

URD5-I01-MM3

Scavenger Hunt

A one-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Interactive Mini-mission

Version 1

Round 1

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The Ducal Guard needs some information... but when information isn't the only thing that's found, what you choose to do makes all the difference. A mini-mission for APLs 2-12.

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, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Summary

This is a reconnaissance mission on behalf of the Ducal Guard to assess the strength and movements of dervishes along the Abbor-Alz border. Because of the shortage of manpower along the Abbor-Alz border, Lord Ellis Lorinar is using adventurers to supplement the military's needs.

Encounter One is general information about environmental hazards and traveling hazards the PCs will face.

In the second encounter, the PCs will come upon a hapless victim of a dervish trap. The victim is an evil being known to the PCs, but offers to share information about the dervishes and Rary if the PCs will rescue him from the trap and safeguard his passage into the Duchy. This encounter should create a bit of a moral quandary for the more good-inclined PCs.

In the final encounter, the PCs are called to uphold their end of the bargain and protect the villain. Something has been stalking the group, specifically the villain, and wants the villain dead. If they didn't rescue the villain, they face giants out for a good meal.

Introduction

After the announcements by Lord Ellis and the March Warden, a man approaches you, sturdy with graying blond hair and the insignia of a Master Sergeant gracing his broad shoulders.

"Greetings there, the specialty you indicated at muster falls within my mission parameters. Please follow me."

After gathering your fellows, he led you to a tent a bit away from the bustle of your fellow adventurers.

Allow the characters to introduce themselves to each other and to the Master Sergeant, whose name is Brendal Kressel.

"Well now. We need information about what's going on along the edge of the Bright Desert. Rary holds domination in the desert and we'd like to see if his troops have been up to anything lately. Make sure to stay in the hills, because we can't rescue you if the dervishes get ahold of you. The temperature is as bad as any in the desert, so make sure you prepare. We need as complete a report as you can make about the area and pitfalls or other problems we might encounter."

The Master Sergeant can tell the PCs about the environmental hazards from Encounter One. The PCs can requisition Desert outfits from the Ducal Guard, as per the Arms and Equipment guide page 29. These outfits eliminate the -4 penalty on fortitude saves for wearing heavy clothes, but the penalty still applies if the character wears any armor. These outfits protect from sand.

Encounter One: Tourist Traps

This encounter details the environmental hazards the PCs face during their reconnaissance patrol. It also details a few sub-encounters to make use of PCs' abilities to track and gather information in the form of maps and observations. Use what you need to fill time and encourage players to actually draw a map and jot down observations on the map. The PCs are scouting along the very edge of the Bright Desert and the Abbor-Alz hills as the Bright Desert is totally controlled by Rary's troops.

The PCs will travel for three days before running into Fariz in encounter 2. From there, it will be another day before they face encounter 3.

The Environment

At APLs 2-4, the weather is unseasonably cool and, while it will be uncomfortable walking in the heat of the day, there are no penalties.

At APLs 6-8, the weather varies between 90 and 105 degrees during the day. A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage taken from the heat.

At APLs 10-12, the temperature will vary between 100 and 118 degrees during the day. On any given day, the temperature will be 100+2d10 degrees.

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage she took from the heat.

Tracking and Observations

- Charred wood and animal bones in a fire pit, 1-3 weeks old (Spot DC 10)
- Shod hoofprints, probably 7-10 horses; three days old (Track DC 12)
- An old battleground. Buzzards pick the bones of men and a few horses. They have all been efficiently stripped of their weapons and armor.

- DC 15 Search check finds a symbol of Rary's forces on one of the human bodies.
- DC 20 Search check finds the pieces of a sundered bow off to one side. There are some feathers dangling from it that a DC 20 Knowledge Local (Core) or DC 25 Bardic Knowledge check can identify as common to a tribe of desert centaurs. (PCs with favors from the scouring wind tribe gain a +4 bonus on these checks).
- DC 20 Survival check will identify the battlefield as about 10 days old and find the hoofprints of a dozen unshod horses (centaurs) leaving the battlefield.
- DC 25 Survival check will also recognize that several of them seem to be heavily weighed down (they were carrying their dead away from the battlefield).

