religion) or Gather Information; research 1d6 hours (DC 13)

The Shadowed Men are the implacable enemies of the Temple of Solusek Ro. Though they mainly inhabit the Lesser Faydark, they can be found all over the world adding to their storehouse of knowledge and troubling agents of Solusek Ro. Given Vilissia's deep religious convictions, there is no question that she would consider any enemy of the temple a personal enemy.

Specifically, the questing wizard needs a patch from a shadowed man deathspeaker, the only kind of shadowed man to use arcane magic. There is a 40% chance that a shadowed man deathspeaker's corpse will yield a patch of shadow of sufficient size for Vilissia's purposes. In their quest to gather knowledge and disrupt agents of the false god, Solusek Ro, deathspeakers often travel with shadowed man soldiers. For this quest, it would be prudent for a wizard to find one less well protected, though a deathspeaker with only 1 or 2 soldiers guarding him might not be too great a gambit.

See *EQ: Monsters of Norrath* (p. 131) for shadowed men statistics.

Runescale Robe

Description: The runescale robe can be nearly any color, but its outer layer of twice woven silk faerie silk ensures that the color is deep and saturated. The runes embroidered on the outside of the robe are dark, but occasionally sparkle with magical energy. The robe protects its wearer from several different kinds of energies, but is especially effective against magic energy. The runes in the robe seem to lick up magical energy from around the wizard when a spell is cast nearby.

Powers: When worn by a wizard, this robe functions as +3 *raw silk armor* with the *spell resistance [disease and poison]* 17 qualities. Such a wearer may also invoke a power identical to the spell *gaze* at will. Further, the robe can change its color and cut at the wearer's will, providing a +4 bonus on Disguise checks if used to conceal her identity.

For a non-wizard, a *runescale robe* functions as +1 *raw silk* (no other qualities), and grants only half the value of the other benefits listed below (round down). Additionally, the color and cut of the robe cannot be changed by such wearer. Finally, a non-wizard gains only the *improved damage I* focus effect, rather than *improved damage II*.

Runescale Robe (AC +5/+3, max Dex +9, check +0; hardness 3, 5 hp, Break DC 22)

Str +2, Dex +1, Int +1, Con +2, hp +5, disease resistance (2), poison resistance (2).

Focus effect: Improved Damage II.

Bonus types: None.

Activation: Spell Trigger (wizard) [*gaze*], Use Activated [all other powers].

Caster Level: 10th.

Market Price: 391,065 gp.

Slot: Body.

Weight: 2.8 lbs (assumes Medium-size wearer).

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The Temple of
Solusek Ro



GM's Reference

The following is a list of topics that may come up during play and their page numbers, in order to facilitate the quick use of those rules.

Topic	Page Number (Book)	Topic	Page Number (Book)	Topic	Page Number (Book)
Ability Score Modifiers	27 (PBH)	Iterative Attacks	150 (PHB)	Poisons (monster)	15 (MoN)
Armor	161 (PHB)	Jump Distances	116 (PHB)	Racial Adjustments	31 (PBH)
Attacks of Opportunity	376 (PHB)	Listen Skill	117 (PHB)	Racial Alignments	144 (PHB)
Bonuses (magic items)	113 (GMG)	Magic Item Conversion	146 (AA)	Scroll Costs and Values	55 (GMG)
Channeling	178 (PHB)	Magic Item Creation	147 (AA)	Size Modifiers	366 (PHB)
Climb Skill	111 (PHB)	Magic Item Identification	112 (GMG)	Skill Chart	108 (PHB)
Condition Summary	43 (GMG)	Magic Item Pricing	151 (AA)	Skill Synergy	107 (PHB)
Delay (weapon)	150 (PHB)	Meditation Skill	118 (PHB)	Spellcraft Skill	121 (PHB)
Deities by Race and Class	140 (PHB)	Monster Type	5 (MoN)	Spot Skill	122 (PHB)
Difficulty Class (samples)	106 (PHB)	Monster Special Qualities	11 (MoN)	Taunt Skill	123 (PHB)
Encounter Levels	88 (GMG)	Pet (animations)	185 (MoN)	Training Benefits	50 (PHB)
Experience Point Awards	91 (GMG)	Pet (elementals)	188 (MoN)	Traps	82 (GMG)
Faction (initial rank)	144 (PHB)	Pet (familiar)	199 (MoN)	Treasure Tables	96 (GMG)
Faction	100 (GMG)	Pet (skeletons)	201 (MoN)	Turning Undead	382 (PHB)
Flight Maneuverability	43 (GMG)	Pet (spirit beasts)	205 (MoN)	Unarmed Attacks	374 (PHB)
Heal Skill	114 (PHB)	Pet (warders)	207 (MoN)	Weapons	155 (PHB)
Inebriation	212 (GMG)	Poisons (rogue)	225 (GMG) & 210 (AA)	Wind Effects	48 (GMG)

Cover Modifiers

Extent of Cover	AC Bonus	Reflex Save Bonus	Attack of Opportunity
Total	Not applicable	None needed	No
Nine-tenths	+10	+4*	No
Three-quarters	+7	+3	No
Half	+4	+2	No
One-quarter	+2	+1	Yes

*No damage on a successful save; only half damage on a failed save.

