

BDK4-04

Emissary

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.0

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An emissary of the Old One travels to the Fellreev. What his mission is, no one knows. The only thing certain is that things are about to get interesting. An adventure for APLs 2-8.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Background

The Defenders of Greenkeep inhabit the southern portion of the Fellreev just south of the Artonsamay River, north of Fleischshriver and Steelbone Meadows. They are a motley collection of refugees, bandits, usurpers and people fleeing from the Old One and other enemies. These bands are disorganized and scattered, existing at a tribal level and raiding each other for supplies. They have learned not to raid the Fanlareshen elves, however, since they already have too many enemies.

The Defenders of Greenkeep are made up of three major and five minor tribes, with each tribe named after their current leader. All of the tribes are nomadic, lodging only during the winter at hidden sites guarded by each tribe (see DM Aid #1 for more background on the region and the leaders of the Defenders).

The tribes have tenuous relations with each other, operating in a shifting framework of alliances with minor tribes jockeying for position with the major tribes. The instability caused by the constantly shifting factions has created friction with the other “free” occupants of the Fellreev, and is the greatest obstacle to stronger alliances with other organizations in the forest.

In late summer each year, all of the tribes meet at a rendezvous. This meeting is part political mission and part celebration. The leaders settle grievances or start new ones, trade plunder while the people mingle, and collectively relax for having made it through another year.

Adventure Summary

In the camps and hovels of the Defenders of Greenkeep, everything is being made ready for the end of summer and the arrival of fall. As tradition, they make for their annual meeting to trade goods and greet the other tribesmen of the Defenders. The gathering will allow the tribes a chance to celebrate the passing of another year and enjoy the bounty of a good harvest. Unlike previous years, they are expecting company that has the Defenders and many others within the Fellreev on edge.

Shortly after the festivities begin, a group of Defenders are sent to escort an emissary of the Old One, along with his entourage and wagons of trade goods into the forest. Many tribesmen protest, but the leaders of the largest tribes confirm that the emissary, Chorsat Wensai, has been granted permission to parlay with the council and tribes. To the dismay of many of the Defenders, the emissary will be permitted to wander the camp and speak to all present (albeit under guard).

Unknown to the Defenders or Chorsat, many of the local druids have noted the arrival of the emissary.

Furious at the Defenders for inviting an agent of the Old One into the forest, they have begun moving their forces into position in the nearby woods, while observing the events in the Greenkeep camp.

Meanwhile, an intrepid band of adventurers are heading towards Rookroost, skirting the Fellreev for safety and in a vain attempt to stay out of the rain.

Encounter 1: Ambush! Ducking into a copse of trees for cover from the rain, the PCs are greeted by a grizzled wood elf highwayman and his party. The bandits insist on a token contribution for the use of the trail and cover of the trees. The party can fight or talk with the bandits. During the encounter, the PCs may discover information about a small army gathered nearby, and a wagon that left it heading into the forest.

Encounter 2: Peaceful Contact?: With the information from the highwayman, the party can scout the army and can see the many orcs, kobolds, and humans keeping busy around camp. Skirting the army, it is easy to find the wagon tracks heading north into the Fellreev. The party can set off after the wagon or they can foolishly attempt to deal with the army.

Encounter 3: Mistaken Identity: After several hours of travel through the forest, the party runs into a checkpoint manned by Defenders of Greenkeep. They are trying to cover up the wagon tracks, and are surprised at the party's appearance. If the PCs are willing to sheath their weapons and be bound, the guards will take them to their leader to straighten things out. If the party chooses to fight, then they can track their way to the Defenders' camp.

If the party is led thru the forest by the Defenders, a feral stranger appears, screaming in rage at the Defenders before attacking the bound party and Defenders. He will wreak as much havoc as he can before being killed or retreating into the forest.

Encounter 4: Rendezvous: As the afternoon begins to wane, the party is escorted into the Defenders' camp, where they see the wagon loaded with supplies. The PCs are greeted by elders of the three strongest tribes, who interrogate them and permit them to stay until the following day, when they will be escorted out of the Fellreev.

In the meantime, the party may interact with the tribesmen of the Defenders of Greenkeep. In addition, they will learn that the owner of the wagon is a cleric of the Old One, who seems to be attempting to win the favor of the locals. The party has some time to try to sway people back from the all-too-happy disposition of Old Wicked's diplomat.

Encounter 5: The Council of Elders: The tribesmen gather at the heart of the camp and begin a council of elders, starting with hearing complaints against lawbreakers. Eventually, the council elders bring

the emissary forth to speak to the gathered tribes. The emissary makes an offer for the tribes to join Iuz, offering amnesty, supplies, and magic in exchange for an oath of fealty to the Old One and a small garrison to be built in the Defender's territory, manned by the Old One's troops. Following the invitation, tribesmen rally for and against the alliance; during the council the PCs are permitted to speak for or against this as they wish.

Encounter 6: Things that Bump in the Night: As the party and the emissary sleep in the same guarded hut, the emissary and his bodyguard slip out of the hut and disappear into the forest with the help of one of the tribes. The characters may become aware of the night's activities.

Encounter 7: Invasion! As morning arrives, it is discovered that some of the tribes disappeared during the night. The remaining tribal elders explain that the missing tribes have taken the emissary up on his offer and are leading the Old One's troops back to the campgrounds to destroy the rest. Scouts have revealed that the enemies' forces are already circling the camp, cutting off their escape routes. The party is asked to help the Defenders escape by either clearing a path into the forest or by slowing the oncoming army's advancing front line. The PCs could also opt to simply flee the area.

Encounter 8: Hold the Line! If the PCs decide to hold off the approaching army, they stand in line with the other Defenders.

Encounter 9: Clear the Way! If the PCs decide to open a line of retreat for the Defenders, they encounter a pair of fiends deeper in the forest. (If the PCs decided to flee, then they only run into one of the fiends.)

Regional Warning for New Players

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other regions, such as freedom of worship and the rule of law, are not valued by the rulers in the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly. Be warned, life is short for those who openly defy Old Wicked.

It will be useful later in the scenario to know the following information:

- Are any of the PCs members of the Defenders of Greenkeep or the Druids of the Fellreev?

- Does any of the PCs have influence with the Druids of the Fellreev?

Introduction

As your group travels towards Rookroost along the southern border of the Fellreev, you hurry along, trying to beat the oncoming rain clouds that have been advancing for the last hour or so. Passing through a small copse of trees, you pause to rest for a moment, the foliage providing protection from the expected rain.

Rest doesn't greet you, though, as the bushes around suddenly erupt with arrows. A small elf in greens and browns with a mask over his face pops out of cover just ahead of you. "Stand and deliver good folks!" he yells, "Time to pay the toll. Cooperate and we won't have to hurt anyone." You can make out the shapes of perhaps a dozen more thugs in the bushes around you, all armed with bows. With only an occasional arm or leg visible through the plant cover, it's obvious this group picked a good ambush site.

This is the regular ambush point of Yisan Krayvi and his gnome accomplice Liyend. They are a pair of highwaymen who have been doing good business of late, robbing travelers passing through the area. They aren't interested in politics and are only interested in making a buck. They have pulled this routine many times and the two of them have a well thought out plan. Neither of them is rash or stupid. They do, however, value their lives and will run rather than fight to the death.

The arrows around the party are mostly an illusion the gnome sorcerer has thrown up, as are the extra people in the woods. Unless the party interacts with the arrows there is no save. The gnome will mostly concentrate on the illusion spell but will also cast additional spells for defense or attack as needed. While the PCs and Yisan talk, the gnome stays fully concealed from the view of the PCs (since his skill at hiding is not as good as Yisan's).

Yisan is no fool and realizes the illusion will only last as long as the travelers don't touch them. This doesn't allow for a lot of time, and a little money is better than none. He will try to come to a quick arrangement for some money. If the party pays 25gp a person he will let them pass. In addition, he will in an offhanded way tell the party the following:

"Nice doing business with you. I would be careful about heading further east along the forest's edge. Ever since the soldiers and wagons came, the woods seem downright angry. Business seems to have fallen off some too...least 'til now. Anyway, stick to the forest, and you should stay out of their sight."

If the party decides to fight, there is a covered pit trap directly in front of Yisan. He will let those who want to engage in melee charge him, hopefully falling into the pit. Use DM's Aid #3 to set up the map, if necessary, with Yisan stepping out behind the pit. Yisan will target spellcasters and other archers first, allowing the pit to protect him against melee.

While the elf starts shooting anyone within 30 feet, the gnome will use whatever spells he can against any apparent spellcasters that Yisan has not engaged. If the battle starts to go poorly, both Yisan and Liyend will make a break for it, heading back to their campsite long enough to grab some supplies and make a hurried retreat. If the party captures or kills Yisan or Liyend, they will find a journal (Player Handout #1) with notes about where the army is camped and how to best avoid it. If Yisan and Liyend escape, their retreat can be followed by anyone who makes a DC 10 Track check. In the camp they will find a journal with notes about the number of troops, wagons and locations of the army's main bivouac.

Trap: At all APLs there is a camouflaged pit trap in front of Yisan. Anyone who moves forward to engage Yisan will have a chance of falling in it. If they charge, they will have a greater chance of falling in the pit.

Medium Forest (p. 87 DMG): Most of the forest floor is covered with light undergrowth, although there are patches of heavy undergrowth and game runs clear of brush. For details on the effects of undergrowth and trees, refer to the DMG.

APL 2 [EL 5]

☛ **Yisan Krayvi (archer):** hp 18; see Appendix I.

☛ **Liyend (illusionist):** hp 6; see Appendix I.

↗ **Camouflaged Pit Trap:** CR 1; Mechanical; location trigger; manual reset; DC 22 Reflex avoids if charging/DC 20 Reflex avoids if normal movement; 10' deep (1d6 falling damage); Multiple Targets (first target in each of two adjacent 5' squares, 10 ft. by 10 ft trap); Search DC 20; Disable Device DC 20.

APL 4 [EL 7]

☛ **Yisan Krayvi (archer):** hp 35; see Appendix I.

☛ **Liyend (illusionist):** hp 15; see Appendix I.

↗ **Camouflaged Pit Trap:** CR 1; Mechanical; location trigger; manual reset; DC 22 Reflex avoids if charging/DC 20 Reflex avoids if normal movement; 10' deep (1d6 falling damage); Multiple Targets (first target in each of two adjacent 5' squares, 10 ft. by 10 ft. trap); Search DC 20; Disable Device DC 20.

APL 6 [EL 9]

☛ **Yisan Krayvi (archer):** hp 45; see Appendix I.

☛ **Liyend (illusionist):** hp 24; see Appendix I.

↗ **Camouflaged Poison Spike Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 22 Reflex avoids if charging; DC 20 Reflex avoids if not charging; 10' deep (1d6 fall); Multiple Targets (first target in each of 2 adjacent 5 ft squares, 10 ft. by 10 ft. trap); pit spikes (Atk +10 melee, 1d4 spikes per target, 1d4+1 plus poison each); poison (black adder venom, DC 11 Fortitude save resists, 1d6 Con/ 1d6 Con); Search DC 20, Disable Device DC 20.

APL 8 [EL 11]

☛ **Yisan Krayvi (archer):** hp 55; see Appendix I.

☛ **Liyend (illusionist):** hp 33; see Appendix I.

↗ **Camouflaged Poison Spike Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 22 Reflex avoids if charging; DC 20 Reflex avoids if not charging; 10' deep (1d6 fall); Multiple Targets (first target in each of 2 adjacent 5 ft squares, 10 ft. by 10 ft. trap); pit spikes (Atk +10 melee - touch attack for poison, 1d4 spikes per target 1d4+1 plus poison each, poison contact variety); poison (sassone leaf residue, DC 16 Fortitude save resists, 2d12 damage/1d6 Con); Search DC 20, Disable Device DC 20.

Development: Even if the PCs don't investigate the army, they will most likely try to go around the area directed on the map. The adventurers come upon the wagon ruts in the ground, which should lead them on into the adventure.

Encounter 2: Peaceful Contact?

Following the route you acquired from the highwayman, you find yourself within view of the army. They appear to be busy constructing a defensible encampment as if they plan on staying, at least for a little while. Several patrols can be seen making their way through the area around the camp, while a large numbers of orcs, kobolds and humans can be seen working on temporary field fortifications surrounding the camp. In the mud nearby, a set of wagon tracks can be seen heading into the Fellreev.

The party can easily avoid the army and its patrols, as it appears to be very focused on getting its temporary fortification done before anything else happens. It should be easy for the party to sneak around and examine the wagon tracks. The tracks can be easily followed (Track check DC 5) due to the recent rains. Also easily visible are the tracks of the two horses pulling the cart. It will take a successful Track check (DC 20) to tell that the wagon was heavily loaded, though.

The party can attack the army if they wish and the DM is encouraged to use all of its forces to capture the PCs. If this happens, the module is over as the party is imprisoned and sent to the silver mines for 10 TUs and gains whip scars, increasing their Wanted status (see the Bandit Kingdoms Metacampaign Sourcebook). The increase in Wanted status and the TU loss can be prevented by spending 1 IP with Iuz.

If the party chooses to approach the army peacefully, they may, through spending 1 IP or a Diplomacy check (DC 20), find out that two high ranking officials took a wagonload of weapons, food, and other mundane goods into the Fellreev for some kind of meeting.

All APLs

- 4th Level Clerics of Iuz (5): see Appendix I.
- 6th Level Clerics of Iuz (3): see Appendix I.
- 6th Level Sorcerers (3): see Appendix I.
- 3rd Level Orc Barbarian (20): see Appendix I.
- 1st Level Orc Barbarian (28): see Appendix I.
- Orcs (48): see Monster Manual.
- Kobolds (48): see Monster Manual.

Encounter 3:

Mistaken Identity

Following the ruts in the ground is easy. The recent rains have made the muddy tracks quite visible. Rainwater still drips off the large tree leaves overhead, echoing a light patter around you.

Without warning, a human dressed in greens and browns stands up from behind a bush with his back facing you, wiping off his muddy hands. As he turns around, his eyes widen in surprise as he sees you. "Wha..? Hold, strangers! Uh...move, and...you'll be fired upon!"

There is another guard (or two others, at higher APLs) farther into the forest (see DM's Aid #4) that will hear his companion's exclamation. The guard caught unawares is a fighter. These men have been set here to keep watch and make sure that the emissaries of Iuz stick to the agreement for this meeting. They are part of Ondrishi Zelweil's band within the Defenders of Greenkeep and are skilled woodsmen, knowledgeable with how to fight in the woods even when outnumbered. Currently, they are under orders to bring anyone suspicious found in the forest to the conclave, and to cover the tracks left by the Old One's emissary's wagon. Their leader hopes that anyone captured might prove the emissary's ill intent.

The guards' goal is to peacefully bring the party in. They won't fire the first shot (unless they are made hostile) but will attack if fired upon, fading back into the

woods and sniping at the party. Their goal is to warn the rest of the tribes about the adventurers. After all, the PCs probably outnumber the guardsmen.

Medium Forest (p. 87 DMG): Most of the forest floor is covered with light undergrowth, although there are patches of heavy undergrowth and game runs clear of brush. For details on the effects of undergrowth and trees, refer to the DMG.

APL 2 [EL 3]

- **Defender – Warrior:** hp 11, see Appendix I.
- **Defender – Ranger:** hp 17, see Appendix I.

APL 4 [EL 5]

- **Defender – Fighter:** hp 13, see Appendix I.
- **Defender – Ranger:** hp 18, see Appendix I.
- **Riding Dog (Animal Companion):** hp 13, see MM p. 272.

APL 6 [EL 7]

- **Defender – Fighter (2):** hp 30, 35, see Appendix I.
- **Defender – Ranger:** hp 18, see Appendix I.
- **Riding Dog (Animal Companion):** hp 13, see MM p. 272.

APL 8 [EL 9]

- **Defender – Fighter (2):** hp 45, 50, see Appendix I.
- **Defender – Ranger:** hp 27, see Appendix I.
- **Advanced Riding Dog (Animal Companion):** hp 28, see Appendix I.

Assuming the group tries diplomacy, the guards start out unfriendly to the party. They can be swayed to indifferent or better, but their orders will not allow even their friends and fellow tribesmen (members of the Defenders of Greenkeep metaorg) to pass by with anything less than their weapons secured. Due to Old Wicked having an agent in the forest, nothing is being left to chance.

Only one Diplomacy check is made for the party. Depending on who is talking, PCs can assist with the Diplomacy role. If a PC lies during negotiations, that PC needs to make a DC 15 Bluff check. Each failed Bluff check adds an additional -2 penalty to the Diplomacy roll.

The guards will take the following actions on those that agree to their demands (see the chart in the PHB pg 72); use the chart below to discover the results of Diplomacy checks.

Defender Attitude & Result

- **Hostile:** Attacks PCs.

- **Unfriendly:** Manacled, blindfolded, and weapons bound.
- **Indifferent:** Manacled and weapons bound.
- **Friendly:** weapons bound.
- **Helpful:** same as friendly.

The guards will be Friendly to any member of the Defenders of Greenkeep metaorg, unless the PC attacks. If a PC is openly wearing a symbol of Iuz, the party will suffer a -2 circumstance penalty to their Diplomacy check. In addition, the guards' attitude towards the bearer of the symbol will never improve above unfriendly (meaning that they will always seek to manacle, blindfold, and peace-bind the weapons of the PC).

If their attitude towards the party becomes friendly, the guards will secure the PCs' weapons (full round action to draw). If their attitude is indifferent toward a PC, the guards will manacle them and secure their weapons. If they are unfriendly, they will also blindfold the PCs.

If the PCs do not let themselves be manacled/weapons bound/blindfolded, then the guards will ask the PCs to leave. If they do not, then treat the guards as hostile.

If the party attacks, the guards will flee after a few rounds of missile fire and warn the rendezvous of the party's approach. The party can continue to follow the wagon's trail to the Defender's campsite with a DC 15 Track check (the tracks haven't been fully hidden yet). When they arrive, they will be treated as enemies and their surrender demanded until some questions can be answered. This will also have dire consequences later, as the party will be treated with a great deal of suspicion.

While the party is conducting diplomacy and the Defenders are securing party members, they are being watched by a silent visitor. A druid of the Fellreev is watching them and is growing incensed at the party, but even more so at the Defenders of Greenkeep.

He is currently using the spell *tree shape* to appear as a large dead branch leaning on several other branches. This is in a tree 25 feet up in the air on a heavy tree limb. A PC can make a Spot check (DC 21) to notice the unusual tree; allow a +2 circumstance bonus on this roll if the players have 5 ranks in Knowledge Nature. After the last person in the party is secured, the druid breaks concealment. When he changes out of tree form, he will stay in the tree and throw spells from his high vantage point after confronting his targets (below). The tree limb the druid is on is quite large (18 inches wide) which shouldn't require a balance check to stand on or fight from. If the party leaves the forest or kills all the guardsmen, he does not attack the party. If any guardsmen are captured alive, the druid still attacks.

You may have to paraphrase the following if the PCs are blindfolded.

Suddenly, a loud screech is heard from above! Swinging into view from around a tree trunk is a small humanoid form, hanging from a tree limb by one arm. From over twenty feet in the air, the figure screeches in rage again at the assembled group. It barely calms enough to shriek out, "Rrrr...Squatters, liars, cheats! Break yourrrr word will you?! First Old Wicked noooow YOU. Some Defenders you arrrrrr! Rrrrrr...I will fix this problem!!!"

Keep in mind that this is all suggested boxed text. PCs can interrupt at any time. If combat begins, there is no surprise to worry about – roll for initiative.