- Bit of cloth stuck to a bush. (Spot DC 20)
- Skulls mounted on spears stuck in the ground (automatic—DC 15 knowledge: Local core or DC 20 Bardic Knowledge check will recognize these as marking the territory of an ogre tribe.
- Find dead bodies in old traps (automatic)
- A burned and charred area with nothing living in the area – not even scrubby grass. A DC 20 Knowledge (Arcana) skill check will tell that there was a large magical battle in the area.

Encounter Two: Distress Call

Ahead of you a gaping hole opens up in the middle of your path. It's approximately 15 feet by 15 feet and appears to be man-made and at one time covered as a trap.

Issuing forth from the dark hole is a masculine voice, speaking in heavily accented Common. "Who goes there? Would you be so kind as to render me some aid? My horse and I seem to have fallen afoul of a rather sneaky hole in the ground."

When they look down the pit, PCs see a Baklunish man with an eye-patch over his right eye, Fariz al'Emari, at the bottom (approximately 30 feet down). Lying across part of Fariz is a dead horse.

He explains that the leg trapped under his horse is also broken.

Any PC making a DC 15 Knowledge (nobility) check easily recognizes the symbols and uniform of Fariz as that of a Paynim rider from Rary's forces. Should the PCs mention this fact out loud, Fariz quickly offers a deal: save him and he has information to offer the enemies of Rary. He claims to no longer serve the Emperor of the Bright Lands. If the PCs do not recognize the symbols or mention them out loud, Fariz asks them to escort him to civilized lands away from the Bright Desert. If pressed to tell what information he can offer the Duchy, he will answer that he knows something about the destruction that's been going on in the southern Duchy. He is not lying. If true, this information would be worth quite a bit to the Duchy as there has been little information linking the destructions to one another.

To add a little more difficulty to the choice of saving Fariz or not, a DC 20 Knowledge (local – Core) or DC 25 bardic knowledge check recognizes Fariz, because of his notable eyepatch: it's decorated to look like an eye that is terrifying and intimidating to most people. He is known to be a mid-ranking officer in Rary's armies and has a reputation for brutality and being a petty tyrant. Add as much flavor to this general idea as you like to make sure the PCs understand that Fariz is a pretty evil guy. He banters light-heartedly about his past deeds with PCs that recognize him; such acts obviously do not weigh heavy on his heart.

Of course, because of Fariz's associations and reputation, the PCs may decide to leave him or even kill him.

Healing Fariz and getting him out of the pit shouldn't be too difficult. Any remotely feasible plan that the PCs have should work.

All APLs

Fariz al'Emeri: current hp 15; see *Appendix One*.

Development: If the PCs choose to help Fariz and take him with them, they will face the dervishes hunting for him in Encounter Three. Otherwise, they face the pseudo-random encounter.

If time permits, go back and do some of the elements of Encounter One again before going on to Encounter Three.

Encounter Three: Predator and Prey

Either way you look at it in this encounter, the PCs are being hunted. If they have Fariz with them, it's a band of Rary's Tukim dervishes hunting specifically for him. Otherwise, it's some hungry ogres.

3-A Dervishes

When first encountered, the dervishes demand Fariz be turned over to them for crimes against the Emperor of the Bright Lands. They'll leave the PCs alone if Fariz is given into their custody. Otherwise they attack the group.

The dervishes have orders to capture Fariz alive and bring him back to Rary. Thus, they will use non-lethal damage when they attack Fariz as well as their nets and bolas. Any PCs (presumably all of them) that attempt to stop the dervishes will be met with lethal force.