Concealment

Extent of Concealment	Miss Chance
Total	50%*
Nine-tenths	40%
Three-quarters	30%
Half	20%
One-quarter	10%

*Must accurately guess target's location first to have any chance of hitting, then roll miss chance if attack roll succeeds.

Spotting Distance

Terrain	Distance
Smoke or heavy fog	2d4 x 5 ft. (avg. 25 ft.)
Jungle or dense forest	2d4 x 10 ft. (50 ft.)
Light forest	3d6 x 10 ft. (105 ft.)
Scrub, brush, or bush	6d6 x 10 ft. (210 ft.)
Grassland, little cover	6d6 x 20 ft. (420 ft.)
Total darkness	Limit of sight if less than above
Indoors (lit)	Line of sight

Spotting Difficulty

Circumstances	DC
Base	20*
Size	+/-4 per size category
Contrast	+/-5 or more
Stillness (not moving)	+5
Six or more creatures	-2
Moonlight†	+5
Starlight†	+10
Total darkness	Impossible††

*DC = 25 + Hide skill modifier if one side is hiding, and ignore size modifiers (see text).

† Ignore DC penalty if spotter has low-light vision, infravision, or ultravision. Erudites receive a -4 penalty to their roll.

†† Unless the spotter has ultravision; or, the spotter has infravision and circumstances permit its functional use.

Material Hardness/Hit Points

Substance	Hardness	Hit Points	Break/Burst DC*	Substance	Hardness	Hit Points	Break/Burst DC*
Paper	0	2/ **	-	Iron	10	30/ **	-
Rope	0	2/ **	-	• Tiny blade	10	1	-
• Rope, 1 inch diam.	0	2	23	• Small blade	10	2	-
Glass	1	1/ **	-	• Medium-size blade	10	5	-
Ice	0	3/ **	-	• Large blade	10	10	-
Wood	5	10/ **	-	• Small metal-hafted weapon	10	10	-
• Small hafted weapon	5	2	-	• Medium-size metal-hafted weapon	10	25	-
• Medium-size hafted weapon	5	5	-	• Buckler	10	5	-
• Large hafted weapon	5	10	-	• Small steel shield	10	10	-
• Huge club	5	60	-	• Large steel shield	10	20	-
• Small wooden shield	5	10	-	• Chain	10	5	26
• Large wooden shield	5	15	-	• Manacles	10	10	26
• Tower shield	5	20	-	• Masterwork manacles	10	10	28
• Simple wooden door	5	10	13	• Iron door, 2 in. thick	10	60	28
• Good wooden door	5	15	18	Mithral	15	30/ **	-
• Strong wooden door	5	20	23	Adamantite	20	40/ **	-
• Small chest	5	1	17				
• Treasure chest	5	15	23				
Stone	8	15/ **	-				
• Masonry wall, 1 ft. thick	8	90	35				
• Hewn stone, 3 ft. thick	8	540	50				

*Creatures gain bonuses or penalties to this Strength check by size: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

** Per inch of thickness

Mana Recovery

Effect	Recovery Amount or Rate
of Death	2/round (4)*
ich 1	4/round (19)*
d Armor of the Risen	1/minute
of the Clear Mind	1/two minutes
e	3/10 minutes
of Bones	3/round (6)*
ibitalize	6 instantly (5)*
ibitalize II	9 instantly (7)*
ibitalize III	13 instantly (9)*
ibitalize IV	20 instantly (13)*
ty	1/2 minutes
ty II	1/minute
Pact	1/round (2)*
ly Temptation	1/round (3)*
ilich	8/round (12)*
liar	1/five minutes
ing Thought	
er Mana I	x2 for 1 hour
er Mana II	100% in 1 hour
er Mana III	100% in 1 round
of Brilliance	3/10 minutes
of Insight	2/ten minutes
ter Familiar	3/ten minutes
ry Spirits	See PHB p. 73
ic's Endless Intellect	2/minute
r Familiar	1/ten minutes
	5/round (8)*
askin	1/ten minutes
of the Hunter	3/ten minutes
l Wrack	50 x 6 (max) instantly
ction of the Glades	1/two minutes
ction of the Cabbage	1/two minutes
of Oak	2/five minutes
ual Purity	1/two minutes
of Thought	67 (max) instantly
n's Phantasmal Protection	1/two minutes
dering Mind	1/round

se spells convert hit point to mana. Noted in parenthesis is the hp
er time period of mana recovery.