If a PC has influence with the Fellreev druids, they may spend one influence point (IP) to get the druid to not attack him (the druid recognizes the PC as an occasional ally and leaves them alone). Additional influence can be used to protect other members of the party – one IP per two additional people (possibly including the guardsmen). If the entire party can not be "protected" this way, only the individuals spending IP may benefit from their influence. Also note that influence used now will carry over to Encounter 8, although this will protect only the PCs spending the IPs – the group would only be protected in Encounter 8 if each PC had influence to spend with Druids of the Fellreev.

If the characters spend influence with the Druids of the Fellreev to allow for no combat, the druid mentions:

"These fools endanger the forest with what they do. Make sure YOOOOOU do not do the same..."

APL 2 [EL 3]

☛ **Beschel, Fellreev Druid:** hp 25, see Appendix I.

☛ **Black Bear (Animal Companion):** hp 19, see MM p. 269.

APL 4 [EL 5]

☛ **Beschel, Fellreev Druid:** hp 25, see Appendix I.

☛ **Black Bear (Animal Companion):** hp 19, see MM p. 269.

☛ **Dire Wolverine:** hp 45, MM p. 66.

APL 6 [EL 7]

☛ **Beschel, Fellreev Druid:** hp 34, see Appendix I.

☛ **Advanced Black Bear (Animal Companion):** hp 37, see Appendix I.

☛ **Tendriculous:** hp 94, see MM p. 241.

APL 8 [EL 9]

- **Beschel, Fellreev Druid:** HP 45, see Appendix I.
- **Advanced Black Bear (Animal Companion):** hp 37, see Appendix A.
- **Treant:** HP: 66 see MM p. 244.

Note: The actual EL of the encounter is one greater than listed above, but is reduced due to the assistance of the Defenders.

The Druid attacks with all the forces at his disposal. After casting *entangle*, he will target armed unbound people first, as he can take out the others later. If the party gains the upper hand or his animal companion is killed, the druid will flee to warn the other Druids of the Fellreev. If the guardsmen flee attacking PCs, then the druid will attack the characters once the scouts are gone.

The guards have no problem taking off the PCs' manacles after the druid attacks. Of course, they will probably be busy attacking the druid and his companions themselves. If the PCs ask to be released during the attack, a guard simply tosses the keys to a PC and resumes their defense.

Tactics and other notes:

All APLs: If the Defenders are escorting the PCs, they will begin shooting arrows at the druid when he attacks. If a PC asks to be released, allow a Diplomacy check (DC 10) or an Intimidate check (depending on how the player roleplays it) to see if a guard lets them loose. If successful, one guard will toss his key ring (with four keys) to a non-blindfolded PC and resume attacking the following round. If all the PCs are bound and blindfolded, then the guard will remove one PC's blindfold and hand the key ring to the PC – taking an additional round to accomplish this, and losing another round of arrow fire.

APL 2: The druid will stay in the tree and use ranged spells to defeat his foes. His bear companion is hidden in the brush at the base of the tree (Spot DC 15 if within 20 feet only), and has been ordered to guard the tree from anyone trying to climb up. If it is spotted and attacked, it will defend itself.

APL 4: Same as above, but after the druid casts *entangle*, it will order the dire wolverine to attack as a move action. The creature starts 30 feet away from the party with full concealment (though it can see the druid up in the tree).

APL 6: As APL 4, but the order to attack is directed at the tendriculous and is a free action. The tendriculous is 50 feet away from the druid, opposite from the party hidden with full concealment. If the tendriculous comes within 20 feet of the druid's tree (in pursuit of the PCs),

then the bear will climb up the opposite side of the tree, as it is nervous around the tendriculous.

APL 8: As APL 6, but the order to attack is directed at the treant. The treant orders two (previously) animated trees to attack in the first round. In following rounds, the treant attacks the PCs, using Improved Sunder to destroy weapons that can hurt it, if need be.

Encounter 4: Rendezvous

Read or paraphrase the following. You may need to modify the text if the PCs attacked the Defenders of Greenkeep guardsmen in Encounter 3.

After dealing with the feral human, you are led deeper into the forest by the Defenders. Occasionally, deep ruts can be seen in the soil as if a heavy wagon has passed this way. With just a few hours before sunset, the smells of smoke and cooking food are clearly coming from ahead. Your escorts lead you into a large clearing containing countless tents and cooking fires. The noise of bartering, laughter, and music can be heard emanating from the tents and the people milling about them. As you enter the clearing, the noise is quickly silenced as several heavily armed men move cautiously out of the crowd toward you.

This is the rendezvous of the Defenders. If the PCs have chased off or killed any of the guards, any survivors will likely have made it here ahead of them. This encounter will become much more difficult for the characters in this case. The Defenders will only accept the PCs' surrender and will insist they turn over any and all weapons until the elders can sort everything out. The PCs will not succeed in any diplomacy efforts if they have been directly responsible for the deaths of any of the guards in Encounter 3 and survivors lived to tell. The party will be taken to a "prison tent" and told to not come out until called, upon penalty of death. Eventually, they will be questioned and released, provided they have a good reason why they are here or why they attacked the guards. Regardless, the party will be distrusted by most of the Defenders and will have to work hard to earn their trust.

If the PCs arrive in the company of the guards and cooperated with them to fight off the druid, or if the PCs bring back the bodies of the dead guards (who may vouch for the PCs via *Speak with Dead*), the Defenders will allow them to stay the night as well as offering them the hospitality of the camp and inviting them as guests. The elders will wait for the party to accept this invitation. They will then be released to the camp as a whole.



As they wander the camp, they will see that the Defenders are a poor lot. The characters will find many people staring at them and looking their equipment over, but none will actually try to steal any. While wandering, the party will discover the wagon they've been trailing.

Near the southern edge of camp is the wagon that your group must have been tracking earlier. A small crowd has gathered around the mostly empty cart. At the rear of the wagon stand two figures. One appears to be a handsome younger man in heavy armor, while the other seems to be an older, fatherly kind of figure.

While the first is handing out various goods from the back of the wagon, the other man casts a spell and places his hand upon an elderly man's shoulders.

The priest casting a spell (DC18 Spellcraft) is removing a man's blindness. After a bit, the two move on. Passing within earshot of the party, one man smiles, looking directly at the PCs and says, "*Blessing of Iuz upon you.*" If the party attacks, they will be stopped by many of the Defenders, who state that it is considered a great insult to attack guests of the meet.

All APLs

☛ **Chorsat Wensai:** hp 65, see Appendix II.

☛ **Zorsch Fiend (bodyguard):** hp 75, see Appendix II.

If the characters talk with the followers of Iuz, they will find two amiable men with almost a missionary mentality. They are here to find allies, and as true followers of the god of deceit, they play the part wonderfully. Both emissaries will act the same, and will not antagonize the PCs in any way. Even insults will not get a reaction out of these two.

All over camp, if the people ask, they hear about how generous these two emissaries have been. A successful Gather Information check can learn the following:

- ☛ DC 5 – "The Old One wants to help us fight off Nerullites in the woods and will equip us to defend ourselves."
- ☛ DC 10 – "I heard that he is going to give us all the food we need to get through the winter."
- ☛ DC 15 – "He even said we would get the Fellreev as our own lands."
- ☛ DC 20 – "The emissaries just want to build a fort here to help keep us safe."
- ☛ DC 25 – "They said I can go back to Rookroost – that I would be pardoned!"

The Gather Information check may be changed by the modifiers in **DM Aid #2: Diplomacy Tracker** used to track the emissary's favor with the Defenders.

Make sure to keep track of the players' actions in camp, for it may affect any diplomacy they try. It may be necessary to have the players encounter some small groups discussing the above information. These small knots of people should be heatedly discussing what the emissaries want and what they will need to give in return. Feel free to use any information in **DM Aid #1** on the Defenders to help create the atmosphere in the camp. It should become obvious to the party that the emissaries are trying to get the Defenders to do something, but haven't actually said what yet (although a high Gather Information check may give a hint).

At this point, the emissaries of Iuz have earned a total of 75 points of favor with the Defenders. Use the modifiers in **DM Aid #2** to keep a running total of what the party does that increases or decreases this total. Note that it is possible for the PCs to actually increase the favor that the emissaries accumulate (with or without intent).

During the rendezvous, the tribesmen are busy trading and telling stories. Use DM's Aid #1 to provide more background on the various tribes and tribesfolk present. For example, the Yakoro tribe is made up of orcs and half-orcs. They don't get along with the Faindek tribe, which is entirely human. Also, the Kreade tribe doesn't have many members that can craft items, but they raid many caravans outside of the Fellreev and often have fine trade items that they have no use for. This is a place for families to meet, relationships to be made or broken...in short, a miniature short-lived village.

Below are a couple of short examples of encounters the PCs might witness while wandering the camp.

A pair of bickering figures:

"What need do I have for set of porcelain dolls? Look, you throw in that wolf pelt and 100 hands of rope, and you've got yourself a trade..."

A mother cleaning the face of a crying baby:

"I know, Ellyn. I know you're upset. Just give the medicine time, and the swelling may go down."

Development: After the players have had time to explore the camp, move on to **Encounter 5**.

Encounter 5:

The Council of Elders

As the sun sets, the elders summon the tribesfolk together for the Council. After all are gathered, the tribal leaders begin handing out rulings and

punishments for crimes committed during the previous year. During these trials, you can clearly see the emissaries of the Old One among the mass of people. On occasion, individuals in the crowd approach them and speak briefly, then move away.

The tribesfolk approaching the emissaries are just a continuation of earlier interactions. If time allows, feel free to roleplay out one or two 'hearings' held by the tribal leaders.

Below are some examples of the hearings:

An orc and an elf that had a disagreement, and the ruling they get from the council:

"...Heurok, you shall either return the goods you stole from Urah and his other orc companions, plus two weapons of his choice...or give him back twice the value of the items you stole from him in trade goods, also of his choice."

An old man wants to stop his daughter marrying into a different tribe:

"We will not keep your daughter from marrying into the Zebinnel tribe. It is not our place to keep two people apart. If you cannot stop her, then perhaps she has grown old enough to decide for herself..."

Finally, the time will come for the tribe to hear from the stranger bearing gifts.

After a number of cases have been heard, Ondrish Zelweil, one of the tribal leaders, stands up to make an announcement.

"Many of you here have heard that ambassadors from the Old One have come to address the tribes. These visitors will now have their moment to speak." The half-elf motions to the clearing in front of him and takes a seat.

The older of the two emissaries steps out into the clearing and turns to face the crowd. "For some time now you have scratched out a living in this forest. You are loved by none and attacked by many. The druids barely tolerate you, the undead show you no mercy...all this while you can hardly even feed your children! Where are your allies, the elves?! They hide behind their river, letting your blood buy them safety. The men of Fort Hendricks – when was the last time they aided you with food? When was the last time their wizards aided you with magic? They are nowhere to be seen; they sit safely behind the walls of their hidden keep, laughing while your warriors die, your children suffer, and all go without food or comfort.

"I offer you a chance to rectify this! My master bids me to make this offer to you. Consider it well, for we truly wish to be your friends. Iuz, in his mercy, has offered to equip and train your warriors, teach you the arts of wizardry, and provide food for your hungry. In addition, he will decree that the Fellreev south of the Artonsamay is the domain of Greenkeep; you are free to pick those that will lead by whatever means you deem. Finally he offers a general amnesty and pardon for all previous crimes committed by any of those calling themselves the Defenders of Greenkeep.

"In return for these most generous gifts, my master asks little. First, a small fort is to be constructed here, manned by his troops – with your consent and support, of course. Second, that all swear fealty to Iuz and obey all the laws of his land. Finally, that you agree to raise a levy of troops yearly to serve as scouts in the army of Iuz. Think carefully on what is offered. It is, without question, generous and considerably more than your 'allies' have given you." With that, the emissary takes his seat.

Ondrish rises to his feet and looks into the crowd. "Does anyone else wish to speak of this proposal?"

If a PC wishes to say something, he is allowed his time to speak to the tribes. Use **DM Aid #2** to adjust the tribes' opinion on the offer.

The crowd reacts as the DM's aid shows, either with occasional nods of approval (if the Diplomat has a large amount of favor), or mutterings of dissent (if the Diplomat has little favor). No other NPCs speak in response to speeches given by Emissary or by the PCs.

If no PCs step forward, Ondrish takes the elders into private council to deliberate on this offer. Though the PCs are not privy to the meeting of the tribal leaders, heated discussions often leak out into the night. The party can gather the mood of the Defenders, using the same modifiers as before (**Encounter 4**). Using the points tracked in **DM Aid #2**, the party can determine on a DC 10 Gather Information check the following facts:

- 80-100 – A majority appear very interested
- 50-75 – It seems split pretty close to 50/50
- 25-50 – A majority appear not to be interested
- 0-25 – Only a few diehards show any interest.

After almost an hour of discussion, the council emerges from the tent. The three leaders of the most powerful tribes stand together, but one of the men looks visibly upset.

Ondrish is the one to announce, "We have carefully weighed the offer and must refuse. The

emissaries will be escorted out of the woods at first light as agreed.” With little discussion amongst the leaders, the men disperse.

Harmene Dolirand is the one who disagrees with the decision, and he storms away from the other leaders to his own people.

The party is shown a tent they may use as their own to sleep in. It is a large communal tent that has been given for their use. Guards are posted by their tent exits, as is common for strangers in camp, and everyone settles in for the night.

Encounter 6: Things That Bump In the Night

While the PCs sleep, Defenders loyal to Harmene Dolirand (and whoever else is defecting, per the DM's Aid #2 chart) have begun quietly breaking camp. They have contacted the Iuz emissaries and accepted the offer, even if the others didn't. Harmene escorts the emissaries of Iuz out of the encampment and back to their army with a small contingent of his troops. Meanwhile, back in camp, small groups of his remaining people begin sabotaging equipment, weapons, and armor to give his troops an edge in the coming fight.

If any of the PCs stay up to keep watch, they have a Listen check (DC 15) to hear the noises of people moving around camp (more noises than a sleeping camp should make). The two guardsmen in front of their tent don't know what's going on, since they didn't even hear the noise, and they don't let the PCs leave during the night – no matter what excuses they use (their attitudes are Indifferent, but they have their orders). The most a PC can hope for, with a Diplomacy or Bluff check, would be to send off one of the two guards to 'check things out'. That will result in the oblivious guards not noticing anything unusual, and they will shrug their shoulders at the increased activity in camp. That doesn't prevent PCs from sneaking out to check things on their own (by invisibility, cutting a hole in the back of the tent, etc.). Use the fighter stat blocks below for the two guardsmen in front of the PCs' tent.

Characters outside of their tents can make a Spot check (DC 21) to notice a small knot of people disappear into the woods to the south of camp (the retreating traitor tribes). A Spot check (DC 15) will notice a small group of saboteurs.

If the characters confront any of the saboteurs, they will be told to mind their own business and look after their own family. If they persist, the saboteurs will look around to see who is looking, give a disgusted look and wander off (to join their retreating brethren in the

forest). They will not fight the PCs unless defending themselves.

APL 2 [EL3]

- ☛ **Traitor Warrior (2):** hp 9, 9, see Appendix I.
- ☛ **Traitor Fighter:** hp 10, see Appendix I.

APL 4 [EL5]

- ☛ **Traitor Barbarian (2):** hp 20, 20, see Appendix I.
- ☛ **Traitor Fighter:** hp 15, see Appendix I.

APL 6 [EL7]

- ☛ **Traitor Barbarian (2):** hp 35, 35, see Appendix I.
- ☛ **Traitor Fighter:** hp 26, see Appendix I.

APL 8 [EL9]

- ☛ **Traitor Barbarian (2):** hp 50, 50 see Appendix I.
- ☛ **Traitor Fighter:** hp 41, see Appendix I.

Inquisitive PCs that follow the retreating tribe members must make their standard Hide and Move Silently checks to avoid being seen or heard by the traitors. If the PC is caught outside of camp by the retreating tribesmen, he is held as a prisoner until after the attack so no alert is given and thrown in prison until after the scenario is over – see the **Captured! Conclusion**.

Use the stats for the traitors below as fleeing tribesmen, if the PCs decide to follow them. The longer the characters follow them, the more tribesmen they see collecting. Every 15 minutes, double the number of foes for each particular APL. After one hour, one group (a single APL's worth) will stop and stand guard as the rest of the traitors move on (going to the temporary fortifications outside the Fellreev).

If the PCs do not hear or spot the commotion, they will be as surprised in the morning as everyone else – go to **Encounter 7a**. If they did spot nightly activities or get otherwise involved during the night go to **Encounter 7b**.

Encounter 7: Invasion!

Use encounter 7a or 7b as appropriate.

7a

Your party wakes in the morning to yells, screams of panic, and the sound of many people trying to pack up and move at once. A runner enters your tent.

“You have been called to meet with Ondrish! Please, come quickly!”

The boy knows little, but is able to tell the players that it appears some of the tribes disappeared in the night. Their families have left camp before the morning

fires were started. Several guards were also found dead. He leads them to the hut that contains the remaining leaders of the Defenders of Greenkeep. Using the results from **Encounter 5**, they will see the following number of people.

- **76-100:** 3 – Brim Kreade, Ondrish Zelweil, and one of the smaller tribe leaders, Svigena Moskene.
- **51-75:** 4 - Brim Kreade, Ondrish Zelweil, and the smaller tribe leaders, Svigena Moskene and Vileem Odrik.
- **26-50:** 5 - Brim Kreade, Ondrish Zelweil, and the smaller tribe leaders, Svigena Moskene, Vileem Odrik, and Budik Zebbinel.
- **1-25:** 6 - Brim Kreade, Ondrish Zelweil, and the smaller tribe leaders, Svigena Moskene, Vileem Odrik, Budik Zebbinel, and Zaneydel Faindek.

Brim, the leader of one of the larger tribes, has a strained look on his face. "There was treachery about last night! Some of the tribes fled the camp, killing guards, sabotaging equipment, and leaving with the Old One's emissaries. They traveled south, meeting with a large army which is now headed towards us. We're trapped between them and fast moving forces circling around to our rear. To make things worse, traitors appear to be acting as scouts and advising Old Wicked's forces. We need your help! Our forces are weakened with the assassinated guards and the missing tribesmen.

Brim pauses before going on, "Are you willing to aid us? Our people will be slaughtered if we cannot flee deeper into the Fellreev!"

Allow the PCs a moment to respond. If they agree, continue.

"Very good. We need you to stand with our warriors to slow the advancing army...or perhaps deal with some of the creatures that are circling around our encampment. The line of defense is being assembled now. We need every able-bodied warrior we can find to keep the Old One's slime off our backs!"

Ondrish, the leader who spoke last night at the council meeting, puts his hand on Brim's shoulder. "Wait, Brim. Don't force them into a hasty decision." He eases the intense man back a bit and looks at your group. "It is not certain how long we have, really. We are currently organizing an evacuation, but it is difficult with so many people-"

"And they are in the same boat as us!" Brim interrupts. "Look; it's simple. You can stand with us and hold back the forces of the Old One while our families escape, or you can run away to clear a path of retreat for the women and children. A pair of powerful fiends was spotted by some of our scouts just a few minutes ago to the north. I suppose you could even try to sneak away in a different direction on your own...but without your help, people here are going to die!"

The PCs have three choices. They can slow the advancing army (**Encounter 8**), attack the pair of fiends in the rear to open a way for the tribesfolk to get out (**Encounter 9**), or worry about themselves and flee. If the party chooses to flee (and not aid the Defenders), use Encounter 9, but bump the encounter down by one foe (see Encounter 9 for more details).

The council only has their gratitude to offer for the adventurers' help, but time is short. The PCs have five minutes before the first of the advancing army hits the edge of the camp. The more time they waste here, the closer the army gets.