APL 2 (EL 4)

Apprentice Dervish

Dervish Warriors x3

APL 4 (EL 6)

Wannabe Dervish

Apprentice Dervish

Dervish Warriors x3

APL 6 (EL 8)

New Dervish

Wannabe Dervish x2

APL 8 (EL 10)

Dervish

Dervish Wizard

New Dervish x2

APL 10 (EL 12)

Skilled Dervish

New Dervish x4

Dervish Wizard

APL 12 (EL 14)

Master Dervish

New Dervish x4

Dervish

Dervish Wizard

3-B Ogres

Unfortunately for the PCs, a group of ogres are in the area and they're hungry for man-meat (or elf-meat, dwarf-meat, etc.).

APL 2 (EL 4)

Ogre Ranger

APL 4 (EL 6)

Ogre Ranger x2

APL 6 (EL 8)

Ogre Ranger

Ogre Spearman

APL 8 (EL 10)

Ogre Ranger

Ogre Spearman

Ogre Chief

APL 10 (EL 12)

Ogre Ranger x2

Ogre Spearman x2

Ogre Chief

APL 12 (EL 14)

Ogre Ranger x4

Ogre Spearman x4

Ogre Chief

Conclusion

Fariz

A) IF the PCs bring back Fariz and sneak him into camp, somehow get him to the DG secretly, or bring him in as a prisoner:

The Master Sergeant approaches you, a smile bursting forth from his usually restrained demeanor. "Well done! Well done! You've found an asset the Duchy is sure to use to its utmost and that might help us in the coming months."

B) IF the PCs bring back Fariz but do not keep his presence a secret (ie: it appears they are escorting him):

The Master Sergeant approaches you, a scowl upon his face. "It's good that you brought him back, for he has much information for the Duchy, but we coulda wished you'd done it a bit more secretly. The news of his presence has already traveled through the camp and I'm sure we'll find that Rary will want him back."

The PCs receive the Diplomatic Crisis entry on the AR for bringing a reputed criminal

C) The PCs killed Fariz

Reconnaissance

A) IF the PLAYERS actually drew a map that you can give to the convention coordinator:

The Master Sergeant appears quite impressed with your reconnaissance abilities and your cartography skills. He listens carefully as you explain the symbols on the map and smiles broadly. "You've exceeded my expectations. I'll be sure to pass on this information to the proper people and I'm certain that your skills will be requested in the future."

The PCs receive the Favor of the Hall of Maps.

B) IF the PCs bring a map of the area they scouted, but the players did not actually draw the map:

The Master Sergeant appears impressed with your reconnaissance abilities. "You've done well scouting the area and bringing back a map."

C) IF the PCs did not bring a map of the area they scouted:

The Master Sergeant appears less than impressed by your tale. He shakes his head and sighs "While I understand that it was hot and dangerous, I do wish that you'd taken the time to draw a simple map of the area. It's hard to visualize what you're talking about and hard to keep track of concrete information without one."

Payment

If the PCs receive conclusion A for Fariz, they receive full gold cap for the interactive.

If the PCs receive Conclusion B for Fariz and either Conclusion A or B for Reconnaissance, they receive full gold cap for the interactive.

If the PCs receive Conclusion B for Fariz and conclusion C for Reconnaissance, they receive half gold cap for the interactive.

If the PCs receive Conclusion C for Fariz and conclusion A or B for Reconnaissance, they receive half gold cap for the interactive.

If the PCs receive Conclusion C for Fariz and conclusion C for Reconnaissance, they receive one quarter gold cap for the interactive.

If the PCs receive both Conclusion Cs, they do not receive any gold for the interactive.

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 Three

Defeat the hunters

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Story Award

Rescue Fariz and successfully escort him back to the Duchy:

APL2 60 xp

APL4 90 xp

APL6 120 xp

APL8 150 xp

APL10 180 xp

APL12 210 xp

Rescue Fariz but he either dies or is capture on the way back to Duchy, or don't rescue Fariz, leaving him alive:

APL2 30 xp

APL4 45 xp

APL6 60 xp

APL8 75 xp

APL10 90 xp

APL12 105 xp

Discretionary roleplaying award

APL2 60 xp

APL4 90 xp

APL6 120 xp

APL8 150 xp

APL10 180 xp

APL12 210 xp

Total possible experience:

APL2 225 xp

APL4 325 xp

APL6 450 xp

APL8 562 xp

APL10 675 xp

APL12 787 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.