Bard Song Twisting Difficulty Classes

Number of Songs Twisted	DC
	8 + highest song level
	18 + highest song level
	32 + highest song level
	50 + highest song level

Light Sources

Light Source	Radius of Light
Candle	5 ft.
Fire Beetle Eye	10 ft.
Lamp	15 ft.
Torch	20 ft.
Hooded lantern	30 ft.
Lightstone	40 ft.
Bull's-eye lantern	60 ft. cone

Lighting Conditions

Visibility	Range of Vision
total darkness	0 ft.
darklight/ near total darkness	25 ft.
moonlight/ moderate darkness	50 ft.
dusk/ gloom	100 ft.
full daylight	line of sight*
Depends on terrain.	

Untrained Skills

Alcohol Tolerance (Con)
Appraise (Int)
Balance (Dex)
Bluff (Cha)
Channeling (Con)
Climb (Str)
Diplomacy (Cha)
Disguise (Cha)
Escape Artist (Dex)
Forgery (Int)
Gather Information (Cha)
Heal (Wis)
Hide (Dex)
Intimidate (Cha)
Jump (Str)
Listen (Wis)
Perform (Cha)
Ride (Dex)
Search (Int)
Sense Motive (Wis)
Sneak (Dex)
Spot (Wis)
Swim (Str)*
Taunt (Cha)
Use Rope (Dex)
Wilderness Lore (Wis)

Italics = Armor check penalty applies.

Bold = Language-dependent skill

* -1 penalty/5 lbs. carried

DC

10 + damage dealt
+ spell level

10 + 1/2 the continuous
damage last dealt + spell level

Distracting spell's
save DC + spell level

15 + spell level

20 + spell level

5 + spell level

10 + spell level

15 + spell level

20 + spell level

5 + spell level

10 + spell level

15 + spell level

In all cases, "spell level" refers to the level of spell the channeling individual can cast.

Channeling DCs

Distraction

Injury from any source during the casting (for spells with a casting time of 1 full round or injury by an attack of opportunity or a spell attack made in response to the spell being cast).
Spells with a casting time of 1 action).
Suffering automatic/continuous damage

Distracted by nondamaging spell. (If the spell has a save, use the save DC it would have if it had a save).

Casting defensively (so as not to provoke an attack of opportunity).

Grappling or pinned. (Can only cast spells that have somatic components and whose material component is in hand).

Jostled, entangled, or prone.

Vigorous motion (on a moving mount, boat, or small boat in rough water, below deck of a storm-tossed ship).

Violent motion (galloping horse, very rough ride, small boat in rapids, on deck of a storm-tossed ship).

Extreme motion (earthquake, tumbling down a hill, in the crow's nest of a ship during a hurricane).

Weather is a high wind carrying blinding sand or snow.

Weather is wind-driven hail, dust, or debris.

Weather is a serious storm with thunder, lightning, and precipitation.

Song and Spell Lists (all PHB)

Bard	187	Necromancer	210
Beastlord	200	Paladin	212
Cleric	201	Ranger	213
Druid	203	Shadow Knight	214
Enchanter	206	Shaman	216
Magician	208	Wizard	218

Movement

Movement Rates

Movement Type	Character Speed			
	15 ft.	20 ft.	30 ft.	40 ft.
One Round (Tactical)				
• Walk	15 ft.	20 ft.	30 ft.	40 ft.
• Hustle	30 ft.	40 ft.	60 ft.	80 ft.
• Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
• Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
• Walk	150 ft.	200 ft.	300 ft.	400 ft.
• Hustle	300 ft.	400 ft.	600 ft.	800 ft.
• Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
• Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
• Walk	1 1/2 miles	2 miles	3 miles	4 miles
• Hustle	3 miles	4 miles	6 miles	8 miles
• Run	-	-	-	-
One Day (Overland)				
• Walk	12 miles	16 miles	24 miles	32 miles
• Hustle	-	-	-	-
• Run	-	-	-	-

* See page 143 of *Core Rulebook I* for special rules on such craft and the current.