If the PCs spend too much time planning things out or debating the choices, go to Encounter 8.

7b

You were alerted in the night of strange goings on, and have warned the Defenders still in camp. They immediately begin preparations for evacuating the rendezvous. Some of the women and children begin heading out.

As morning approaches, though, it is apparent that all of the families will not be evacuated before dawn. The tribal leaders gather your group in the main tent with them.

Use the remaining tribal leader description shown above in Encounter 7a.

Brim, the leader of one of the larger tribes, has a strained look on his face. "There was treachery about last night! Some of the tribes fled the camp, killing guards, sabotaging equipment, and leaving with the Old One's emissaries. They traveled south, meeting with a large army which is now headed towards us. We're trapped between them and fast moving forces circling around to our rear. To make things worse, traitors appear to be acting as scouts and advising Old Wicked's forces. We need your help! Our forces are weakened with the assassinated guards and the missing tribesmen.

Brim pauses before going on, "Are you willing to aid us? Our people will be slaughtered if we cannot flee deeper into the Fellreev!"

Allow the PC's a moment to respond. If they agree, continue.

"Very good. We need you to stand with our warriors to slow the advancing army...or perhaps deal with some of the creatures that are circling around our encampment. The line of defense is being assembled now. We need every able-bodied warrior we can find to keep the Old One's slime off our backs!"

Ondrish, the leader who spoke last night at the council meeting, puts his hand on Brim's shoulder. "Wait, Brim. Don't force them into a hasty decision." He eases the intense man back a bit and looks at your group. "It is not certain how long we have, really. We are currently organizing an evacuation, but it is difficult with so many people-"

"And they are in the same boat as us!" Brim interrupts. "Look; it's simple. You can stand with us and hold back the forces of the Old One while our families escape, or you can run away to clear a path of retreat for the women and children. A pair of powerful fiends was spotted by some of our scouts just a few minutes ago to the north. I suppose you could even try to sneak away in a different direction on your own...but without your help, people here are going to die!"

The same choices as Encounter 7a, but the PCs have more time available – almost an hour. They can make any preparations they might be able to pull off in that amount of time (such as digging trenches, setting traps, etc.).

Encounter 8: Hold the Line!

As your party is shown your spot in the battle line, you catch glimpses of other hastily assembled bands moving into the woods to your right and left. A heavy rain begins to fall, obscuring vision and making it difficult to see. Distant drums can be heard ahead of you in the pouring rain. Soon after, shouts cut through the surrounding canopy, as others down the battle line point out the approaching soldiers. All that can be done now is to buy as much time as possible for the retreating families behind you.

This is a timed event. It ends when the PCs decide they have held as long as they can. Keep track of the total number of rounds that pass, as this will determine the party's success.

This combat takes place with the following conditions:

Rain (per p. 94 DMG): -4 penalty to Listen, Search, and Spot checks. -4 penalty to ranged weapon attacks. Unprotected flames are extinguished and protected flames (such as lanterns) have a 50% of being extinguished.

Medium Forest (p. 87 DMG): Most of the forest floor is covered with light undergrowth, although there are patches of heavy undergrowth and game runs clear of brush. For details on the effects of undergrowth and trees, refer to the DMG.

Visibility in the forest around the camp is limited to a maximum distance of 160 feet. The approaching army is not hiding as they are moving, so it only requires a DC 16 (due to distance) check to see them at that range. The enemies' Spot check to see the party will depend on whether the PCs are hiding or not (use base DC 0 or the worst PC Hide check +1 per 10 feet to determine if the enemy spots the party at that range). If neither side spots each other, reduce the range by 50 feet each round until one side sees the other. Determine surprise normally.

On the designated rounds (not including the surprise round), place additional forces at the same point as where the first forces were spotted. The result should be waves of forces for the PCs to keep at bay.

APL 2 [EL 5]

☛ Kobolds (8): hp 4 each, see Appendix I.

Plus, Every Other Round:

☛ Kobolds (4): hp 4 each.

APL 4 [EL 7]

☛ Orcs (8): hp 5 each, see Appendix I.

Plus, Every Other Round:

☛ Orcs (4): hp 5 each.

APL 6 [EL 9]

☛ Orc Barbarians (8): hp 13 each, see Appendix I.

☛ Cleric of Iuz: hp 28, see Appendix I.

Plus, Every Other Round:

☛ Orcs Barbarians (4): hp 13 each, see Appendix I.

☛ Cleric of Iuz: hp 28, see Appendix I.

APL 8 [EL 11]

☛ Orc Barbarians (8): hp 28 each, see Appendix I.

Plus on the Third and Seventh Rounds:

☛ Orc Barbarians (3): hp 26 each, see Appendix I.

☛ Cleric of Iuz: hp 36, see Appendix I.

Plus on the Fifth and Ninth Rounds:

👉 **Orc Barbarians (3):** hp 26 each, see Appendix I.

👉 **Mercenary Sorcerer:** hp 34, see Appendix I.

Unknown to both sides, the Druids of the Fellreev have been watching the Defenders' camp and have positioned their own forces. They care only to protect the forest from all interlopers and intruders, but are content to watch unless certain conditions occur. The Druids will begin attacking three rounds after a fire spell has been used in the battle. They will attack the caster of any spells that damaged the forest first, and then broaden to the attacking Iuz forces. The druids will not attack the PCs unless they cast a fire/ forest damaging spell AFTER they have shown up on the battlefield. If a PC tries to interact with the druid, distracting it from its attacks, it will hit the offending PC with a lightning strike for good measure. These are not friends of the PCs, and it should be made apparent. If the Iuz soldiers are wiped out, then the druid will turn his attention on the adventurers. Note that the druids have commanded their animal companions to stay nearby to keep shared spells up on both of them.

Use the below boxed text to help describe the druid's appearance.

The waves of combatants keep coming and coming! Just as you spot some of the Defenders' battle line break and run to your right, something else enters the battlefield. Just ahead of you, a feral-looking human appears, literally stepping out of a tree trunk! Walking out of the same tree just behind him is a massive grizzly bear. The man seems to be of Flan descent, but you can hardly tell that with all of the twigs in his hair. The bestial figure howls at the top of his lungs as he points about indiscriminately, and the forest comes alive around you!

APL 2 [EL 7]

👉 **Fellreev Druid:** hp 56, see Appendix I.

👉 **Animal Companion, Brown Bear:** hp 63, see Appendix I.

APL 4 [EL 9]

👉 **Fellreev Druid:** hp 80, see Appendix I.

👉 **Animal Companion, Brown Bear:** hp 92, see Appendix I.

APL 6 [EL 11]

👉 **Fellreev Druid:** hp 97, see Appendix I.

👉 **Advanced Brown Bear (Animal Companion):** hp 92, see Appendix I.

APL 8 [EL 13]

👉 **Fellreev Druid:** hp 114, see Appendix I.

👉 **Advanced Brown Bear (Animal Companion):** hp 115, see Appendix I.

During combat rounds, make sure to describe the chaos of combat to the PCs' left and right (the other areas of the battle – effectively, the other APLs). Screams and explosions can be heard around the PCs, and this will pick up once the druids show.

At APLs 2-6, an enemy sorcerer nearby (but not attacking the PCs) casts *fireball* during the seventh round, guaranteeing the druid's involvement by the tenth round. At APL 8, the mercenary sorcerer will likely cast *fireball* during his first round of combat (round five).

The druids are not worked into the APL of the combat and are not intended to be fought by the PCs. It should be made clear by the mass devastation around them that fighting them is a bad idea. In fact, PCs that cast fire spells about are well-advised to run immediately when the druid arrives. If they don't, they will be subject to the druid's direct wrath.

If the druid from Encounter 3 survived the combat, feel free to describe him attacking Iuz troops nearby. In any case, it should be clear that these druids are not completely sane, and reasoning with them is an exercise in futility.

For PCs that used influence with the Druids of the Fellreev in Encounter 3, it carries over into this encounter, so long as they don't use area effect spells that cause fires (including using alchemist's fire). They can also choose to use influence now, although they will only be able to protect themselves (and any animal companions, familiars, and cohorts that they have).

The PCs only need to hold off the enemy forces for 10 rounds (a minute) or long enough for the druids to appear (which may be sooner than ten rounds at higher APL tables). With the rain coming down, though, there is no indication of how long they need to keep fighting. Certainly when the druids attack, the PCs can (and should) be leaving the combat. There are a number of other powerful druids in the distance raining death on the enemy. The druids are not interested in talking – even to PC druids. Their anger is apparent and being expressed by *ice storms* and *lightning bolts* pouring from the sky.

When the party has finally had enough and flees, proceed to the Heroic Conclusion.

Encounter 9: Clear The Way!

Quickly and quietly, your party makes its way deeper into the Fellreev. Somewhere ahead of you are

supposed to be a pair of fiendish creatures blocking the Defenders' escape route. This cursed heavy rain that's begun to fall doesn't make identifying shapes among the trees any easier.

This combat takes place with the following conditions:

Rain (per p. 94 DMG): -4 penalty to Listen, Search, and Spot checks. -4 penalty to ranged weapon attacks. Unprotected flames are extinguished and protected flames (such as lanterns) have a 50% of being extinguished.

Medium Forest (p. 87 DMG): Most of the forest floor is covered with light undergrowth, although there are patches of heavy undergrowth and game runs clear of brush. For details on the effects of undergrowth and trees, refer to the DMG.

Visibility in the forest around the camp is limited to a maximum distance of 160 feet. The enemy is attempting to hide as they move, taking a penalty for not moving at half speed.

Have both sides roll a Spot check at 160 feet to determine if either side sees / surprises the other.

The DC to Spot the enemy varies by APL:

- **APL2:** Base DC 13 + 1 per 10 ft.
- **APL4:** Base DC 34* + 1 per 10 ft.
- **APL6:** Base DC 9 + 1 per 10 ft.
- **APL8:** Base DC 17 + 1 per 10 ft.

(*If the PC's are fleeing the camp, rather than helping, the DC to spot the Barghest at APL 4 is 39 + 1 per 10 ft.)

The enemies' Spot check to see the party will depend on whether the PCs are hiding or not (use base DC 0 or the worst PC's Hide check +1 per 10 feet to determine if the enemy spots the party at that range). If neither side spots each other, reduce the range by 50 feet each round until one side sees the other.

If the PCs decided to cut and run in Encounter 7, they only run into a single fiend. The first fiend listed (with the * after the name) is the foe the adventurers face in this case.

APL 2 [EL 5]

☛ **Howler*:** hp 39, see MM pg 155.

☛ **Quasit Rider:** hp 13, see Appendix I.

APL 4 [EL 7]

☛ **Greater Barghest*:** hp 67, see MM pg 23.

☛ **Vorr:** hp 23, see Appendix I.

APL 6 [EL 9]

☛ **Armanite*:** hp 55, see Appendix I.

☛ **Babau:** hp 66, see MM pg 40.

APL 8 [EL 11]

☛ **Piscoloth*:** hp 58, see Appendix I.

☛ **Advanced Babau:** hp 126, see Appendix I.

Tactics and other notes:

APL 2: The quasit will remain invisible and use its mounted combat feat to allow the mount (the howler) to dodge a single blow, with a ride check, each turn.

There is an exotic saddle readily apparent on the howler. With the rain falling, the PCs may be able to spot the invisible quasit (though whether the PCs see him or not, the 50% miss chance still applies while he's still invisible). Give the PCs a Spot check against the quasit's Hide roll. If the quasit stays on the back of the howler, then apply a +5 circumstance bonus to its Hide check. If the quasit flies off the howler's back and has no other concealment (other than the *invisibility*), then there is no bonus applied. There are no other invisibility modifiers applied due to the rain.

APL 4: The barghest has both itself and the vorr covered in an *invisibility sphere*. The barghest will take time to *mass bull's strength* himself and the vorr, and then cast *blink* on himself before throwing a *crushing despair* at the group.

The vorr will stay hidden near the greater barghest and wait for a chance to flank before attacking (and possibly tripping) someone. It will use its shadow abilities to help avoid toe-to-toe combat.

APL 6: If the armanite sees the group before they see it, the tanar'ri will try to summon a mass of dretch. Otherwise, it will move to the best place it can manage to allow for a charge. If the situation allows for it, he will try an overrun / trample.

The babau will hide near the armanite and prepare for a flank (teleporting from hiding, if need be). If it doesn't need to move more than 5 ft. in a round, it will attempt to summon another babau while still hiding.

If the babau attacks a prone PC (such as one knocked down from the armanite), then it will power attack with its full bonus.

APL 8: The piscoloth will attack using most of its magical abilities from hiding, if it can. It will first throw a stinking cloud on the front of the adventurers' group, and then begin to summon yugoloths each round, while still hiding.

The advanced babau will stay near the piscoloth, delaying for a flank attack. If it doesn't need to move more than 5 feet in a round, it will attempt to summon another babau while still hiding (this babau will not be advanced, however).

When the party finishes, go to the **Heroic Conclusion** if they fought both fiends. Use the **Not-so-heroic Conclusion** if they fled the battle, fighting only the single fiend.

Heroic Conclusion

You watch as the scattered Defenders flee deeper into the Fellreev. Though the Defenders have suffered a terrible blow, the remaining tribes have been saved.

Several days later, you meet with the tribal elders, who applaud your efforts on their behalf and now consider you to be honored brothers and tribesmen.

Ondrish offers you his own battle-worn gauntlets in appreciation of your efforts. "They are magical, and they will certainly aid you in any future battles you may have with the Old One."

The magical gauntlets are *gloves of fortunate striking*. In addition, PCs that are members of the Defenders of Greenkeep metaorg will be privately approached and offered a good luck charm (an *amulet of fortune prevailing*). PCs that are members of the Druids of the Fellreev metaorg will meet an agent of their group shortly after the adventure and be offered a magical ring (*of animal friendship*), in appreciation for any assistance they may have given in getting the Old One's forces out of the forest, assuming they did not personally attack any Fellreev druids during the scenario.

Heroes will also be awarded influence with the Defenders – one influence point for clearing a path in "Clear the Way" and two influence points for remaining behind in "Hold the Line".

Make sure to cross out any items the PCs don't currently have access to (for example, if PCs later in their career join the Fellreev Druids, they will not 'suddenly' gain access to the *ring of animal friendship*).

Not-so-heroic Conclusion

You flee through the forest, having difficulty escaping the encircling army. Ignoring the screams and cries for help, you are able to fight your way free of the battle. As the day winds on, you encounter pockets of survivors that can recount horror stories of the attack and the decimation of the Defenders' ranks. One of the remaining council leaders spots you, angrily cursing you as cowards and swearing that you are no longer welcome in the company of the Defenders.

Characters that choose the not-so-heroic flight receive 'Enmity of the Defenders.'

Make sure to cross out any items the PCs don't currently have access to.

Captured! Conclusion

Spending time being questioned by orcs is not your favorite thing, but it's better than the whipping you received most of the previous night. Your questioners have been asking you about the escaping tribesmen, and there is little truth you can tell them. Luckily, you know when to spill your guts, and when to keep quiet. Once they're through with you, they release you along the southern edge of the forest. Perhaps the time spent under the knife is better than what some of the Defenders of Greenkeep got...

PCs captured by forces of Iuz spend an additional 2 TUs while being held and 'questioned' by the soldiers.

Make sure to cross out any items the PCs don't currently have access to.

Experience Point Summary

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

Encounter 1: Ambush!

Defeating the bandits.

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 330 xp.

Encounter 3: Mistaken Identity

Defeating the guards.

APL2 90 xp; APL4 150 xp; APL6 210 xp;

APL8 270 xp.

~or~

Helping the Defenders against the Druid.

APL2 90 xp; APL4 150 xp; APL6 210 xp;

APL8 270 xp.

Encounter 5: The Council of Elders

Lowering the influence gained by the Emissary.

APL2 30 xp; APL4 60 xp; APL6 90 xp;

APL8 120 xp.

Encounter 7: Hold the Line!...

Holding the line against the invaders:

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 330 xp.

Encounter 8: Clear the Way!

Defeating both fiends

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp.

~or~

Defeating only one fiend (if fleeing)
APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 270 xp.

Discretionary roleplaying award

APL2 30 xp; APL4 30 xp; APL6 30 xp;
APL8 30 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1,125 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: Ambush!

APL 2: L: 82 gp; C: 9 gp; M: *potion of cure light wounds* (4 gp), *elixir of hiding* (20 gp), *scroll of silent image* (2 @ 2 gp each), *Liyend's Spellbook Vol. I* (241 gp).

APL 4: L: 53 gp; C: 11 gp; M: *+1 composite longbow (+1)* (208 gp), *potion of cure light wounds* (2 @ 4 gp each), *elixir of hiding* (20 gp), *boots of elvenkind* (208 gp), *scroll of rope trick* (12 gp), *scroll of silent image* (2 @ 2 gp), *Liyend's Spellbook Vol. I* (241 gp).

APL 6: L: 41 gp; C: 14 gp; M: *+1 composite longbow (+2)* (216 gp), *potion of cure light wounds* (2 @ 4 gp each), *elixir of hiding* (20 gp), *boots of elvenkind* (208 gp), *+1 chain shirt* (104 gp), *slaying arrow (orc)* (190 gp), *scroll of fireball* (31 gp), *scroll of rope trick* (12 gp), *scroll of silent image* (2 @ 2 gp), *cloak of resistance +2* (333 gp), *Liyend's Spellbook Vol. I* (241 gp), *Liyend's Spellbook Vol. II* (258 gp).

APL 8: L: 41 gp; C: 14 gp; M: *+1 shocking composite longbow (+2)* (716 gp), *potion of cure light wounds* (2 @ 4 gp each), *elixir of hiding* (20 gp), *boots of elvenkind* (208 gp), *+2 chain shirt* (354 gp), *slaying arrow (orc)* (190 gp), *scroll of fireball* (31 gp), *scroll of rope trick* (12 gp), *scroll of silent image* (2 @ 2 gp), *cloak of resistance +2* (333 gp), *Liyend's Spellbook Vol. I* (241 gp), *Liyend's Spellbook Vol. II* (258 gp).

Encounter Three: Mistaken Identity

APL 2: L: 2 gp; C: 6 gp; M: *brooch of shielding* (125 gp), *+1 hide armor* (97 gp).

APL 4: L: 2 gp; C: 10 gp; M: *brooch of shielding* (125 gp), *+1 hide armor* (97 gp), *dust of tracelessness* (20 gp), *bag of tricks (gray)* (75 gp).

APL 6: L: 2 gp; C: 10 gp; M: *brooch of shielding* (125 gp), *+1 hide armor* (97 gp), *dust of tracelessness* (20 gp), *bag of tricks (rust)* (250 gp).

APL 8: L: 2 gp; C: 10 gp; M: *brooch of shielding* (125 gp), *+2 hide armor* (347 gp), *dust of tracelessness* (20 gp), *bag of tricks (rust)* (250 gp).

Total Possible Treasure

APL 2: L: 84 gp; C: 15 gp; M: 491 gp - Total: 590 gp (Max 450 gp)

APL 4: L: 55 gp; C: 21 gp; M: 1018 gp - Total: 1094 gp (Max 650 gp)

APL 6: L: 43 gp; C: 24 gp; M: 2117 gp - Total: 2184 gp
(Max 900 gp)

APL 8: L: 43 gp; C: 24 gp; M: 3117 gp - Total: 3184 gp
(Max 1300 gp)

Special

Hardened in Battle

Due to the harrowing experience the hero went through in aiding the Defenders of Greenkeep, the PC now has access to one of the following feats from the Miniatures Handbook. Circle the feat access gained:

Second Wind (for PCs in “Hold the Line!”)

or

Danger Sense (for PCs in “Clear the Way!”)