Total Possible Treasure

APL 2: L: 0 gp; C:225 gp; M: 0 gp - Total: 225 gp

APL 4: L: 0 gp; C: 325 gp; M: 0 gp - Total: 325 gp

APL 6: L: 0 gp; C: 450 gp; M: 0 gp - Total: 450 gp

APL 8: L: 0 gp; C: 650 gp; M: 0 gp - Total: 650 gp

APL 10: L: 0 gp; C: 1150 gp; M: 0 gp - Total: 1150 gp

APL 12: L: 0 gp; C: 1150 gp; M: 0 gp - Total: 1650 gp

Items for the Adventure Record

Favor of the Hall of Maps: For making a detailed map of the Abbor-Alz Hills area, the Hall of Maps has waived the entrance fee to join the Hall of Maps metaorg. In addition, the character receives regional access to folding boat, and boots of the winterlands.

Appendix One – All APLs

Encounter Two

Fariz al'Emeri: Human (Baklunish)

Brogan Astartes, human Ftr 4/Ari 4: CR 7; Medium-size Humanoid; HD 4d8+4d10+8; hp 55; Init +1; Spd 30 ft; AC 17 (touch 12, flat-footed 16) [+1 Dex, +5 chain shirt, +2 heavy shield]; BAB +7; Grap +10; Atk: +11 melee (1d6+6/18-20 scimitar), or +9 ranged (1d6+3 composite shortbow); Full Atk: +11/+6 melee (1d6+6/18-20 scimitar), or +9/+4 ranged (1d6+3 composite shortbow); AL NE; SV Fort +6, Ref +3, Will +8; Str 17, Dex 12, Con 12, Int 13, Wis 13, Cha 12.

Skills and Feats: Appraise +8 7r, Bluff +8 7r, Diplomacy +10 7r, Handle Animal +6 5r, Intimidate +14 11r, Jump +3 1r, Ride +14 11r, Sense Motive +8 (7 class ranks), Tumble +1 1r cc; Dodge, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus: Scimitar, Weapon Specialization: Scimitar.

Equipment: +1 scimitar, Masterwork mighty [+3] composite shortbow, 20 arrows, +1 chain shirt, masterwork heavy wooden shield, light warhorse with military saddle (dead), masterwork dagger, signet ring, Noble's outfit.

Appendix Two – APL 2

Equipment: Masterwork large longsword, large shortsword, large spiked heavy wooden shield, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 3 javalins.

Encounter Three-A

Dervish Warrior: male human War 1; CR 1/2; HD 1d8+4; hp 9; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+3 studded leather, +2 heavy wooden shield, +1 dex]; BAB: +1; Grap: +2; Atk/Full Atk: +3 melee (1d6+1, 18-20 scimitar), or +2 ranged (1d6 shortbow); AL CE; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3 4r, Ride +5 4r; Toughness, Weapon Focus: Scimitar

Equipment: Scimitar, dagger, heavy wooden shield, studded leather, shortbow, 20 arrows, net, bola.

Apprentice Dervish: male human Ftr 2; CR 2; HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+4 chain shirt, +2 heavy shield, +2 dex]; BAB: +2; Grap: +4; Atk/Full Atk: +6 melee (1d6+3, 18-20 scimitar), or +5 ranged (1d6+2 composite shortbow); AL CE; SV Fort +5, Ref +1, Will +0; Str 15, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Jump +6 5r, Perform (dance) +1 2.5 r cc, Tumble +5 2.5rcc; Combat Expertise, Dodge, Mobility, Weapon Focus: Scimitar.

Equipment: Masterwork Scimitar, dagger, masterwork chain shirt, 2 potions of cure light wounds, masterwork mighty [+2] composite shortbow, 20 arrows, net, bola.