Weight Limits

Character's Strength Score	Medium Load
Str 1	4-6 lb
Str 2	7-13 lb
Str 3	11-20 lb
Str 4	14-26 lb
Str 5	17-33 lb
Str 6	21-40 lb
Str 7	24-46 lb
Str 8	27-53 lb
Str 9	31-60 lb
Str 10	34-66 lb
Str 11	39-76 lb
Str 12	44-86 lb
Str 13	51-100 lb
Str 14	59-116 lb
Str 15	67-133 lb
Str 16	77-153 lb
Str 17	87-173 lb
Str 18	101-200 lb
Str 19	117-233 lb
Str 20	134-266 lb
Str 21	154-306 lb
Str 22	174-346 lb
Str 23	201-400 lb
Str 24	234-466 lb
Str 25	267-533 lb
Str 26	307-613 lb
Str 27	347-693 lb
Str 28	401-800 lb
Str 29	467-933 lb

For more on carrying, lifting, and dragging, see page 143 of *Core Rulebook I*.

Actions in Combat

Action Type

Free Actions

Cast a quickened spell	No
Cast a spell (free action)	No
Start a bard song	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell	No
Speak	No
Use an extraordinary ability (free)	No
Use a feat (free)	Varies

Attack (Standard) Actions

Activate a magic item	Maybe
Aid another	No
Attack (melee)	No
Attack (ranged)	Yes
Bull rush	Yes
Cast a spell (1-action)	Yes
Play a bard instrument	Yes
Concentrate to maintain or redirect a spell	No
Disarm *	Yes
Dismiss a spell	No
Feint	No
Grapple **	Yes
Heal a dying friend	Yes
Overrun (charge)	Yes
Ready	No
Ready to interrupt a spellcaster	No
Rebuke undead (use special ability)	No
Start full-round action ***	No
Strike a weapon	Yes
Strike an object	Maybe
Trip an opponent *	No
Total defense	No
Turn undead (use special ability)	No
Use a skill (1-action)	Varies
Use an extraordinary ability (1-action)	No
Use a feat (1-action)	Varies
Use a spell-like ability	Yes
Use a supernatural ability	No
Use a touch spell on one target	No

Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	N/a
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2***	+2***
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2***	+2***
Defender climbing (cannot use shield)	+2***	+2***
Defender surprised or flat-footed	+0***	+0***
Defender running	+0***	-2***
Defender grappling (attacker not)	+0***	+0****
Defender pinned	+4***	-4***
Defender has cover	see "Cover"	
Defender concealed or invisible	see "Concealment"	
Defender helpless	see EQ:PHB p. 381	

*A combatant flanks a defender when he has an ally directly opposite him on the other side of the defender. Rogues can backstab defenders they flank.

**Most ranged weapons can't be used by an attacker who is prone.

***The defender loses any Dexterity bonus to AC.

****Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to AC.

Action Type

Move Actions

Climb (1-action)	No
Control a frightened mount	Yes
Draw a weapon	No
Loose a shield	No
Mount or dismount	No
Move a heavy object	Yes
Open a door	No
Pick up an item	Yes
Ready a shield	No
Retrieve a stored item	Yes
Sheathe a weapon	Yes
Stand up from prone	No

Full-Round Actions

Cast a spell (full-round)	Yes
Climb (full-round)	No
Charge	No
Coup de grace	Yes
Dive attack (flying, swimming)	Yes
Double move	Maybe
Escape from a net	Yes
Extinguish flames	No
Full attack	No
Light a torch	Yes
Load a heavy crossbow	Yes
Load a repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw oil	Yes
Refocus (no move)	No
Run	Yes
Throw a two-handed weapon with one hand	Yes
Use a skill (full-round)	Varies
Use a feat (full-round)	Varies
Use a touch spell on up to six friends	Yes

* This action substitutes for a single melee attack, not an action. As such, it can be used once in an attack or charge action, one or more times in a full or iterative attack action, or even as an attack of opportunity.

** To start a grapple, a character first needs to grab and hold the target. Attempting to start a grapple is the equivalent of making a melee attack. If a character gets multiple attacks in a round, a character can attempt to start a grapple multiple times (with iterative base attack bonuses).

*** The character starts taking a miscellaneous full-round action in one round, and completes it during his or her next round. This option is normally used when a character has been magically slowed or is suffering some other condition that restricts him or her from taking full-round actions.

Attacking with Two Weapons

Circumstances	Primary Hand	Off Hand
Normal	-6	-10
Light off-hand weapon	-4	-8
Two-Weapon Fighting feat	-4	-8
Ambidexterity feat	-6	-6
Ambidexterity and		
Two-Weapon Fighting feat	-4	-4
Light off-hand weapon and		
Ambidexterity feat	-4	-4
Light off-hand weapon and		
Two-Weapon Fighting feat	-2	-6
Light off-hand weapon,		
Ambidexterity feat,		
and Two-Weapon Fighting feat	-2	-2

Special Combat Situations

The following are summaries of non-standard combat situations that may arise during the course of play.