Influence with the Defenders

Due to the assistance the PCs provided the Defenders of Greenkeep, they have earned one or two influence points. Check thru points not awarded or as used. [][]

Sent to the Silver Mines

Due to your foolish actions at the military encampment, you were captured and sent to work the silver mines. You spend 10 TUs laboring before you manage to free yourself, but gain Whip Scars during your servitude (increasing your Wanted score by one).

Enmity of the Defenders

Due to your flight at their hour of need, you have earned the enmity of the Defenders of Greenkeep. Members of the organization are exiled and other PCs are not permitted to join the Defenders of Greenkeep until the enmity is removed (by spending 4 IPs with the Defenders). While in effect, the enmity gives the PC a -4 circumstance penalty to any Charisma-based checks with members of the Defenders of Greenkeep.

Liyend's Spellbook Volume I

Spellbook: 0—[*all cantrips from the PHB, excluding enchantments and necromancy*]; 1st—[*expeditious retreat, mage armor, magic missile, silent image, shield, Tenser's floating disk, ventriloquism*]; 2nd—[*hypnotic pattern, invisibility, rope trick*] (29 pages used; Value 1,450 gp)

Liyend's Spellbook Volume II

Spellbook: 2nd—[*minor image, scorching ray*]; 3rd—[*displacement, fireball, lightning bolt, major image, slow*]; 4th—[*dimension door, greater invisibility, phantasmal killer*]. (31 pages used; Value 1,550 gp)

Items for the Adventure Record

Item Access

APL 2:

elixir of hiding (Adventure, DMG)

brooch of shielding (Adventure, DMG)

Liyend's Spellbook Vol I. (Adventure, see above)

gloves of fortunate striking (Adventure, MH)

amulet of fortune prevailing (Regional, MH)

ring of animal friendship (Regional, DMG)

APL 4: (All of APL 2 plus the following)

bag of tricks (gray) (Adventure, DMG)

boots of elvenkind (Adventure, DMG)

dust of tracelessness (Adventure, DMG)

APL 6: (All of APLs 2-4 plus the following)

slaying arrow (orc) (Adventure, DMG)

cloak of resistance +2 (Adventure, DMG)

bag of tricks (rust) (Adventure, DMG)

Liyend's Spellbook Vol II. (Adventure, see above)

APL 8: (All of APLs 2-6 plus the following)

+1 shock composite longbow (+2) (Adventure, DMG)

+2 chain shirt (Adventure, DMG)

+2 hide armor (Adventure, DMG)

Appendix I: Encounters

Encounter 1:

APL 2:

☛ **Yisan Kyavi:** Male Wood Elf Ftr1/Rgr2; CR 3; Medium Humanoid (elf); HD 1d10+2d8; hp 16; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; BA/G +3/+4; Atk +5 melee (1d8+1 [19-20/x2], longsword) or +7 ranged (1d8+1 [x3], comp. longbow); Full Att +5 melee (1d8+1 [19-20/x2], longsword) or +7 ranged (1d8+1 [x3], comp. longbow); SA Favored enemy (humanoids (human) +2); SQ immunity to *sleep*, low-light vision, wild empathy; AL CN; SV Fort +5, Ref +5, Will -1 (+1 vs enchantments); Str 13, Dex 15, Con 10, Int 8, Wis 9, Cha 6.

Skills and Feats: Speak Languages (Common, Elven), Craft (Bowmaking) +4, Hide +8, Knowledge (Religion) +1, Listen +3, Move Silently +8, Search +1, Spot +4; Improved Initiative, Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: Chain shirt, silver dagger, masterwork long sword, masterwork composite longbow, arrows (50), *potion of cure light wounds*, *elixir of hiding*, *everburning torch*.

Physical Description: A short elf, Yisan seems at home in the woods, dressed in greens and browns. Wearing a chain shirt and heavy leather boots, he keeps his identity a mystery by covering his face with a cloth mask. His sure grip on his bow reveals his practiced comfort with the weapon.

☛ **Liyend:** Male Gnome Ill1; CR 1; Small Humanoid (gnome); HD 1d4+2; hp 5; Init +0; Spd 20 ft.; AC 15 (touch 11, flat-footed 15) [+1 size, +4 *mage armor*]; BA/G +0/-6; Atk -1 melee (1d3-2 [19-20/x2], dagger) or +1 ranged (1d6 [19-20/x2], light crossbow); Full Att -1 melee (1d3-2 [19-20/x2], dagger) or +1 ranged (1d6 [19-20/x2], light crossbow); SA Spells, spell-like abilities; SQ Low-light vision, resistance to illusion (+2); AL NE; SV Fort +2, Ref +0, Will +1; Str 7, Dex 11, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Speak Languages (Common, Elf, Gnome), Concentration +6, Hide +5, Knowledge (Arcane) +2, Knowledge (Nature) +2, Listen +1, Move Silently +1, Spellcraft +3; Scribe Scrolls, Spell Focus (illusion).

Spell-like Abilities (Sp): 1/day—*dancing lights*, *ghost sound* (DC 10), *prestidigitation*, *speak w/ animals (burrowing mammals only)*. Caster level 1st.

Spells Prepared (3/3; base DC = 11 + spell level, **illusion DC 13 + spell level**): 0—[*acid splash*, *ray of*

frost (2), 1st—~~*mage armor*~~, *magic missile*, *silent image*].

Spellbook: 0—[*all cantrips except Enchantment and Necromancy spells*]; 1st—[*expeditious retreat*, *mage armor*, *magic missile*, *silent image*, *shield*], Barred Schools: Enchantment and Necromancy.

Active spells: *mage armor*.

Possessions: Light crossbow, bolts (10), *scroll of silent image* (2), dagger (2), spell component pouch.

Physical Description: Although he is the size of a human child, Liyend's compact build, dark tanned skin, and large eyes reveal him as something more. He has a bald head and only a small tuft of a beard on his chin.

APL 4:

☛ **Yisan Kyavi:** Male Wood Elf Ftr2/Rgr3/OotB11; CR 6; Medium Humanoid (elf); HD 2d10+4d8; hp 29; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 chain shirt]; BA/G +6/+7; Atk +8 melee (1d8+1 [19-20/x2], longsword) or +12 ranged (1d8+2 [x3], longbow); Full Att +8/+3 melee (1d8+1 [19-20/x2], longsword) or +12/+7 (1d8+2 [x3], longbow); SA Favored enemy (humanoids (human) +2), ranged precision +1d8, wild empathy; SQ Immunity to *sleep*, low-light vision; AL CN; SV Fort +6, Ref +8, Will +4 (+6 against enchantments); Str 13, Dex 16, Con 10, Int 8, Wis 9, Cha 6.

Skills and Feats: Speak Languages (Common, Elf), Climb +2, Craft (bow-making) +4, Hide +11, Knowledge (religion) +1, Listen +4, Move Silently +16, Search +1, Spot +5; Endurance, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing extra +1d8 damage. When making this attack, the initiate must be within 30 ft. of his target. Any items that protect a creature from critical hits (such as armor with the fortification ability) also protect a creature from the extra damage.

Unlike a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): This archer can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Possessions: Masterwork chain shirt, +1 composite longbow (+1), arrows (50), silver dagger, masterwork long sword, *boots of elvenkind*, *potion of cure light wounds* (2), *elixir of hiding*, *everburning torch*.

Physical Description: A short elf, Yisan seems at home in the woods, dressed in greens and browns. Wearing a chain shirt and heavy leather boots, he keeps his identity a mystery by covering his face with a cloth mask. His sure grip on his bow reveals his practiced comfort with the weapon.

☛ **Liyend:** Male Gnome Ill3; CR 3; Small Humanoid (gnome); HD 3d4+6; hp 13; Init +0; Spd 20 ft.; AC 15 (touch 11, flat-footed 15) [+1 size, +4 *mage armor*]; BA/G +1/-5; Atk +0 melee (1d3-2, dagger) or +2 ranged (1d6 [19-20/x2], light crossbow); Full Att +0 melee (1d3-2 [19-20/x2], dagger) or +2 (1d6 [19-20/x2], light crossbow); SA Spells, spell-like abilities; SQ Low-light vision, resistance to illusion (+2); AL NE; SV Fort +3, Ref +1, Will +2; Str 7, Dex 11, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Speak Languages (Common, Elf, Gnome), Concentration +8, Hide +5, Knowledge (arcane) +2, Knowledge (geography) +2, Knowledge (nature) +2, Listen +1, Move Silently +1, Spellcraft +6; Greater Spell Focus (illusion), Scribe Scrolls, Spell Focus (illusion).

Spell-like Abilities (Sp): 1/day—*dancing lights*, *ghost sound* (DC 10), *prestidigitation*, *speak w/ animals* (*burrowing mammals only*). Caster level 1st.

Spells Prepared (4/4/2; base DC = 11 + spell level, **illusion DC 14 + spell level**): 0—*acid splash* (2), *ray of frost* (2); 1st—~~*mage armor*~~, *magic missile* (2), ***silent image***; 2nd—***hypnotic pattern***, ***invisibility***.

Spellbook: 0—[*all cantrips except Enchantment and Necromancy spells*]; 1st—*expeditious retreat*, *mage armor*, *magic missile*, *silent image*, *shield*, *Tenser's floating disk*, *ventriloquism*; 2nd—*hypnotic pattern*, *invisibility*, *rope trick*, Barred Schools: Enchantment and Necromancy.

Active spells: *mage armor*.

Possessions: Light crossbow, bolts (10), *scroll of rope trick*, *scroll of silent image* (2), dagger (2), spell component pouch.

Physical Description: Although he is the size of a human child, Liyend's compact build, dark tanned skin, and large eyes reveal him as something more. He has a bald head and only a small tuft of a beard on his chin.

APL 6:

☛ **Yisan Kyavi:** Male Wood Elf Ftr2/Rgr3/OotBI 3; CR 8; Medium Humanoid (elf); HD 2d10+6d8; hp 38; Init +7; Spd 30 ft.; AC 18 (touch 14, flat-footed 17) [+3

Dex, +5 chain shirt]; BA/G +8/+10; Atk +11 melee (1d8+2 [19-20/x2], longsword) or +13 ranged (1d8+3 [x3], +1 longbow); Full Att +11/+6 melee (1d8+2 [19-20/x2], longsword) or +13/+8 (1d8+3 [x3], longbow); SA Close combat shot, favored enemy (humanoid (human) +2), ranged precision +2d8, wild empathy; SQ Immunity to *sleep*, low-light vision; AL CN; SV Fort +7, Ref +9, Will +5 (+7 against enchantment); Str 14, Dex 16, Con 10, Int 8, Wis 9, Cha 6.

Skills and Feats: Speak Languages (Common, Elf), Climb +3, Craft (bow-making) +4, Hide +12, Knowledge (religion) +1, Listen +4, Move Silently +17, Search +1, Spot +5, Tumble +5; Endurance, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing extra +2d8 damage. When making this attack, the initiate must be within 30 ft. of his target. Any items that protect a creature from critical hits (such as armor with the fortification ability) also protect a creature from the extra damage.

Unlike a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): This archer can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Possessions: +1 chain shirt, +1 composite longbow (+2), arrows (50), silver dagger, masterwork long sword, *boots of elvenkind*, *potion of cure light wounds* (2), *elixir of hiding*, *everburning torch*, *slaying arrow* (orc).

Physical Description: A short elf, Yisan seems at home in the woods, dressed in greens and browns. Wearing a chain shirt and heavy leather boots, he keeps his identity a mystery by covering his face with a cloth mask. His sure grip on his bow reveals his practiced comfort with the weapon.

☛ **Liyend:** Male Gnome Ill5; CR 5; Small Humanoid (gnome); HD 5d4+10; hp 22; Init +0; Spd 20 ft.; AC 15 (touch 11, flat-footed 15) [+1 size, +4 *mage armor*]; BA/G +2/-4; Atk +1 melee (1d3-2 [19-20/x2], dagger) or +3 ranged (1d6 [19-20/x2], light crossbow); Full Att +1 melee (1d3-2 [19-20/x2], dagger) or +3 (1d6 [19-20/x2], light crossbow); SA Spells, spell-like abilities; SQ Low-light vision, resistance to illusion (+2); AL NE; SV Fort +5, Ref +3, Will +5; Str 7, Dex 11, Con 14, Int 14, Wis 8, Cha 10.

Skills and Feats: Speak Languages (Common, Elf, Gnome, Halfling), Concentration +10, Hide +5, Knowledge (arcane) +3, Knowledge (geography) +4, Knowledge (local) +4, Knowledge (nature) +3, Listen +1, Move Silently +1, Spellcraft +8; Greater Spell Focus (illusion), Scribe Scrolls, Silent Spell, Spell Focus (illusion).

Spell-like Abilities (Sp): 1/day—*dancing lights, ghost sound* (DC 10), *prestidigitation, speak w/ animals (burrowing mammals only)*. Caster level 1st.

Spells Prepared (4/5/4/2; base DC = 12 + spell level, **illusion DC 15 + spell level**): 0—*acid splash* (2), *ray of frost* (2), 1st—~~mage armor~~, *magic missile* (3), **silent image**, 2nd—**hypnotic pattern, invisibility, mirror image, shield (silenced)**, 3rd—**hypnotic pattern (silenced)**, *slow*.

Spellbook: 0—[*all cantrips except Enchantment and Necromancy spells*]; 1st—*expeditious retreat, mage armor, magic missile, silent image, shield, Tenser's floating disk, ventriloquism*; 2nd—*hypnotic pattern, invisibility, minor image, rope trick, scorching ray*; 3rd—*fireball, major image, slow*; Barred Schools: Enchantment and Necromancy.

Active spells: *mage armor*.

Possessions: Light crossbow, bolts (10), *scroll of fireball, scroll of rope trick, scroll of silent image* (2), dagger (2), spell component pouch, *cloak of resistance +2*.

Physical Description: Although he is the size of a human child, Liyend's compact build, dark tanned skin, and large eyes reveal him as something more. He has a bald head and only a small tuft of a beard on his chin.

APL 8:

➤ **Yisan Kyavi:** Male Wood Elf Ftr2/Rgr3/OotBI5; CR 10; Medium Humanoid (elf); HD 2d10+8d8; hp 47; Init +7; Spd 30 ft.; AC 19 (touch 14, flat-footed 17) [+3 Dex, +6 chain shirt]; BA/G +10/+12; Atk +13 melee (1d8+2 [19-20/x2], longsword) or +16 ranged (1d8+3 [x3] +1d6 [electricity], longbow); Full Att +13/+8 melee (1d8+2 [19-20/x2], longsword) or +16/+11 (1d8+3 plus 1d6 electricity [x3], +1 *shocking longbow*); SA Close combat shot, favored enemy (humanoid (human) +2), ranged precision +3d8, wild empathy; SQ Immunity to *sleep*, low-light vision; AL CN; SV Fort +8, Ref +10, Will +5 (+7 against enchantments); Str 14, Dex 16, Con 10, Int 8, Wis 9, Cha 6.

Skills and Feats: Speak Languages (Common, Elf), Climb +4, Craft (bow-making) +4, Hide +12, Knowledge (religion) +1, Listen +5, Move Silently +17, Search +1, Spot +5, Tumble +5; Endurance, Greater Weapon Focus (compound longbow), Improved Critical (composite longbow), Improved Initiative,

Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing extra +3d8 damage. When making this attack, the initiate must be within 30 ft. of his target. Any items that protect a creature from critical hits (such as armor with the fortification ability) also protect a creature from the extra damage.

Unlike a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): This archer can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Possessions: +2 *chain shirt*, +1 *shocking composite longbow* (+2), arrows (50), silver dagger, masterwork long sword, *boots of elvenkind, potion of cure light wounds* (2), *elixir of hiding, everburning torch, slaying arrow (orc)*.

Physical Description: A short elf, Yisan seems at home in the woods, dressed in greens and browns. Wearing a chain shirt and heavy leather boots, he keeps his identity a mystery by covering his face with a cloth mask. His sure grip on his bow reveals his practiced comfort with the weapon.

➤ **Liyend:** Male Gnome Ill7; CR 7; Small Humanoid (gnome); HD 7d4+14; hp 31; Init +0; Spd 20 ft.; AC 15 (touch 11, flat-footed 15) [+1 size, +4 *mage armor*]; BA/G +3/-3; Atk +2 melee (1d3-2 [19-20/x2], dagger) or +4 ranged (1d6 [19-20/x2], light crossbow); Full Att +2 melee (1d3-2 [19-20/x2], dagger) or +4 (1d6 [19-20/x2], light crossbow); SA Spells, spell-like abilities; SQ Low-light vision, resistance to illusion (+2); AL NE; SV Fort +6, Ref +6, Will +6; Str 7, Dex 11, Con 14, Int 14, Wis 8, Cha 10.

Skills and Feats: Speak Languages (Common, Elf, Gnome, Halfling), Concentration +12, Hide +5, Knowledge (arcane) +6, Knowledge (geography) +4, Knowledge (local) +3, Knowledge (nature) +3, Listen +1, Lightning Reflexes, Move Silently +1, Spellcraft +10; Greater Spell Focus (illusion), Scribe Scrolls, Silent Spell, Spell Focus (illusion).

Spell-like Abilities (Sp): 1/day—*dancing lights, ghost sound* (DC 10), *prestidigitation, speak w/ animals (burrowing mammals only)*. Caster level 1st.

Spells Prepared (4/6/5/3/2; base DC = 12 + spell level, **illusion DC 15 + spell level**): 0—*acid splash* (2), *ray of frost* (2), *read magic*; 1st—*expeditious retreat*,

~~mage armor~~, *magic missile* (3), **silent image**, 2nd—**hypnotic pattern**, **invisibility**, **mirror image**, *scorching ray*, *shield* (silenced), 3rd—*fireball*, **hypnotic pattern** (silenced), *slow*; 4th—**greater invisibility**, **phantasmal killer**.

Spellbook: 0—[all cantrips except *Enchantment and Necromancy spells*]; 1st—*expeditious retreat*, *mage armor*, *magic missile*, *silent image*, *shield*, *Tenser's floating disk*, *ventriloquism*; 2nd—*hypnotic pattern*, *invisibility*, *minor image*, *rope trick*, *scorching ray*; 3rd—*displacement*, *fireball*, *lightning bolt*, *major image*, *slow*; 4th—*dimension door*, *greater invisibility*, *phantasmal killer*; Barred Schools: *Enchantment and Necromancy*.

Active spells: *mage armor*.

Possessions: Light crossbow, bolts (10), *scroll of fireball*, *scroll of rope trick*, *scroll of silent image* (2), dagger (2), spell component pouch, *cloak of resistance* +2.

Physical Description: Although he is the size of a human child, Liyend's compact build, dark tanned skin, and large eyes reveal him as something more. He has a bald head and only a small tuft of a beard on his chin.

Encounter 3:

APL 2:

The Guardsmen

☛ **Human Defender (Warrior)**: Male Human War1; CR 1/2; Medium Humanoid (human); HD 1d10+1; hp 7; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; BA/G +1/+1; Atk +1 melee (1d6 [19-20/x2], shortsword) or +2 ranged (1d6 [x3], shortbow); Full Att +1 melee (1d6 [19-20/x2], shortsword) or +2 ranged (1d6 [x3], shortbow); AL NG; SV Fort +3, Ref +1, Will +0; Str 10, Dex 13, Con 13, Int 9, Wis 10, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +1, Handle Animal +1, Listen +3, Spot +3, Swim +1; Alertness, Point Blank Shot.

Possessions: Leather armor, shortbow, arrows (20), short sword, dagger, manacles (4), 50 ft. rope.