Encounter Three-B

Ogre Ranger Male Ogre Rgr 1 Large Giant; CR 4; HD 4d8+1d8+10; hp 40; Init +1; Spd 40 ft.; AC 21 (touch 10, flat-footed 20) [+1 Dex, -1 size, +5 natural, +4 chain shirt, +2 heavy Shield]; BAB: +4; Grap: +14; Atk/Full Atk: +10 melee 2d6+6 large longsword or +4 ranged (1d8+6 javalin); SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +0; AL NE; SV Fort +8, Ref +4, Will +3; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +2, Spot +2, Survival +7; Combat Reflexes, Iron Will, Track (b).

Appendix Three – APL 4

Encounter Three

Wannabe Dervish: male human Ftr 4; CR 4; HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+4 chain shirt, +1 buckler, +2 dex]; BAB: +4; Grap: +7; Atk: +9 melee (1d6+5, 18-20 scimitar), or +7 ranged (1d6+3 composite shortbow); Full Atk: +7 melee (1d6+5, 18-20 scimitar) and +5 melee (1d6+1 shortsword), or +7 ranged (1d6+3 composite shortbow); AL CE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +2 3 r cc, Tumble +6 3rcc; Combat Expertise, Dodge, Mobility, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar

Equipment: Masterwork Scimitar, masterwork shortsword, dagger, masterwork chain shirt, potion of cure moderate wounds, potion of cure light wounds, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Dervish Warrior: male human War 1; CR 1/2; HD 1d8+4; hp 9; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+3 studded leather, +2 heavy wooden shield, +1 dex]; BAB: +1; Grap: +2; Atk/Full Atk: +3 melee (1d6+1, 18-20 scimitar), or +2 ranged (1d6 shortbow); AL CE; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3 4r, Ride +5 4r; Toughness, Weapon Focus: Scimitar

Equipment: Scimitar, dagger, heavy wooden shield, studded leather, shortbow, 20 arrows, net, bola.

Apprentice Dervish: male human Ftr 2; CR 2; HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+4 chain shirt, +2 heavy shield, +2 dex]; BAB: +2; Grap: +4; Atk/Full Atk: +6 melee (1d6+3, 18-20 scimitar), or +5 ranged (1d6+2 composite shortbow); AL CE; SV Fort +5, Ref +1, Will +0; Str 15, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Jump +6 5r, Perform (dance) +1 2.5 r cc, Tumble +5 2.5rcc; Combat

Expertise, Dodge, Mobility, Weapon Focus: Scimitar.

Equipment: Masterwork Scimitar, dagger, masterwork chain shirt, 2 potions of cure light wounds, masterwork mighty [+2] composite shortbow, 20 arrows, net, bola.

Encounter Three-B

Ogre Ranger Male Ogre Rgr 1 Large Giant; CR 4; HD 4d8+1d8+10; hp 40; Init +1; Spd 40 ft.; AC 21 (touch 10, flat-footed 20) [+1 Dex, -1 size, +5 natural, +4 chain shirt, +2 heavy Shield]; BAB: +4; Grap: +14; Atk/Full Atk: +10 melee 2d6+6 large longsword or +4 ranged (1d8+6 javalin); SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +0; AL NE; SV Fort +8, Ref +4, Will +3; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +2, Spot +2, Survival +7; Combat Reflexes, Iron Will, Track (b).

Equipment: Masterwork large longsword, large shortsword, large spiked heavy wooden shield, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 3 javalins.

Appendix Four – APL 6

Encounter Three

New Dervish: male human Rgr 1/Ftr 4/Dervish 1; CR 6; HD 1d8+5d10+12; hp 51; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 16) [+5 chain shirt, +1 dervish, +2 dex]; BAB: +6; Grap: +9; Atk: +11 melee (1d6+6, 18-20 scimitar), or +9 ranged (1d6+3 composite shortbow); Full Atk: +9/+4 melee (1d6+6, 18-20 scimitar) and +9 melee (1d6+3 18-20 scimitar), or +9/+4 ranged (1d6+3 composite shortbow); SQ: AC Bonus +1, Dervish Dance 1/day, Favored Enemy: elves +2, Movement Mastery, Slashing Blades, AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +6 3 r cc & 4 r, Survival +8 8r, Tumble +8 3rcc & 2r; Combat Expertise, Dodge, Elusive Target, Mobility, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st