Aid

- Attack AC 10
- Success indicates:
 - ally gains a +2 to attack an opponent you threaten, or;
 - ally gains +2 circumstance bonus to AC vs. opponent you threaten.

Attacking an Object

- If immobile: attack AC 5 + size modifier; gain +4 to hit if using melee weapon.
- If worn: attack AC 10 + size modifier + Dexterity bonus of wearer, plus any magical deflection bonus gained by wearer.
- If held: attack AC 15 + size modifier + Dexterity bonus of wearer, plus any magical deflection bonus gained by holder.
- Damage: consult **Table: Object Hardness/Hit Points**.

Bull Rush

- Enter defender's square; provokes attacks of opportunity (25% chance for each attack to target the defender).
- Opposed Strength check:
 - +/-4 for each size category above/below Medium;
 - attacker gains +2 charge bonus if charging;
 - defender gains +4 stability bonus if has more than 2 legs or is very stable.
- Attacker wins: defender is pushed back 5 ft.
 - may opt to move back with defender an additional foot/point over defender's roll in opposed Strength check, but this provokes attacks of opportunity.
- Defender wins: attacker is pushed back 5 ft.

Charge

- Must move at least 10 ft. in a straight line.
- Gain +2 to attack, -2 to AC for one round.

Disarm

- Provokes attack of opportunity.
- Opposed melee attack roll:
 - +4 to larger weapon each size category above the smaller;
 - +4 to defender if weapon is used two-handed;
- Attacker wins: defender is disarmed; weapon falls to the ground at defender's feet.
- Defender wins: may attempt to disarm attacker.

Fight Defensively

- -4 on all attacks
- +2 dodge bonus to AC

Trip

- May only be attempted against a defender up to one size larger than the attacker.
- Melee touch attack:
 - If successful, must make a Strength check opposed by defender's Strength or Dexterity (whichever is higher):
 - +0 at Medium, +4 for every size category above medium, -4 for every size category below.
 - defender gains a +4 stability bonus if has more than 2 legs or is very stable.
 - success: defender is tripped;
 - failure: defender gains opportunity to trip attacker, as per normal Trip

Grapple

- Grapple Checks: base attack bonus + Strength modifier + special size modifier
 - +0 at Medium, +4 for every size category above medium, -4 for every size category below.

Grapple Steps

- Provokes an attack of opportunity from defender; if damage is inflicted, grapple attempt fails.
- Grab: Melee touch attack
 - attacker fails to start grapple if fails to hit target
 - unnecessary if target is already grappled
- Hold: Opposed grapple checks
 - automatic failure if target is two or more sizes larger than attacker
 - attacker wins: starts grapple and deals damage to target as if with an unarmed strike
 - defender wins: attacker fails to start grapple
- Move In: attacker must move into target's space to maintain grapple
 - provokes attacks of opportunity from threatening enemies, but not from the attacker's target
- Grappling: during subsequent actions, attacker may do one of the following:
 - damage opponent: opposed grapple check to deal unarmed damage; may make this at a -4 penalty in order to deal normal damage;
 - pin: opposed grapple check to hold opponent still for one round; opponents (other than one pinned) gain +4 to attack you;
 - break another's pin: opposed grapple check to break the pin another has on an ally;
 - escape: opposed grapple check to escape and take movement; must beat all opponents if multiple grapplers are holding you.
- Other actions:
 - attack with a light weapon;
 - cast a spell with no somatic components if it has a casting time of 1 round or less and you have the material components to hand; Concentration (DC 20 + spell level) required;
 - wriggle free using Escape Artist as opposed grapple check; standard action.

Overrun

- Performed during move portion of a Charge.
- Opponent may avoid or block:
 - avoid: pass right through, continuing charge;
 - block: as trip attack - success indicates the defender is tripped and attacker continues with charge attack; failure but not tripped means the attacker must stop moving and move back 5 ft.; failure and tripped indicates the attacker falls prone in the defender's square.

Strike a Weapon

- Provokes an attack of opportunity from defender only.
- Attacking weapon can be no more than one size smaller than defending weapon.
- Opposed attack rolls:
 - attacker wins: item damaged
 - defender wins: no effect
- Damage: consult **Table: Object Hardness/Hit Points**.

Subdual

- Normal weapon can deal subdual damage by making an attack roll at -4.
- Subdual attacks can deal normal damage by making an attack roll at -4.

Total Defense

- +4 dodge bonus for one round.
- May only take standard move.