Physical Description: This human appears to have lived in the forest a little too long. His hair is a bit unkempt, and he hasn't shaved in a few weeks. His leather armor and shortbow are in good working order, however. The man looks sharp-eyed with a suspicious stare.

☛ **Human Defender (Ranger)**: Male Human Rgr3; CR 3; Medium Humanoid (human); HD 3d8; hp 14; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1

Dex, +4 chain shirt]; BA/G +3/+4; Atk +4 melee (1d6+1 [19-20/x2], shortsword) or +5 ranged (1d6+1 [x3], shortbow); Full Att +4 melee (1d6+1 [19-20/x2], shortsword) or +5 ranged (1d6+1 [x3], shortbow); SA Favored enemy (humanoid (elf) +2); SQ Wild empathy; AL CG; SV Fort +3, Ref +4, Will +1; Str 12, Dex 13, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +4, Hide +5, Knowledge (Geography) +1, Knowledge (Nature) +3, Listen +4, Move Silently +5, Search +4, Spot +5, Survival +5 (+7 when following tracks), Use Rope +3; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (shortbow).

Possessions: Composite shortbow, chain shirt, short sword, dagger, arrows (20), manacles (4), 50 ft. rope.

Physical Description: This wilderness warrior looks completely at home in the Fellreev. His clothing matches the forest canopy with a mixture of greens and browns. Even his armor is barely visible as a small glimpse of a chain shirt under his all-weather cloak. His compound shortbow shows him to be a strong man.

The Fellreev Druid

☛ **Beschel**: Male Human Drd4; CR 4; Medium Humanoid (human); HD 4d8+7; hp 25; Init +4; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) [+4 hide, +2 natural]; BA/G +3/+4; Atk +4 melee (1d6+1 [18-20/x2], scimitar) or +2 ranged (1d4+1 [19-20/x2], dagger); Full Att +4 melee (1d6+1 [18-20/x2], scimitar) or +2 ranged (1d4+1 [19-20/x2], dagger); SA Spells, spontaneous casting (summon nature's ally); SQ Animal companion, nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; AL N; SV Fort +5, Ref +0, Will +6; Str 13, Dex 8, Con 12, Int 8, Wis 14, Cha 9.

Skills and Feats: Speak Languages (Common, Druidic), Climb +3, Concentration +7, Handle Animal +3, Knowledge (Nature) +4, Listen +5, Spot +5, Survival +9; Combat Casting, Improved Initiative, Toughness.

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—[*cure minor wounds*, *cure minor wounds*, *guidance*, *know direction*, *light*]; 1st—[*entangle*, ~~*longstrider*~~, *produce flame*, *produce flame*]; 2nd—[~~*barkskin*~~, *chill metal*, ~~*tree shape*~~].

Active spells: *barkskin*, *longstrider*, *tree shape*.

Possessions: *Brooch of shielding*, +1 *hide armor*, scimitar, dagger (2), mistletoe and holly, spell component pouch.

Physical Description: This wild man looks comfortable hanging from his tree limbs. He wears multiple layers of animal furs, and his hair is tangled

with grass and tree branches. The few teeth that he has are bent and broken.

Druid's Powered-Down Suite (minus *barkskin*, *longstrider*): Spd 20 ft.; AC 14 (touch 10, flat-footed 14) [+4 hide].

APL 4:

The Guardsmen

☛ **Human Defender (fighter):** Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10+2; hp 13; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; BA/G +2/+2; Atk +2 melee (1d6 [19-20/x2], shortsword) or +5 ranged (1d6 [x3], shortbow); Full Att +2 melee (1d6 [19-20/x2], shortsword) or +5 ranged (1d6 [x3], shortbow); AL NG; SV Fort +4, Ref +1, Will +0; Str 10, Dex 13, Con 13, Int 9, Wis 10, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +2, Handle Animal +2, Listen +3, Spot +3, Swim +1; Alertness, Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Possessions: +1 *leather armor*, masterwork shortbow, arrows (20), short sword, dagger, manacles (4), 50 ft. rope.

Physical Description: This human appears to have lived in the forest a little too long. His hair is a bit unkempt, and he hasn't shaved in a few weeks. His leather armor and shortbow are in good working order, however. The man looks sharp-eyed with a suspicious stare.

☛ **Human Defender (ranger):** Male Human Rgr4; CR 4; Medium Humanoid (human); HD 4d8; hp 18; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 chain shirt]; BA/G +4/+5; Atk +5 melee (1d6+1 [19-20/x2], shortsword) or +8 ranged (1d6+1 [x3], shortbow); Full Att +5 melee (1d6+1 [19-20/x2], shortsword) or +8 (1d6+1 [x3], shortbow); SA Favored enemy (humanoid (elf) +2), wild empathy; SQ Animal companion; AL CG; SV Fort +4, Ref +5, Will +1; Str 12, Dex 14, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +4, Hide +5, Knowledge (geography) +2, Knowledge (local) +1, Knowledge (nature) +3, Listen +5, Move Silently +5, Rope Use +3, Search +4, Spot +6, Survival +6 (+8 when following tracks); Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite shortbow).

Possessions: Masterwork composite shortbow, arrows (20), +1 *chain shirt*, short sword, dagger, manacles (4), 50 ft. rope.

Physical Description: This wilderness warrior looks completely at home in the Fellreev. His clothing matches the forest canopy with a mixture of greens and

browns. Even his armor is barely visible as a small glimpse of a chain shirt under his all-weather cloak. His compound shortbow shows him to be a strong man.

The Fellreev Druid

☛ **Beschel:** Male Human Drd4; CR 4; Medium Humanoid; HD 4d8+7; hp 25; Init +4; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) [+4 hide armor, +2 natural]; BA/G +3/+4; Atk +4 melee (1d6+1 [18-20/x2], scimitar) or +2 ranged (1d4+1 [19-20/x2], dagger); Full Att +4 melee (1d6+1 [18-20/x2], scimitar) or +2 ranged (1d4+1 [19-20/x2], dagger); SA Spells, spontaneous casting, wild empathy; SQ Animal companion, nature sense, resist nature's lure, trackless step, woodland stride; AL N; SV Fort +5, Ref +0, Will +6; Str 13, Dex 8, Con 12, Int 8, Wis 14, Cha 9.

Skills and Feats: Speak Languages (Common, Druidic), Climb +3, Concentration +7, Handle Animal +3, Knowledge (Nature) +4, Listen +5, Spot +5, Survival +9; Combat Casting, Improved Initiative, Toughness.

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*cure minor wounds* (2), *guidance*, *know direction*, *light*; 1st—*entangle*, *longstrider*, *produce flame* (2); 2nd—*barkskin*, *chill metal*, *tree shape*

Active spells: *barkskin*, *longstrider*, *tree shape*.

Possessions: *brooch of shielding*, +1 *hide armor*, scimitar, dagger (2), mistletoe and holly, spell component pouch, *dust of tracelessness*, *bag of tricks* (gray).

Physical Description: This wild man looks comfortable hanging from his tree limbs. He wears multiple layers of animal furs, and his hair is tangled with grass and tree branches. The few teeth that he has are bent and broken.

Druid's Powered-Down Suite (minus *barkskin*, *longstrider*): Spd 20 ft.; AC 14 (touch 10, flat-footed 14) [+4 hide].

APL 6:

The Guardsmen

☛ **Human Defender (fighter):** Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 30, 35; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +3 armor]; BA/G +4/+4; Atk +4 melee (1d6 [19-20/x2], shortsword) or +7 ranged (1d6+1 [x3], shortbow); Full Att +4 melee (1d6 [19-20/x2], shortsword) or +7 ranged (1d6+1 [x3], shortbow); AL NG; SV Fort +6, Ref +2, Will +1; Str 10, Dex 13, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +4, Handle Animal +2, Jump +2, Listen +3, Spot

+3, Swim +1; Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: +1 leather armor, +1 shortbow, arrows (20), short sword, dagger, manacles (4), 50 ft. rope.

Physical Description: This human appears to have lived in the forest a little too long. His hair is a bit unkempt, and he hasn't shaved in a few weeks. His leather armor and shortbow are in good working order, however. The man looks sharp-eyed with a suspicious stare.

☛ **Human Defender (ranger):** Male Human Rgr4; CR 4; Medium Humanoid (human); HD 4d8; hp 18; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 chain shirt]; BA/G +4/+5; Atk +5 melee (1d6+1 [19-20/x2], shortsword) or +8 ranged (1d6+1 [x3], shortbow); Full Att +5 melee (1d6+1 [19-20/x2], shortsword) or +8 (1d6+1 [x3], shortbow); SA Favored enemy (humanoid (elf) +2), wild empathy; SQ Animal companion; AL CG; SV Fort +4, Ref +5, Will +1; Str 12, Dex 14, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +4, Hide +5, Knowledge (geography) +2, Knowledge (local) +1, Knowledge (nature) +3, Listen +5, Move Silently +5, Rope Use +3, Search +4, Spot +6, Survival +6 (+8 when following tracks); Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite shortbow).

Possessions: Masterwork composite shortbow, arrows (20), +1 chain shirt, short sword, dagger, manacles (4), 50 ft. rope.

Physical Description: This wilderness warrior looks completely at home in the Fellreev. His clothing matches the forest canopy with a mixture of greens and browns. Even his armor is barely visible as a small glimpse of a chain shirt under his all-weather cloak. His compound shortbow shows him to be a strong man.

The Fellreev Druid

☛ **Beschel:** Male Human Drd6; CR 6; Medium Humanoid (human); HD 6d8+9; hp 36; Init +4; Spd 30 ft.; AC 17 (touch 10, flat-footed 17) [+4 hide armor, +3 natural]; BA/G +4/+5; Atk +5 melee (1d6+1 [18-20/x2], scimitar) or +3 ranged (1d4+1 [19-20/x2], dagger); Full Att +5 melee (1d6+1 [18-20/x2], scimitar) or +3 ranged (1d4+1 [19-20/x2], dagger); SA Spells, spontaneous casting, wild empathy; SQ Animal companion, nature sense, resist nature's lure, trackless step, woodland stride, wild shape (3/day); AL N; SV Fort +6, Ref +1, Will +7; Str 13, Dex 8, Con 12, Int 8, Wis 14, Cha 9.

Skills and Feats: Speak Languages (Common, Druidic), Climb +3, Concentration +9, Handle Animal +6, Knowledge (nature) +4, Listen +6, Spot +6, Survival

+10; Augment Summoning, Combat Casting, Improved Initiative, Toughness.

Spells Prepared (5/4/4/2; base DC = 12 + spell level): 0—*cure minor wounds* (2), *guidance*, *know direction*, *light*; 1st—*faerie fire*, *entangle*, ~~*longstrider*~~, *produce flame*; 2nd—~~*barkskin*~~ (2), *chill metal*, ~~*tree shape*~~; 3rd—~~*speak with plants*~~, *spike growth*.

Active spells: *barkskin*, *longstrider*, *speak with plants*, *tree shape*.

Possessions: brooch of shielding, +1 hide armor, scimitar, dagger (2), mistletoe and holly, spell component pouch, *dust of tracelessness*, *bag of tricks* (rust).

Physical Description: This wild man looks comfortable hanging from his tree limbs. He wears multiple layers of animal furs, and his hair is tangled with grass and tree branches. The few teeth that he has are bent and broken.

Druid's Powered-Down Suite (minus *barkskin*, *longstrider*): Spd 20 ft.; AC 14 (touch 10, flat-footed 14) [+4 hide].

☛ **Black Bear (Animal Companion, Advanced):** CR -; Medium Animal; HD 5d8+15; hp 37; Init +1; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +8 natural]; BA/G +3/+8; Atk +8 melee (1d4+5, claw); Full Att +8 melee (1d4+5, 2 claws) and +3 melee (1d6+2, bite); SQ Evasion, link to master, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +6, Will +2; Str 20, Dex 14, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +5, Spot +5, Swim +9; Endurance, Run.

Active spells (already worked into statistics): *barkskin*.

Animal Companion (Black Bear) Powered-Down Suite (minus *barkskin*): AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 natural].

APL 8:

The Guardsmen

☛ **Human Defender (fighter):** Male Human Ftr6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 45, 50; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 armor]; BA/G +6/+6; Atk +6 melee (1d6 [19-20/x2], shortsword) or +9 ranged (1d6+3 [x3], shortbow); Full Att +6/+1 melee (1d6 [19-20/x2], shortsword) or +9/+4 ranged (1d6+3 [x3], shortbow); AL NG; SV Fort +7, Ref +3, Will +2; Str 10, Dex 13, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +5, Handle Animal +2, Jump +2, Listen +4, Spot +3, Swim +3; Alertness, Improved Initiative, Point

Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Possessions: +2 studded leather, +1 shortbow, arrows (20), short sword, dagger, manacles (4), 50 ft. rope.

Physical Description: This human appears to have lived in the forest a little too long. His hair is a bit unkempt, and he hasn't shaved in a few weeks. His leather armor and shortbow are in good working order, however. The man looks sharp-eyed with a suspicious stare.

➤ **Human Defender (ranger):** Male Human Rgr6; CR 6; Medium Humanoid (human); HD 6d8; hp 27; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 17) [+2 Dex, +6 chain shirt]; BA/G +6/+7; Atk +7 melee (1d6+1 [19-20/x2], shortsword) or +10 ranged (1d6+3 [x3], shortbow); Full Att +7/+2 melee (1d6+1 [19-20/x2], shortsword) or +10/+5 (1d6+3 [x3], shortbow); SA animal companion, favored enemy (humanoid (elf) +4, undead +2), wild empathy; AL CG; SV Fort +5, Ref +6, Will +2; Str 12, Dex 14, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +5, Hide +6, Jump +5, Knowledge (geography) +2, Knowledge (local) +1, Knowledge (nature) +3, Listen +7, Move Silently +6, Rope Use +5, Search +4, Spot +8, Survival +6 (+8 when following tracks); Endurance, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite shortbow).

Spells Prepared (1; base DC = 10 + spell level): 1st—*entangle*.

Possessions: +1 composite shortbow (+1), +2 chain shirt, short sword, arrows (20), dagger, manacles (4), 50 ft. rope, mistletoe and holly.

Physical Description: This wilderness warrior looks completely at home in the Fellreev. His clothing matches the forest canopy with a mixture of greens and browns. Even his armor is barely visible as a small glimpse of a chain shirt under his all-weather cloak. His compound shortbow shows him to be a strong man.

➤ **Riding Dog (Animal Companion, Advanced):** CR -; Medium Animal; HD 4d8+12; hp 30; Init +3; Spd 40 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +6 natural, +4 armor]; BA/G +3/+6; Atk +6 melee (1d6+4, bite); Full Att +6 melee (1d6+4, bite); SA Trip; SQ Evasion, link to master, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +7, Will +2; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +6, Spot +6, Swim +3, Survival +1 (+5 tracking); Alertness, Power Attack, Track.

Possessions: Chain shirt barding.

The Fellreev Druid

➤ **Beschel:** Male Human Drd8; CR 8; Medium Humanoid (human); HD 8d8+11; hp 47; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+5 hide armor, +3 natural]; BA/G +6/+7; Atk +8 melee (1d6+2 [18-20/x2], scimitar) or +5 ranged (1d4+2 [19-20/x2], dagger); Full Att +8/+3 melee (1d6+2 [18-20/x2], scimitar); SA Spells, spontaneous casting, wild empathy; SQ Animal companion, nature sense, resist nature's lure, trackless step, woodland stride, wild shape (4/day, large); AL N; SV Fort +7, Ref +1, Will +8; Str 14, Dex 8, Con 12, Int 8, Wis 14, Cha 9.

Skills and Feats: Speak Languages (Common, Druidic), Climb +3, Concentration +10, Handle Animal +7, Knowledge (nature) +8, Listen +7, Spot +7, Survival +10; Augment Summoning, Combat Casting, Improved Initiative, Toughness.

Spells Prepared (6/5/4/3/2; base DC = 12 + spell level): 0—*cure minor wounds* (3), *guidance*, *know direction*, *light*, 1st—*faerie fire*, *cure light wounds*, *entangle*, ~~*longstrider*~~, *produce flame*, 2nd—~~*barkskin*~~ (2), *chill metal*, ~~*tree shape*~~, 3rd—*poison*, ~~*speak with plants*~~, *spike growth*; 4th—*ice storm* (2).

Active spells: *barkskin*, *longstrider*, *speak with plants*, *tree shape*.

Possessions: brooch of shielding, +2 hide armor, scimitar, dagger (2), mistletoe and holly, spell component pouch, *dust of tracelessness*, *bag of tricks* (rust).

Physical Description: This wild man looks comfortable hanging from his tree limbs. He wears multiple layers of animal furs, and his hair is tangled with grass and tree branches. The few teeth that he has are bent and broken.

Druid's Powered-Down Suite (minus *barkskin*, *longstrider*): Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+6 hide].

➤ **Black Bear (Animal Companion, Advanced):** CR -; Medium Animal; HD 5d8+15; hp 37; Init +1; Spd 40 ft.; AC 20 (touch 12, flat-footed 15) [+2 Dex, +8 natural]; BA/G +3/+8; Atk +8 melee (1d4+5, claw); Full Att +8 melee (1d4+5, 2 claws) and +3 melee (1d6+2, bite); SQ Evasion, link to master, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +6, Will +2; Str 20, Dex 14, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +5, Spot +5, Swim +9; Endurance, Run.

Active spells: *barkskin*.

Animal Companion (Black Bear) Powered-Down Suite (minus *barkskin*): AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 natural].

Encounter 6:

APL 2:

➤ **Traitor Guardsman (Warrior):** Male Human War1; CR ½; Medium Humanoid (human); HD 1d8+1; hp 6; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15)[+3 hide armor, +2 shield]; BA/G +1/+2; Atk +2 melee (1d8+1 [x3], battleaxe) or +1 ranged (1d6 [x3], shortbow); Full Att +2 melee (1d8+1 [x3], battleaxe) or +1 ranged (1d6 [x3], shortbow); AL CE; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Languages (Common), Climb +3, Handle Animal +1, Intimidate +3; Cleave, Power Attack.

Possessions: Battleaxe, hide armor, heavy wooden shield, shortbow, arrows (20), dagger.

Physical Description: This burley human looks ready to start a fight. The fur pelts he wears do little to hide his bulging muscles. He carries a battleaxe and a large wooden shield.

➤ **Traitor Guardsman (fighter):** Male Human Ftr1; CR 1; Medium Humanoid (human); HD 1d10; hp 6; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +4 scale, +2 shield]; BA/G +1/+2; Atk +3 melee (1d8+1 [19-20/x2], longsword) or +2 ranged (1d6 [x3], shortbow); Full Att +3 melee (1d8+1 [19-20/x2], longsword) or +2 ranged (1d6 [x3], shortbow); AL NE; SV Fort +2, Ref +1, Will +2; Str 12, Dex 13, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +2, Craft +1, Handle Animal +1, Intimidate +1, Swim +2; Dodge, Iron Will, Weapon Focus (longsword).

Possessions: Longsword, scale armor, heavy wooden shield, shortbow, arrows (20), dagger.

Physical Description: This human warrior is armed with a longsword and wooden shield. He is dressed in a patchwork of scale armor.

APL 4:

➤ **Traitor Guardsman (barbarian):** Male Human Bbn2; CR 2; Medium Humanoid (human); HD 2d12+2; hp 15; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+3 hide armor, +2 shield]; BA/G +2/+3; Atk +3 melee (1d8+1 [x3], battleaxe) or +2 ranged (1d6 [x3], shortbow); Full Att +3 melee (1d8+1 [x3], battleaxe) or +2 ranged (1d6 [x3], shortbow); SA Rage (1/day); SQ Fast movement, uncanny dodge; AL CE; SV Fort +3,

Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Languages (Common), Climb +5, Handle Animal +1, Intimidate +3, Listen +2, Spot +2, Survival +4; Cleave, Power Attack.