level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Equipment: +1 Scimitar, masterwork scimitar, dagger, +1 chain shirt, potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Wannabe Dervish: male human Ftr 4; CR 4; HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+4 chain shirt, +1 buckler, +2 dex]; BAB: +4; Grap: +7; Atk: +9 melee (1d6+5, 18-20 scimitar), or +7 ranged (1d6+3 composite shortbow); Full Atk: +7 melee (1d6+5, 18-20 scimitar) and +5 melee (1d6+1

shortsword), or +7 ranged (1d6+3 composite shortbow); AL CE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +2 3 r cc, Tumble +6 3rcc; Combat Expertise, Dodge, Mobility, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar

Equipment: Masterwork Scimitar, masterwork shortsword, dagger, masterwork chain shirt, potion of cure moderate wounds, potion of cure light wounds, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Equipment: Masterwork large longspear, large longsword, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Encounter Three-B

Ogre Ranger Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 21 (touch 10, flat-footed 20) [+1 Dex, -1 size, +5 natural, +4 chain shirt, +2 heavy Shield]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+6 large longsword or +6 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+6 large longsword and +10 melee (1d8+3 shield bash); SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Combat Reflexes, Endurance (b), Improved Shield Bash, Iron Will, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large longsword, large shortsword, large heavy wooden shield with masterwork shield spikes, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Ogre Spearman Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 19 (touch 10, flat-footed 18) [+1 Dex, -1 size, +5 natural, +4 chain shirt]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+9 large longspear or +11 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+9 large longspear, and +10 (1d8+3 masterwork armor spikes); SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Brutal Throw, Combat Reflexes, Endurance (b), Iron Will, Track (b), Two Weapon Fighting (v).

Appendix Five – APL 8

Encounter Three

Dervish: male human Rgr 1/Ftr 4/Dervish 3; CR 8; HD 1d8+7d10+16; hp 67; Init +3; Spd 35 ft.; AC 20 (touch 15, flat-footed 17) [+5 chain shirt, +1 dervish, +3 dex, +1 deflection]; BAB: +8; Grap: +11; Atk: +13 melee (1d6+6, 18-20 scimitar), or +11 ranged (1d6+3 composite shortbow); Full Atk: +11/+6 melee (1d6+6, 18-20 scimitar) and +11 melee (1d6+3 18-20 scimitar), or +11/+6 ranged (1d6+3 composite shortbow); SQ: AC Bonus +1, Dervish Dance 2/day, Fast Movement +5 ft, Favored Enemy: elves +2, Movement Mastery, Slashing Blades, AL CE; SV Fort +10, Ref +8, Will +5; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +10 3 r cc & 8 r, Survival +8 8r, Tumble +13 3rcc & 6r; Combat Expertise, Dodge, Elusive Target, Mobility, Spring Attack, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st

level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Equipment: +1 Scimitar, masterwork scimitar, dagger, +1 chain shirt, +1 ring or protection, potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration, +1 cloak of resistance, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Dervish Wizard: Female Human Rgr 1/Ftr 1/Wiz 4 (Necromancer: enchantment, evocation prohibited); CR 6; Medium Humanoid; HD 2d8+4d4+12, hp 37; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+4 Mage Armor, +2 dex]; BAB: +4; Grap +7; Atk/Full Atk: +9 melee

[2d4+4 falchion] or +6 ranged touch (spell) or +7 ranged (1d8+3 longbow); SA: Favored Enemy: Human +2; SQ: Familiar, Wild Empathy +1; AL NE; SV Fort +8, Ref +6, Will +4; Str 16, Dex 14, Con 14, Int 14, Wis 8, Cha 10.