Possessions: Battle axe, hide armor, heavy wooden shield, shortbow, arrows (20), dagger.

Physical Description: This burley human looks ready to start a fight. The fur pelts he wears do little to hide his bulging muscles. He carries a battleaxe and a large wooden shield.

➤ **Traitor Guardsman (fighter):** Male Human Ftr2; CR 2; Medium Humanoid (human); HD 2d10; hp 11; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +4 scale armor, +2 shield]; BA/G +2/+3; Atk +4 melee (1d8+1 [19-20/x2], longsword) or +3 ranged (1d6 [x3], shortbow); Full Att +4 melee (1d8+1 [19-20/x2], longsword) or +3 ranged (1d6 [x3], shortbow); AL NE; SV Fort +3, Ref +1, Will +2; Str 12, Dex 13, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +2, Craft +2, Handle Animal +1, Intimidate +2, Swim +2; Combat Reflexes, Dodge, Iron Will, Weapon Focus (longsword).

Possessions: longsword, scale armor, heavy wooden shield, shortbow, arrows (20), dagger.

Physical Description: This human warrior is armed with a longsword and wooden shield. He is dressed in a patchwork of scale armor.

APL 6:

➤ **Traitor Guardsman (barbarian):** Male Human Bbn4; CR 4; Medium Humanoid (human); HD 4d12+4; hp 30; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+3 hide armor, +2 shield]; BA/G +4/+6; Atk +6 melee (1d8+2 [x3], battleaxe) or +4 ranged (1d6 [x3], shortbow); Full Att +6 melee (1d8+1 [x3], battleaxe) or +4 ranged (1d6 [x3], shortbow); SA Rage (2/day); SQ Fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +4, Ref +1, Will +3; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Languages (Common), Climb +6, Handle Animal +3, Intimidate +5, Listen +3, Spot +3, Survival +4; Cleave, Iron Will, Power Attack.

Possessions: Battle axe, hide armor, heavy wooden shield, shortbow, arrows (20), dagger.

Physical Description: This burley human looks ready to start a fight. The fur pelts he wears do little to hide his bulging muscles. He carries a battleaxe and a large wooden shield.

➤ **Traitor Guardsman (fighter):** Male Human Ftr4; CR 4; Medium Humanoid (human); HD 4d10; hp 22;

Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +4 scale armor, +2 shield]; BA/G +4/+5; Atk +6 melee (1d8+3 [19-20/x2], longsword) or +6 ranged (1d6 [x3], shortbow); Full Att +6 melee (1d8+3 [19-20/x2], longsword) or +6 ranged (1d6 [x3], shortbow); AL NE; SV Fort +4, Ref +3, Will +3; Str 12, Dex 14, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +2, Craft +2, Handle Animal +1, Intimidate +2, Listen +1, Spot +1, Swim +2; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, scale armor, heavy wooden shield, shortbow, arrows (20), dagger.

Physical Description: This human warrior is armed with a longsword and wooden shield. He is dressed in a patchwork of scale armor.

APL 8:

☛ **Traitor Guardsman (barbarian):** Male Human Bbn6; CR 4; Medium Humanoid (human); HD 6d12+6; hp 45; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+3 hide armor, +2 shield]; BA/G +6/+8; Atk +9 melee (1d8+2 [x3], battleaxe) or +6 ranged (1d6 [x3], shortbow); Full Att +9/+4 melee (1d8+1 [x3], battleaxe) or +6/+1 ranged (1d6 [x3], shortbow); SA Rage (2/day); SQ Fast movement, improved uncanny dodge, trap sense +2; AL CE; SV Fort +5, Ref +2, Will +4; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Speak Languages (Common), Climb +7, Handle Animal +4, Intimidate +7, Listen +4, Spot +4, Survival +5; Cleave, Great Cleave, Iron Will, Power Attack.

Possessions: Masterwork battle axe, hide armor, heavy wooden shield, shortbow, arrows (20), dagger.

Physical Description: This burley human looks ready to start a fight. The fur pelts he wears do little to hide his bulging muscles. He carries a battleaxe and a large wooden shield.

☛ **Traitor Guardsman (fighter):** Male Human Ftr6; CR 6; Medium Humanoid (human); HD 6d10; hp 33; Init +6; Spd 20 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +5 scale armor, +3 shield]; BA/G +6/+7; Atk +9 melee (1d8+3 [19-20/x2], longsword) or +9 ranged (1d6+2 [x3], +1 shortbow); Full Att +9/+4 melee (1d8+3 [19-20/x2], longsword) or +9/+4 ranged (1d6+2 [x3], +1 shortbow); AL NE; SV Fort +5, Ref +6, Will +4; Str 12, Dex 14, Con 10, Int 9, Wis 11, Cha 8.

Skills and Feats: Speak Languages (Common), Climb +2, Craft +2, Handle Animal +1, Intimidate +2, Listen +2, Spot +2, Swim +2; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes,

Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword, +1 scale armor, +1 heavy wooden shield, +1 composite shortbow (+1), arrows (20), dagger.

Physical Description: This human warrior is armed with a longsword and wooden shield. He is dressed in a patchwork of scale armor.

Encounter 8

APL 2:

The Attacking Soldiers

☛ **Kobold:** Male Kobold War1; CR ¼; Small Humanoid (reptilian); HD 1d8; hp 4 ea.; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +3 studded leather, +2 shield]; BA/G +1/-4; Atk +2 melee (1d6-1 [x3], battleaxe) or +3 ranged (1d4-1, javelin); Full Att +2 melee (1d6-1 [x3], battleaxe) or +3 ranged (1d4-1, javelin); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Speak Languages (Draconic), Craft (Trapmaking) +2, Hide +6, Move Silently +2, Profession (Miner) +2, Search +2, Spot +1; Weapon Focus (battleaxe).

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Battleaxe, studded leather armor, heavy wooden shield, javelin (2).

Physical Description: This humanoid is about the size of a gnome or halfling. It has a scaly hide, a naked tail like that of a rat, and a dog-like head with two small horns. It is armed with an axe and shield, and wears studded leather armor.

The Druid

☛ **Fellreev Druid:** Male Human Drd7; CR 7; Medium Humanoid; HD 7d8+7(+14); hp 53; Init +1; Spd 20 ft.; AC 20 (touch 12, flat-footed 19) [+1 Dex, +5 hide, +1 Deflection, +3 natural]; BA/G +5/+7; Atk +8 melee (2d6+3, +1 club); Full Att +8 melee (2d6+3, +1 club); SA Wild shape (3/day); SQ Animal companion, nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; AL N; SV Fort +10, Ref +7, Will +11; Str 14, Dex 12, Con 17, Int 10, Wis 16 (18), Cha 12.

Skills and Feats: Speak Languages (Common, Druidic), Concentration +13, Handle Animal +7, Heal +7, Knowledge (nature) +14, Listen +11, Spellcraft +2, Spot +8, Survival +11 (+13 outdoors), Swim +5; Diehard, Endurance, Lightning Reflexes, Natural Spell.

Possessions: Cloak of resistance +2, +2 hide armor, periapt of wisdom +2, ring of protection +1, club,

mistletoe and holly, spell component pouch, *scroll of tree stride*.

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0—[*cure minor wounds*, *cure minor wounds*, *cure minor wounds*, *detect magic*, *guidance*, *mending*]; 1st—[*cure light wounds*, *cure light wounds*, *entangle*, *faerie fire*, *shillelagh*]; 2nd—[*barkskin*, *bear's endurance*, *cat's grace*, *warp wood*]; 3rd—[*call lightning*, *protection from energy*, *quench*]; 4th—[*ice storm*, *ice storm*].

Precast spells: *barkskin*, *bear's endurance*, *call lightning*, *cat's grace*, *protection from energy (fire)*, *shillelagh*.

Physical Description: The wild-eyed man stepping out of the tree has long and tangled hair. His beard is thick with dirt and thorns, and it appears unlikely that he has ever bathed.

Druid's Powered-Down Suite (minus *barkskin*, *bear's endurance*, *cat's grace*, *shillelagh*): hp 39; Init -1; AC 15 (touch 10, flat-footed 15) [-1 Dex, +5 hide, +1 deflection]; Atk +7 melee (1d6+2, club); SV Fort +8, Ref +5; Dex 8, Con 13; Concentration +10.

Animal Companion (Brown Bear) Power-Up Suite (including *barkskin*, *bear's endurance*, *cat's grace*): hp 63; Init +3; AC 20 (touch 12, flat-footed 17); SV Fort +11, Ref +8; Dex 17, Con 23.

Note: Keep in mind that the spells above (including *protection from energy [fire]*) will only remain in effect so long as the animal companion remains within 5 feet of its master.

APL 4:

The Attacking Soldiers

🐉 **Orc**: Male Orc War1; CR ½; Medium Humanoid (orc); HD 1d8+1; hp 5 ea.; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [+5 chainmail]; BA/G +1/+4; Atk +4 melee (2d4+4 [18-20/x2], falchion) or +1 ranged (1d6+3, javelin); Full Att +4 melee (2d4+4 [18-20/x2], falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Speak Languages (Common, Orc), Intimidate +2; Power Attack.

Possessions: Falchion, chainmail, dagger, javelin (2).

Physical Description: This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a pig-like face with prominent lower canines that resembles a boar's tusks. It is armed with a large curved two-handed sword, and clad in chainmail.

The Druid

🐉 **Fellreev Druid**: Male Human Drd9; CR 9; Medium Humanoid (human); HD 9d8+36; hp 76; Init +1; Spd 20 ft.; AC 20 (touch 12, flat-footed 19) [+1 Dex, +4 hide, +1 deflection, +4 natural]; BA/G +6/+10; Atk +10 melee (2d6+7, shillelagh); Full Att +10/+5 melee (2d6+7, shillelagh); SA Spells, wild empathy, wild shape (3/day, large); SQ Animal companion, nature sense, resist nature's lure, trackless step, venom immunity, woodland stride; AL N; SV Fort +12, Ref +8, Will +11; Str 18, Dex 12, Con 18, Int 10, Wis 16 (18), Cha 12.

Skills and Feats: Speak Languages (Common, Druidic), Concentration +16, Handle Animal +7, Heal +7, Knowledge (nature) +15, Listen +11, Spellcraft +6, Spot +10, Survival +14 (+16 above ground), Swim +10; Diehard, Empower Spell, Endurance, Lightning Reflexes, Natural Spell.

Spells Prepared (6/5/5/4/3/1; base DC = 14 + spell level): 0—*cure minor wounds* (3), *detect magic*, *guidance*, *mending*; 1st—*cure light wounds* (2), *entangle*, *faerie fire*, *shillelagh*; 2nd—*barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *warp wood*; 3rd—*call lightning*, *greater magic fang*, *protection from energy*, *quench*; 4th—*ice storm* (3); 5th—*stoneskin*.

Active spells (already worked into statistics): *barkskin*, *bear's endurance*, *bull's strength*, *call lightning*, *cat's grace*, *greater magic fang* (+1 to all natural attacks), *protection from energy (fire)*, *shillelagh*, *stoneskin*.

Possessions: Cloak of resistance +2, +1 hide armor, periapt of wisdom +2, ring of protection +1, club (shillelagh), mistletoe and holly, spell component pouch, *scroll of tree stride*.

Physical Description: The wild-eyed man stepping out of the tree has long and tangled hair. His beard is thick with dirt and thorns, and it appears unlikely that he has ever bathed.

Druid's Powered-Down Suite (minus *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *shillelagh*): hp 58; Init -1; AC 15 (touch 10, flat-footed 15) [-1 Dex, +5 hide, +1 deflection]; BA/G +6/+8; Atk +8 melee (1d6+3, club); Full Att +8/+3 (1d6+3); SV Fort +10, Ref +6; Str 14, Dex 8, Con 14; Concentration +14, Swim +8.

🐉 **Brown Bear (Animal Companion, Advanced)**: CR -; Large Animal; HD 8d8+56; hp 92; Init +4; Spd 40 ft.; AC 24 (touch 13, flat-footed 20) [-1 size, +4 Dex, +11 natural]; BA/G +6/+21; Atk +17 melee (1d8+12, claw); Full Att +17 melee (1d8+12, 2 claws) and +12 melee (2d6+6, bite); Face/Reach 10 ft./5 ft.; SA Improved grab; SQ Evasion, link to master, low-light vision,

scent, share spells; AL N; SV Fort +12, Ref +10, Will +3; Str 32, Dex 18, Con 24, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +8, Swim +15; Endurance, Run, Track.

Active spells (already worked into statistics): *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *greater magic fang* (+1 to all attacks), *protection from energy* (fire), *stoneskin*.

Note: Keep in mind that the spells above (including *protection from energy* [fire]) will only remain in effect so long as the animal companion remains within 5 feet of its master.

Brown Bear (Animal Companion, Advanced) Powered-Down Suite (minus *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *greater magic fang*): hp 76; Init +2; AC 18 (touch 11, flat-footed 16) [-1 size, +2 Dex, +7 natural]; BA/G +6/+19; Atk +14 melee (1d8+9, claw); Full Att +14 melee (1d8+9, 2 claws) and +9 melee (2d6+4, bite); SV Fort +10, Ref +8; Str 28, Dex 14, Con 20; Swim +13.

APL 6:

The Attacking Soldiers

☛ **Orc:** Male Orc Bbn1; CR 1; Medium Humanoid (orc); HD 1d12+1; hp 7 ea; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 chainmail]; BA/G +1/+4; Atk +4 melee (2d4+4 [18-20/x2], falchion) or +1 ranged (1d6+3, javelin); Full Att +4 melee (2d4+4 [18-20/x2], falchion) or +1 ranged (1d6+3, javelin); SA Rage (1/day); SQ Darkvision 60 ft., fast movement, light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Speak Languages (Common, Orc), Climb +4, Intimidate +2, Listen +2, Spot +0; Power Attack.

Possessions: Falchion, chainmail, dagger, javelin (2).

Physical Description: This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a pig-like face with prominent lower canines that resembles a boar's tusks. It is armed with a large curved two-handed sword, and clad in chainmail.

☛ **Cleric of Iuz:** Male Human Clr4; CR 4; Medium Humanoid (human); HD 4d8+7; hp 25; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19) [+7 half plate, +2 shield]; BA/G +3/+4; Atk +5 melee (1d8+1, heavy mace) or +3 ranged (1d6+1, javelin); Full Att +5 melee (1d8+1, heavy mace) or +3 ranged (1d6+1, javelin); SA Command/rebuke undead, spells, spontaneous casting

(inflict); AL CE; SV Fort +5, Ref +3, Will +6; Str 13, Dex 10, Con 12, Int 10, Wis 14, Cha 9.

Skills and Feats: Speak Languages (Common), Bluff +4, Concentration +8, Diplomacy +2, Disguise -1 (+1 acting), Intimidate +1, Knowledge (arcane) +5, Knowledge (religion) +2, Spellcraft +3; Improved Initiative, Lightning Reflexes, Toughness.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *light*; 1st—*bless*, *command*, ~~*disguise self*~~, *doom*, *sanctuary*; 2nd—*hold person*, *invisibility**, *silence*, *sound burst*.

*Domain spell. *Domains:* Trickery (Bluff, Disguise & Hide class skills); Evil (Evil spells cast at +1 caster level).

Active spells: *disguise self* (as an orc).

Possessions: Masterwork heavy mace, half plate, heavy steel shield, javelins (2), dagger, holy symbol of Iuz, spell component pouch.

Physical Description: This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a pig-like face with prominent lower canines that resembles a boar's tusks. It is armed with a large mace, and clad in plate armor. [with *disguise self* spell active]

The Druid

☛ **Fellreev Druid:** Male Human Drd11; CR 11; Medium Humanoid; HD 11d8+44; hp 93; Init +1; Spd 20 ft.; AC 21 (touch 12, flat-footed 20) [+1 Dex, +6 hide, +1 deflection, +4 natural]; BA/G +8/+12; Atk +12 melee (2d6+7, shillelagh); Full Att +12/+7 melee (2d6+7, shillelagh); SA Spells, wild empathy, wild shape (4/day, large); SQ Animal companion, nature sense, resist nature's lure, trackless step, venom immunity, woodland stride; AL N; SV Fort +13, Ref +8, Will +12; Str 18, Dex 12, Con 18, Int 10, Wis 16 (18), Cha 12.

Skills and Feats: Speak Languages (Common, Druidic), Concentration +18, Handle Animal +10, Heal +7, Knowledge (nature) +15, Listen +13, Spellcraft +6, Spot +13, Survival +14 (+16 above ground), Swim +10; Diehard, Empower Spell, Endurance, Lightning Reflexes, Natural Spell.

Spells Prepared (6/6/5/5/4/2/1; base DC = 14 + spell level): 0—*cure minor wounds* (3), *detect magic*, *guidance*, *mending*; 1st—*cure light wounds* (2), *entangle*, *faerie fire*, ~~*shillelagh*~~, *speak with animals*; 2nd—~~*barkskin*~~, ~~*bear's endurance*~~, ~~*bull's strength*~~, ~~*cat's grace*~~, ~~*warp wood*~~; 3rd—~~*greater magic fang*~~ (3), ~~*protection from energy*~~, *quench*; 4th—*dispel magic*, *ice storm* (3); 5th—~~*call lightning storm*~~, ~~*stoneskin*~~; 6th—~~*anti-life shell*~~.

Active spells (already worked into statistics): *anti-life shell*, *barkskin*, *bear's endurance*, *bull's strength*,

call lightning storm, cat's grace, greater magic fang (3) (each giving +2 to up to 3 natural attacks), protection from energy (fire), shillelagh, stonesskin.

Possessions: cloak of resistance +2, +3 hide armor, periapt of wisdom +2, ring of protection +1, club (shillelagh), mistletoe and holly, spell component pouch, ~~scroll of tree stride~~, scroll of empowered ice storm, scroll of lightning storm.

Physical Description: The wild-eyed man stepping out of the tree has long and tangled hair. His beard is thick with dirt and thorns, and it appears unlikely that he has ever bathed.

Druid's Powered-Down Suite (minus *barkskin, bear's endurance, bull's strength, cat's grace, shillelagh*): hp 71; Init -1; AC 15 (touch 10, flat-footed 15) [-1 Dex, +5 hide, +1 deflection]; BA/G +8/+10; Atk +10 melee (1d6+3, club); Full Att +10/+5 melee (1d6+3, club); SV Fort +11, Ref +6; Str 14, Dex 8, Con 14; Concentration +16, Swim +8.

🐾 **Brown Bear (Animal Companion, Advanced):** CR -; large animal; HD 8d8+56; hp 92; Init +4; Spd 40 ft.; AC 24 (touch 13, flat-footed 20) [-1 size, +4 Dex, +11 natural]; BA/G +6/+21; Atk +18 melee (1d8+13, claw); Full Att +18 melee (1d8+13, 2 claws) and +13 melee (2d6+7, bite); Face/Reach 10 ft./5 ft.; SA Improved grab; SQ Evasion, link to master, low-light vision, scent, share spells; AL N; SV Fort +12, Ref +10, Will +3; Str 32, Dex 18, Con 24, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +8, Swim +15; Endurance, Run, Track.

Active spells (already worked into statistics): *anti-life shell, barkskin, bear's endurance, bull's strength, cat's grace, greater magic fang (+2 to all attacks), protection from energy (fire), stonesskin.*

Note: Keep in mind that the spells above (including *protection from energy [fire]*) will only remain in effect so long as the animal companion remains within 5 feet of its master.

Animal Companion (Brown Bear) Powered-Down Suite (minus *barkskin, bear's endurance, bull's strength, cat's grace, greater magic fang*): hp 76; Init +2; AC 18 (touch 11, flat-footed 16) [-1 size, +2 Dex, +7 natural]; BA/G +6/+19; Atk +17 melee (1d8+9, claw); Full Att +14 melee (1d8+9, 2 claws) and +9 melee (2d6+4, bite); SV Fort +10, Ref +8; Str 28, Dex 14, Con 20; Swim +13.

APL 8:

The Attacking Soldiers

🐾 **Orc:** Male Orc Bbn3; CR 3; Medium Humanoid (orc); HD 3d12+3; hp 22 ea.; Init +0; Spd 30 ft.; AC 15

(touch 10, flat-footed 15) [+5 chainmail]; BA/G +3/+6; Atk +6 melee (2d4+4 [18-20/x2], falchion) or +3 ranged (1d6+3, javelin); Full Att +6 melee (2d4+4 [18-20/x2], falchion) or +3 ranged (1d6+3, javelin); SA rage (1/day); SQ Darkvision 60 ft., fast movement, light sensitivity, uncanny dodge, trap sense +1; AL CE; SV Fort +4, Ref +1, Will -1; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Speak Languages (Common, Orc), Climb +4, Intimidate +2, Listen +2, Spot +1, Survival +1; Cleave, Power Attack.

Possessions: Falchion, chainmail, dagger, javelin (2).

Physical Description: This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a pig-like face with prominent lower canines that resembles a boar's tusks. It is armed with a large curved two-handed sword, and clad in chainmail.

🐾 **Cleric of Iuz:** Male Human Clr6; CR 6; Medium Humanoid (human); HD 6d8+9; hp 36; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19) (+2 AC vs good) [+7 half plate, +2 shield]; BA/G +4/+5; Atk +6 melee (1d8+1, heavy mace) or +4 ranged (1d6+1, javelin); Full Att +6 melee (1d8+1, heavy mace) or +4 ranged (1d6+1, javelin); SA Command / rebuke undead, spells, spontaneous casting (inflict); AL CE; SV Fort +6, Ref +4, Will +7; Str 13, Dex 10, Con 12, Int 10, Wis 14, Cha 9.

Skills and Feats: Speak Languages (Common), Bluff +4, Concentration +10, Diplomacy +2, Disguise -1 (+1 acting), Intimidate +1, Knowledge (arcane) +5, Knowledge (religion) +5, Spellcraft +4; Combat Casting, Improved Initiative, Lightning Reflexes, Toughness.

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds (2), detect magic, guidance, light*, 1st—*bless, command, ~~disguise self~~, doom, sanctuary*, 2nd—*hold person, invisibility*, silence, sound burst (2)*, 3rd—*dispel magic, ~~magic circle against good~~*, prayer*

*Domain spell. *Domains:* Trickery (Bluff, Disguise & Hide class skills); Evil (Evil spells cast at +1 caster level).

Active spells: *disguise self (as an orc), magic circle against good.*

Possessions: Masterwork heavy mace, half plate, heavy steel shield, javelins (2), dagger, holy symbol of Iuz, spell component pouch.

Physical Description: This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a pig-like face with prominent lower canines that resembles a boar's

tusks. It is armed with a large mace, and clad in plate armor. [with disguise self spell active]

☛ **Mercenary Sorcerer:** Male Human Sor6; CR 6; Medium Humanoid (human); HD 6d4+1d10+12; hp 32; Init +5; Spd 30 ft.; AC 19 (touch 11, flat-footed 18) [+1 Dex, +4 *mage armor*, +4 *shield*]; BA/G +3/+2; Atk +3 melee (1d8-1 [x3], longspear) or +4 ranged (1d8 [19-20/x2], light crossbow); Full Att +3 melee (1d8-1 [x3], longspear); SA spells; AL NE; SV Fort +5, Ref +5, Will +7; Str 8, Dex 13, Con 12, Int 9, Wis 10, Cha 14.

Skills and Feats: Speak Languages (Common), Concentration +10, Bluff +4, Knowledge (arcane) +4, Spellcraft +3; Combat Casting, Improved Initiative, Spell Focus (evocation), Greater Spell Focus (evocation).

Spells Normally Able to Cast (6/7/6/3)

Spells Known (6/5/5/3; base DC = 12 + spell level, **evocation** DC = 14 + spell level): 0—*acid splash*, *daze*, *detect magic*, *light*, *mending*, *message*, *prestidigitation*; 1st—*burning hands*, *mage armor*, ***magic missile***, *shield*; 2nd—*false life*, *web*; 3rd—***fireball***.

Active spells (already worked into statistics): *false life*, *mage armor*, *shield*.

Possessions: Masterwork longspear, dagger, light crossbow, bolts (20), spell component pouch, *cloak of resistance +2*, *scroll of expeditious retreat*, *scroll of see invisibility*, *scroll of haste*.

Physical Description: This human wields a longspear and a dagger. Though he wears no armor, he looks confident and ready to fight.

Mercenary Sorcerer Powered-Down Suite (minus *false life*, *mage armor*, *shield*): hp 21; AC 11 (touch 11, flat-footed 10) [+1 Dex];

The Druid

☛ **Fellreev Druid:** Male Human Drd13; CR 13; Medium Humanoid (human); HD 13d8+52; hp 110; Init +1; Spd 30 ft.; AC 23 (touch 12, flat-footed 22) [+1 Dex, +6 hide, +1 deflection, +5 natural]; BA/G +9/+13; Atk +14 melee (2d6+8, shillelagh); Full Att +14/+9 melee (2d6+8, shillelagh); SA Spells, wild empathy, wild shape (4/day, large); SQ Animal companion, a thousand faces, nature sense, resist nature's lure, trackless step, venom immunity, woodland stride; AL N; SV Fort +14, Ref +9, Will +14; Str 18, Dex 12, Con 18, Int 10, Wis 17 (21), Cha 12.

Skills and Feats: Speak Languages (Common, Druidic), Concentration +20, Handle Animal +10, Heal +8, Knowledge (nature) +15, Listen +16, Spellcraft +6, Spot +16, Survival +17 (+19 above ground), Swim +10; Craft Wondrous Item, Diehard, Empower Spell, Endurance, Lightning Reflexes, Natural Spell.

Spells Prepared (6/7/6/5/5/4/2/1; base DC = 14 + spell level): 0—*cure minor wounds* (3), *detect magic*, *guidance*, *mending*; 1st—*cure light wounds* (2), *entangle*, *faerie fire*, ~~*longstrider*~~, *shillelagh*, *speak with animals*; 2nd—~~*barkskin*~~, ~~*bear's endurance*~~, ~~*bull's strength*~~, ~~*cat's grace*~~, *chill metal*, *warp wood*; 3rd—~~*greater magic fang* (3)~~, ~~*protection from energy*~~, *quench*; 4th—*dispel magic*, *ice storm* (4); 5th—*baleful polymorph*, *empowered poison*, ~~*stoneskin*~~, *tree stride*; 6th—~~*anti-life shell*~~, *greater dispel magic*; 7th—~~*empowered call lightning storm*~~.

Active spells (already worked into statistics): *anti-life shell*, *barkskin*, *bear's endurance*, *bull's strength*, *empowered call lightning storm*, *cat's grace*, *greater magic fang* (3) (each giving +3 to up to 3 natural attacks), ~~*longstrider*~~, *protection from energy (fire)*, *shillelagh*, ~~*stoneskin*~~.

Possessions: *cloak of resistance +2*, +3 *hide armor*, *peripart of wisdom +4*, *ring of protection +1*, club (shillelagh), mistletoe and holly, spell component pouch, ~~*scroll of tree stride*~~, *scroll of empowered ice storm*, *scroll of lightning storm*.

Physical Description: The wild-eyed man stepping out of the tree has long and tangled hair. His beard is thick with dirt and thorns, and it appears unlikely that he has ever bathed.

Druid's Powered-Down Suite (minus *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *longstrider*, *shillelagh*): hp 84; Init -1; Spd 20 ft.; AC 18 (touch 11, flat-footed 18) [-1 Dex, +7 hide, +2 deflection]; BA/G +9/+11; Atk +12 melee (1d6+5, staff); Full Att +12/+7 melee (1d6+5, staff); SV Fort +12, Ref +7; Str 14, Dex 8, Con 14; Concentration +18, Swim +8.

☛ **Brown Bear (Animal Companion, Advanced):** CR -; Large Animal; HD 10d8+70; hp 115; Init +4; Spd 50 ft.; AC 27 (touch 13, flat-footed 23) [-1 size, +4 Dex, +14 natural]; BA/G +7/+22; Atk +20 melee (1d8+14, claw); Full Att +20 melee (1d8+14, 2 claws) and +15 melee (2d6+8, bite); Face/Reach 10 ft./5 ft.; SA Improved grab; SQ Devotion, evasion, link to master, low-light vision, scent, share spells; AL N; SV Fort +12, Ref +10, Will +3; Str 33, Dex 19, Con 24, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +9, Swim +15; Endurance, Power Attack, Run, Track.

Active spells (already worked into statistics): *anti-life shell*, *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *greater magic fang* (+3 to all attacks), *longstrider*, *protection from energy (fire)*, *stoneskin*.

Note: Keep in mind that the spells above (including *protection from energy [fire]*) will only remain in effect so long as the animal companion remains within 5 feet of its master.

Animal Companion (Brown Bear) Powered-Down Suite (minus *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*, *greater magic fang*, *longstrider*): hp 95; Init +2; Spd 40 ft.; AC 20 (touch 11, flat-footed 18) [-1 size, +2 Dex, +9 natural]; BA/G +7/+20; Atk +15 melee (1d8+9, claw); Full Att +15 melee (1d8+9, 2 claws) and +10 melee (2d6+4, bite); SV Fort +11, Ref +9; Str 29, Dex 15, Con 20; Swim +13.

Encounter 9:

APL 2:

☛ **Quasit Rider:** Male Quasit; CR 2; Tiny Outsider (chaotic, extraplanar, evil); HD 3d8; hp 13; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18 (touch 15, flat-footed 15) [+2 size, +3 Dex, +3 natural]; BA/G +3/-6; Atk +8 melee (1d3-1 plus poison, claw); Full Att +8 melee (1d3-1 plus poison, 2 claws) and +3 melee (1d4-1, bite); Space/Reach 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (arcana) +6, Listen +7, Move Silently +9, Ride +6, Spellcraft +8, Spot +6; Mounted Combat, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 1d4 Dex.

Spell-like abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and this individual quasit can only turn into a wolf. The quasit in alternate form loses its poison attack.

Possessions: none.

Physical Description: A tiny humanoid-shaped creature with spiky horns and bat wings hovers nearby. Its hands and feet are long and slender, with long, claw-tipped digits. Warts and pustules cover its greenish skin.

APL 4:

☛ **Vorr:** CR 4; Medium Outsider (chaotic, evil, extraplanar); HD 3d8+6; hp 19; Init +3; Spd 40 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 natural]; BA/G

+3/+6; Atk +6 melee (2d4+3, bite); Full Att +6 melee (2d4+3, bite), +1 (1d3+1, 2 claws); SA Sneak Attack +2d6, trip; SQ Darkvision 60 ft., scent, shadow form, shadow jump; AL CE; SV Fort +5, Ref +6, Will +3; Str 16, Dex 17, Con 14, Int 7, Wis 11, Cha 14.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Search +4, Spot +8, Survival +6 (+14 when tracking by scent); Alertness, Blind-fight.

Trip (Ex): A vorr that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the vorr.

Shadow Form (Su): Once per day, a vorr can assume the form of a living shadow for up to 10 minutes. While in shadow form, the vorr can move at normal speed on any surface, including walls and ceilings, and even across liquids. It can be detected by effects that detect thoughts, life, or presences (including *true seeing*); otherwise a vorr gains a +15 circumstance bonus on Hide checks. While in shadow form, a vorr gains DR 15 / cold iron and good, is immune to critical hits, damage to ability scores from non-magical attacks, deafness, disease, drowning, poison, and stunning. It takes half damage from fire and acid.

Shadow Jump (Su): A vorr can travel between shadows as if by a *dimension door* spell. The starting and ending point of the jump must be in shadow and must be at least 10 ft. apart. This is a standard action, and can be used for a total of 60 ft. per day.

Physical Description: This creature stands about 4 ft. tall at the shoulder and looks similar to a black hyena but with a much more intelligent-looking face. It is covered with bristly black and gray fur and has a long, rat-like tail.

APL 6:

☛ **Armanite:** Male Tanar'ri; CR 7; Large Outsider (chaotic, extraplanar, evil, tanar'ri); HD 5d8+15; hp 37; Init +0; Spd 40 ft., fly 40 ft. (poor); AC 25 (touch 9, flat-footed 25) [-1 size, +6 natural, +8 plate barding, +2 large shield]; BA/G +5/+14; Atk +9 melee (1d8+5 [x3], heavy lance) or +9 melee (1d10+5 [19-20/x2], heavy flail); Full Att +9 melee (1d8+5, heavy lance or 1d10+5 [19-20/x2], heavy flail), +4 melee (1d6+2, 2 hooves); Face/Reach 10 ft./5 ft.; SA charge, *summon tanar'ri*; SQ Darkvision 60 ft., DR 5/cold iron or good, immunities (electricity & poison), resistances (acid, cold, and fire 10), *summon tanar'ri*, telepathy; SR 18; AL CE; SV Fort +7, Ref +4, Will +5; Str 20, Dex 11, Con 17, Int 8, Wis 12, Cha 13.

Skills and Feats: Bluff +9, Hide +4, Intimidate +9, Jump +17, Listen +9, Spot +9, Survival +9; Ride-by Attack, Trample.

Charge (Ex): When armanites charge with lances, they deal double damage just as mounted lancers do.

Summon Tanar'ri (Sp): Once per day, an armanite can attempt to summon 1d10 dretches or another armanite with a 30% chance of success.

Possessions: Lance, full plate barding, heavy steel shield.

Physical Description: Looking like a pale undead centaur with the horns of a bull, this creature wears full plate barding, with the bristles of spines of its inhuman form sticking through gaps in the armor.

APL 8:

☛ **Piscoloth:** CR 9; Medium Outsider (evil, extraplanar); HD 9d8+18; hp 58; Init +4; Spd 30 ft., swim 20 ft.; AC 24 (touch 10, flat-footed 24) [+14 natural]; BA/G +9/+13; Atk +13 melee (2d6+4/19-20/x3, pincer); Full Att +13 melee (2d6+4/19-20/x3, 2 pincers) and +11 melee (paralysis, 8 tentacles); SA Augmented critical, paralysis, spell-like abilities, *summon yugoloth*; SQ All-around vision, darkvision 60 ft., DR 10/good, immunities (acid and poison), resistances (cold, fire, and electricity 10), telepathy 100 ft.; SR 20; AL NE; SV Fort +8, Ref +6, Will +6; Str 19, Dex 11, Con 15, Int 6, Wis 10, Cha 14.

Skills and Feats: Intimidate +15, Hide +12, Listen +12, Move Silently +12, Search +10, Sense Motive +4, Spot +12, Swim +12; Multiattack, Improved Initiative, Power Attack, Skill Focus (Intimidate).

Augmented Critical (Ex): A piscoloth's pincer attack threatens a critical hit on a natural roll of 19-20. On a successful critical hit with the pincer, it deals triple damage.

Paralysis (Ex): Those hit by a piscoloth's tentacle attack must make a Fortitude save (DC 16) or be paralyzed for 2d6 minutes.

Spell-like Abilities (Sp): At will—*blink*, *fear*, *detect good*, *detect magic*, *protection from good*, *scare* (DC 14), *see invisibility*, 3/day—*melt into stone*, *phantasmal killer* (DC 16), *stinking cloud* (DC 15); 2/day—*greater teleport*. Caster level 9th.

Summon Yugoloth (Sp): 3/day—summon 4 skeroloths with a 60% chance of success.

Physical Description: This fish-tailed, walleed creature has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. Its arms, though humanoid, end in a set of crablike pincers.

☛ **Advanced Babau:** Male Tanar'ri; CR 8; Large Outsider (chaotic, extraplanar, evil, tanar'ri); HD 11d8+77; hp 126; Init +4; Spd 40 ft.; AC 19 (touch 9, flat-footed 19) [-1 size, +10 natural]; BA/G +11/+25; Atk +19 melee (1d8+10, claw); Full Att +19 melee (1d8+10,

2 claws), and +17 melee (1d8+5, bite); Face/Reach 10 ft./10 ft.; SA sneak attack +2d6, spell-like abilities, *summon tanar'ri*; SQ darkvision 60 ft., DR 10/cold iron or good, immunities (electricity & poison), protective slime, resistances (acid, cold, and fire 10), Telepathy 100 ft.; SR 14; AL CE; SV Fort +14, Ref +7, Will +8; Str 30, Dex 10, Con 24, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +23, Disable Device +16, Disguise +17, Escape Artist +14, Hide +18, Listen +23, Move Silently +22, Open Lock +14, Search +24, Slight of Hand +14, Survival +1 (+3 following tracks), Use Rope +0 (+2 with bindings); Cleave, Improved Initiative, Multi-attack, Power Attack.

Spell-like Abilities (Sp): At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 lbs of equipment only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 22 Reflex save to avoid taking this damage. A creature who strikes this babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well, but can negate the damage with a DC 22 Reflex save. The save DCs are Constitution-based.

Summon Tanar'ri (Sp): Once per day, a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Physical Description: Reeking of Decay, this large gaunt humanoid is covered in black, leathery skin. Behind its pointed ears, a large curved horn rises out of the back of its skull. A mouth of jagged teeth takes up half of the foul creature's head.

☛ **Skeroloth (if summoned):** CR 3; Small Outsider (evil, extraplanar); HD 4d8+4; hp 22; Init +7; Spd 40 ft., burrow 20 ft., climb 20 ft.; AC 20 (touch 14, flat-footed 17) [+1 size, +3 Dex, +6 natural]; BA/G +4/+0; Atk +8 melee (1d3, claw); Full Att +8 melee (1d3, 4 claws); SA Sneak attack +1d6, spell-like abilities, *summon yugoloth*; SQ Cringe, darkvision 60 ft., immunities (poison and acid), resistances (cold, fire, and electricity 10), telepathy 100 ft.; AL NE; SV Fort +5, Ref +7, Will +3; Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11.

Skills and Feats: Climb +15, Hide +18, Listen +6, Move Silently +14, Spot +6; Improved Initiative, Weapon Finesse.

Spell-like Abilities (Sp): At will—*daze* (DC 10), *detect good*, *jump*, 3/day—*burning hands* (DC 11), *expeditious retreat*. Caster level 4th.

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly

attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new will save to attack it.

Physical Description: This insectoid creature has six legs and moves about equally well on two, four, or all six of its limbs. (Its pale red-gray skin fades to a milky white whenever the creature is frightened – which is nearly all the time.)

Appendix II: Emissaries of Iuz

☛ **Chorsat Wensai:** Male Human Clr10; CR 10; Medium Humanoid (human); HD 10d8+20; hp 65; Init +3; Spd 30 ft.; AC 9 (touch 9, flat-footed 9) [-1 Dex]; BA/G +7/+7; Atk +7 melee (1d4 [19-20/x2], dagger) or +6 ranged (1d4 [19-20/x2], dagger); Full Att +7/+2 melee (1d4 [19-20/x2], dagger) or +6 ranged (1d4 [19-20/x2], dagger); SA Rebuke / command undead, spells; AL CE; SV Fort +9, Ref +2, Will +10; Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 14.

Skills and Feats: Speak Languages (Abyssal, Common), Bluff +17, Diplomacy +24, Disguise +2 (+4 acting), Healing +8, Intimidate +6, Knowledge (Religion) +8, Sense Motive +10, Spellcraft +5; Combat Casting, Improved Initiative, Negotiator, Persuasive, Skill Focus (Diplomacy).

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*create water, create water, cure minor wounds, cure minor wounds, cure minor wounds, purify food and drink*]; 1st—[*cure light wounds, cure light wounds, cure light wounds, cure light wounds, protection from good**, *sanctuary*]; 2nd—[*cure moderate wounds, cure moderate wounds, invisibility**, *lesser restoration, lesser restoration, make whole*]; 3rd—[*cure serious wounds, create food & water, nondetection**, *remove blindness, remove disease*]; 4th—[*confusion**, *cure critical wounds, neutralize poison, restoration*]; 5th—[*mass cure light wounds, raise dead, unholy blight**].

*Domain spell. *Domains:* Trickery (Bluff, Disguise & Hide class skills); Evil (Evil spells cast at +1 caster level).

Possessions: Holy symbol of Iuz, spell component pouch, traveler's clothes, dagger.

Physical Description: This man seems to be an older, fatherly kind of figure. He is unarmed, in simple clothes, and the symbol of Iuz hangs around his neck.

☛ **Zorsch Fiend (bodyguard):** Male Human, Ftr7/BkG3; CR 11; Medium Humanoid; HD 10d10+20; hp 75; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17)[+1 Dex, +7 breastplate]; BA/G +7/+11; Atk +13 melee (2d6+9 plus poison [19-20/x2], greatsword) or +8 ranged (1d8 plus poison [19-20/x2], light crossbow); Full Att +13/+8 melee (2d6+9 plus poison [19-20/x2], greatsword) or +8 ranged (1d8 plus poison [19-20/x2], light crossbow); SA Aura of despair, rebuke / command undead, poison use, smite good 1/day; SQ Aura of evil, dark blessing, *detect good*; AL CE; SV Fort +11, Ref +5, Will +5; Str 16 (18), Dex 12, Con 14, Int 8, Wis 12, Cha 12.

Skills and Feats: Handle Animal +5, Hide +6, Intimidate +7, Knowledge (Religion) +1, Ride +3; Blind-Fight, Cleave, Combat Reflexes, Improved Sunder, Improved Unarmed Strike, Power Attack, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Poison Use (Ex): A blackguard never risks poisoning himself when applying poison to a blade.

Spells Prepared (2; base DC = 11 + spell level): 1st—*cure light wounds, doom*.

Possessions: +1 greatsword, +2 breastplate, gauntlets of ogre power, six doses of medium spider venom (Fortitude DC 14, 1d4 Str/1d4 Str), holy symbol of Iuz, spell component pouch.

Physical Description: This man appears to be a younger handsome-looking fellow in heavy armor. He is armed with a greatsword, which is carried on his back.

Appendix III: New Rules

Order of the Bow Initiate

When asked “What is Truth?,” an initiate of the Order of the Bow picks up his bow, fires an arrow, and without saying a word, lets his mastery of the weapon serve as the gauge of the archer’s progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality. Order of the Bow initiates see their weapons as extensions of their being, and the use of a bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize these skills and philosophies as well. Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for true challenges for their skill.

Requirements: To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Skills: Craft (bowmaking): 5 ranks, Knowledge (religion): 2 ranks

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either)

Class Skills: The Order of the Bow initiate’s class skills are Climb, Craft, Knowledge (religion), Ride, Spot, and Swim.

Skill Points at Each Level: 2 + Int modifier.

Class Features: All of the following are class features of the Order of the Bow initiate prestige class (up to 5th level):

Weapons and Armor Proficiency: Order of the Bow initiates gain no proficiencies with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate’s ranged precision attack only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a

creature from critical hits (such as armor of fortification special ability) also protects a creature from the extra damage.

Unlike a rogue’s sneak attack, the initiate’s target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate’s extra precision damage stacks with sneak attack damage. Treat the initiate’s ranged precision attack as a sneak attack in all other ways.

The initiate’s bonus to damage on ranged attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus: At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

(Source: Excerpted from *Complete Warrior* p.68)

DM Aid #1: Defenders of Greenkeep Background

Defenders Of Greenkeep

The eastern Fellreev south of the Artonsamay River was a state dominated by humans but with significant numbers of renegade sylvan elves and half-elves. Merry followers of Olidammara, the Greenkeepers escaped the massacre at Steelbone Meadows and withdrew into their corner of the Fellreev. They suffered much from raids by wizards, clerics and orcs under Iuz. Some hung on, helping and being helped by the Reyhu-elf alliance across the river. They avoid the plains to the south.

The Major Tribes and Leadership

Tribe of Bim Kreade (CN- male human): Bim and his band are one of the longest running residents of this section of the Fellreev. Fleeing here after the massacre at Steelbone Meadows, his hearty band fought through fiends and orcs before finally coming to rest in this corner of the Fellreev. His band is the most capable from a military standpoint but they have little skill in forestry, trading and farming. They subsist almost entirely by raiding Iuz supply trains to the camps north of Fleischriver; as well as the Urzun and Dazark orc encampments.

This tribe currently has no allies – the minor tribes are upset over raids into their territories by Bim and his band. Bim Kreade currently has a death warrant out for him for raids against Iuz supply trains. (**Human-90%, Half-Elf-10%**)

Tribe of Ondrish Zelweil (NG- male half-elf): Ondrish leads a band of predominantly half-elves, which gives them reasonably close ties to the Sylvan Elves in the Fellreev. While not fully allied, the majority of the trade between the Defenders of Greenkeep and the Reyhu-Elf alliance happens through this tribe. Baila, Ondrish's emissary to the Scouts of Clan Fanlareshen, arranges meetings between the two groups, which has helped this tribe adapt well to forest life.

Because of the cooperation of the Sylvan Elves of the Fellreev, this tribe has acquired access to certain spells and skirmishing techniques that have allowed them to hold their own against the frequent raids of Iuz. Ondrish believes that biding their time is the best option and prefers to slowly grow the tribe's power while staying out of direct sight of the Old One. These actions have not come without cost; Ondrish fields a much smaller force than the other tribes. He must devote a much larger portion of his tribe to food gathering than the others who rely more on raiding.

Ondrish's relationship with the elves has led to some jealousy amongst several of the minor and major houses. On at least one occasion it has erupted into open combat. (**Half-Elf-65%, Human-30%, Halfling-5%**)

Tribe of Harmene Dolirand (CN- male human): Harmene is first and foremost a survivor. Having fled from Horned Society lands, he has managed to stay one step ahead of those who would see his death.

His band are a chaotic bunch that believe in rule through strength. Violent duels for leadership occur frequently and are always fatal to the challenger. His group is suspected of not only using poison, but trading it for goods and services that they need to survive. The tribe sports the largest number of combatants of any of the other tribes, but they are undisciplined and lack the coordination to be anything more than a violent mob – albeit one that can do quite a bit of damage.

Currently Harmene has been trying to coax many of the minor tribes into an alliance by offering them goods acquired in reported successful raids on Jebli orcs. So far, it appears he is having some success. He currently has a loose alliance with all the minor tribes. He has made overtures to Ondrish and Bim but thus far has been turned down. Due to his affiliations with the Horned Society, Harmene also has a Death Warrant out for him if captured. (**Human-95%, Half-Orc-5%**)

The Minor Tribes and Leadership

Minor Tribe of Budek Zebinnel (CN- male human): Budek Zebinnel is originally from Rookroost. He had a very profitable thieving operation both before and after the occupation. Unfortunately, a disagreement about membership fees, authorized activities and such had him fleeing the city. He's had to stay one-step ahead of the Rookroost Thieves Guild ever since. Budek has knowledge of the tunnels under Rookroost, but avoids using them for fear of being caught by the Guild.

Budek runs a very efficient group of thieves. His band's reputation is wide spread amongst the Defenders of Greenkeep. Lately, he has started branching out into river piracy and has met with some success. As of yet this has not caused any conflicts with the Red Planks, but how long this will last, no one knows. Budek Zebinnel has a price on his head from the Rookroost Thieves Guild (50gp). (**Human-95%, Half-Elf-4%, Halfling-1%**)

Minor Tribe of Svigena Moskene (N- male human): Svigena survived the fall of Capitol in the Duchy of Artonsamay. He once served as officer in the guard and remembers very little of the events surrounding the fall of Capitol. To this day he has no knowledge of how he ended up in the Fellreev or who healed his wounds. Svigena runs a tight ship and regularly sends his men out to attack caravans of Iuz on their way to Fort Skagund. His group has a deep and bitter hatred for Iuz and his forces and they take every opportunity to harass them. The result is that he has lost almost all those who fled here with him. For this group every battle could be their last. **(Human-75%,Half-Elf-15%,Gnome-5%,Dwarf-3%,Elf-2%).**

Minor Tribe of Vileem Odrik (CN- male elf): Vileem Odrik was a promising member of the sylvan elves community. A respected fighter who was well liked, he fell out of favor after an argument he was involved in lead to the death of several elves. He would have been tried and hung, but Vileem managed to escape with a small group of supporters. He has eked out an existence with the Defenders since then by providing them with valuable training and knowledge of the forest. He maintains his innocence to this day. **(Human-50%, Half-Elf 25%, Elf- 25%)**

Minor Tribe of Zaneydel Faindek (NE- male human): Zaneydel Faindek comes from the wastes just north of the Fellreev. A former tribal chieftain with the Wolf Nomads, he fled into the Fellreev after surviving an orc ambush that wiped out most of his tribe. He is an excellent cavalryman, and maintains the Defenders only source of cavalry and horses (albeit a small one). This tribe has been useful in raids on the plains to the south and in scouting out potential caravans to attack. Zaneydel hates all orcs and half-orcs, seeing them as the reason for his current problems. His tribe has never taken an orc or half-orc alive as a prisoner and they do not get along with Yakoro's tribe at all. **(Human-100%)**

Minor Tribe of Yakoro the Maul (NE- male half-orc): Yakoro used to lead a squad of Old Wicked's forces. After losing a couple caravans to raiders, he found himself unpopular with Cranzer and in fear for his life. For their failures, his unit was to be decimated, so his group decided to flee for the Fellreev. This group is mostly shunned by the other tribes, but Yakoro's group is almost always used in raiding Iuz's caravans. Their knowledge of caravan routes, guards and ability to look like troops of Iuz have proved invaluable. This has allowed them come to an uneasy truce with most of the other tribes. There is a bitter hatred between this

tribe and Zaneydel Faindek's tribe. At meetings, their members stay far apart. **(Half-Orc-85%,Orc-15%)**

DM Aid #2 – Diplomacy Tracker

Total Diplomacy Earned

Results

76-100 points	Five tribes accept the offer and defect.
51-75 points	Four tribes accept the offer and defect.
26-50 points	Three tribes accept the offer and defect.
1-25 points	Two tribes accept the offer and defect.

☛ The Emissaries start at 75 points of diplomacy earned.

Use this to monitor how the PCs' actions increase or decrease the Defenders' approval of the emissaries and their offer. If the adventurers try to HELP the emissaries, reverse the direction of the modifiers that the influence changes.

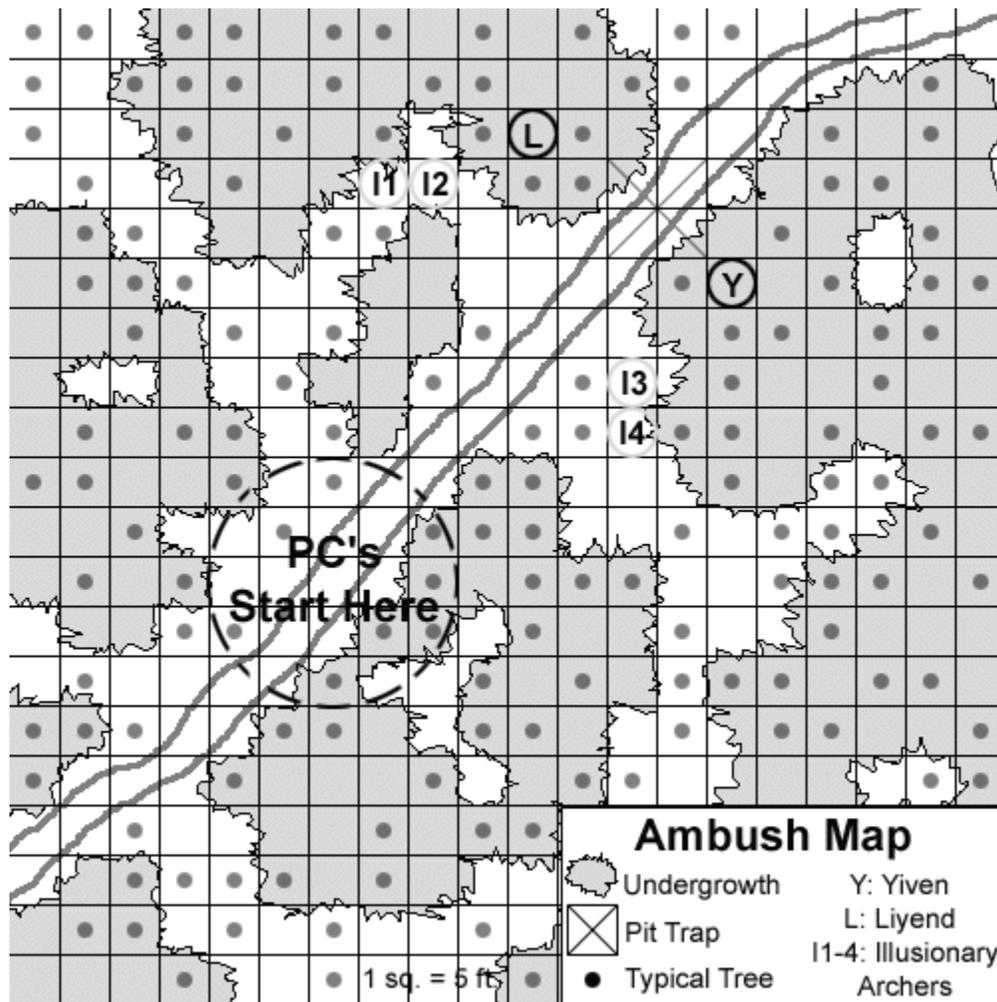
Modifiers:

Currently a member of Defenders of Greenkeep	-5
Per IP with the Defenders of Greenkeep	-3
Brought guards bodies back	-1
Per 10 pts healing or 1 ailment cured (max 50 pts/5 ailments)	-1
PC's Diplomacy check (per +5 over DC 10 made)	-2
Per 10gp of equipment or money (bribes)	-2
Guards dead at PCs' hands	+10
Guards bodies not brought back	+2
Party attacks emissaries	+5
Party attacks anyone in camp	+5

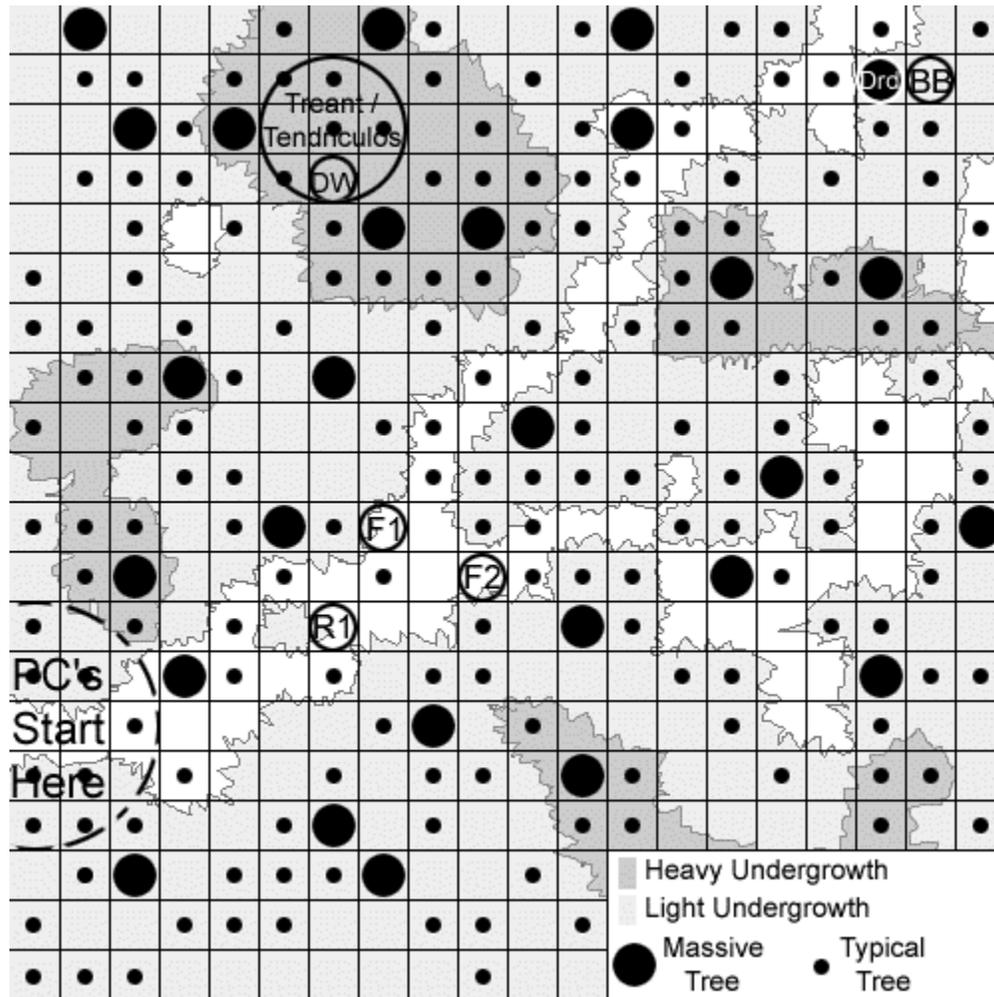
Tribes Left after Defection:

76-100:	3 – Brim Kreade, Ondrish Zelweil, and Svigena Moskene.
51-75:	4 – as above, plus Vileem Odrik.
26-50:	5 – as above, plus Budik Zebbinel.
01-25:	6 – as above, plus Zaneydel Faindek.

DM Aid #3 – Ambush Map



DM Aid #4 – Encounter Three Map



Player Handout #1 (Bandit Journal)

Day 1: Of all the luck! First, this cursed weather brings traffic to a crawl...and now an army moves in next door! How am I supposed to make a living? Well, I suppose I should scout out where they are posting lookouts in case I have to make a run for it. It would not do at all to run into a scout or patrol.

Day 2: Gods, but that was a close call for yours truly...the little guy and I did a little sneak and peak on the army's bivouac, and it looks like they are setting up to stay a while. They are working on earthen ramparts, ditches and they appear to be a pretty organized group. They have a pair of lookouts to the northeast, northwest, southeast and southwest. Nothing major... just a few lookouts. It should be easy enough to skirt around them to the east and get further into the Fellreev – they won't follow me there if I have to run. They have a wagon with them loaded down with something heavy from the tracks it made. I will try to get a look at it if the opportunity presents itself.

Day 3: Well, getting close didn't work out. About the time I got into position to get closer and look at the wagon, a bunch of guards came to hitch up a team of horses. Two people then headed into the Fellreev with the wagon. I decided I didn't need to know what was in there. Something about the two driving it just didn't look right. Matter of fact, I think I am going to pack up and head out this place. It has gotten too busy and I haven't seen a passer-by for 3 days. Maybe my luck is changing though...Liyend just let me know his 'contacts' told him about a group of travelers coming this way. Perhaps I can pick up some traveling money and be on my way.