Skills and Feats: Concentration +11 (+4 rgr, +5 wiz), Listen +5 (+4 rgr, alertness), Hide +6 (+4 rgr), Intimidate +4 (+4 ftr), Knowledge: Arcana +8 (+6 wiz), Knowledge: Dungeoneering +4 (+2 rgr), Knowledge: Local +4 (+2 rgr cc), Knowledge: Nature +6 (+1 rgr, +3 wiz), Move Silently +6 (+4 rgr), Spot +5 (+4 rgr, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +10 (+6 wiz), Search +6 (+4 rgr), Survival +5 (+4 rgr); Alertness (b with familiar), Improved Familiar: Worg, Power Attack, Cleave, Close Quarters Fighting, Scribe Scroll, Track, Weapon Focus: Falchion.

Possessions: +1 Falchion, +1 cloak of resistance, Masterwork Mighty [+3] composite longbow, kukri, potion of Cure Serious Wounds, scroll of Haste, 20 arrows, explorer's outfit, pen, ink, papers, spellbook (see below), 100gp worth of inks suitable for scribing scrolls, net, bola.

Spells per day: 4+1/4+1/3+1 (DC 12+spell level)

Spells Prepared: 0th—Detect Magic, Mending, Prestidigitation, Touch of Fatigue x2; 1st: ~~Mage Armor x2~~, Ray of Enfeeblement, Shield, True Strike; 2nd—Augment Familiar, Blindness/Deafness, Mirror Image, See Invisibility

Spellbook: All level 0 PHB spells, 1st—Chill Touch, Color Spray, Detect Secret Doors, Endure Elements, Mage Armor, Ray of Enfeeblement, Shield, True Strike; 2nd—Augment Familiar, Blindness/Deafness, Locate Object, Mirror Image, See Invisibility.

Familiar: **Bonegnaw**; Worg; CR n/a; Medium Magical Beast; HD 4d10+8; hp 30; Init +2 (dex); Spd 50 ft.; AC 20 (touch 12, flat-footed 18) [+2 dex, +4 mage armor, +4 natural]; BAB: +4; Grap: +7; Atk/Full Atk: +7 melee (1d6+4 bite); SA: Trip; SQ: grant Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells; AL NE; SV Fort +7, Ref +6, Will +6; Str 17, Dex 15, Con 15, Int 7, Wis 14, Cha 10.

Skills: Concentration +11 (+9 mistress), Listen +8 (+4 mistress, alertness), Hide +6 (+4 mistress), Intimidate +4 (+4 mistress), Knowledge: Arcana +3 (+5 mistress), Knowledge: Dungeoneering +0 (+2 mistress),

Knowledge: Local +2 (+2 mistress), Knowledge: Nature +3 (+5 mistress), Move Silently +6 (+4 mistress), Spot +8 (+4 mistress, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +8 (+6 mistress), Survival +8 (+4 mistress); Alertness, Track.

Bonegnaw has grizzled gray fur, is 5 feet long and stands 3 feet tall at the shoulder. He weighs 300 pounds. He can speak Worg and Flan.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) 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 worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

Augmented Statblock: Medium Magical Beast; HD 4d10+16; hp 38; Init +4 (dex); Spd 50 ft.; AC 22 (touch 14, flat-footed 18) [+4 dex, +4 natural, +4 mage armor]; BAB: +4; Grap: +9; Atk/Full Atk: +9 melee (1d6+7 bite); SA: Trip; SQ: grant Alertness, DR 5/magic, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells; AL NE; SV Fort +11, Ref +10, Will +8; Str 21, Dex 19, Con 19, Int 7, Wis 14, Cha 10.

Skills: Concentration +13 (+9 mistress), Listen +8 (+4 mistress, alertness), Hide +8 (+4 mistress), Intimidate +4 (+4 mistress), Knowledge: Arcana +4 (+6 mistress), Knowledge: Dungeoneering +0 (+2 mistress), Knowledge: Local +2 (+2 mistress), Knowledge: Nature +2 (+4 mistress), Move Silently +8 (+4 mistress), Spot +8 (+4 mistress, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +8 (+6 mistress), Survival +8 (+4 mistress); Alertness, Track.

New Dervish: male human Rgr 1/Ftr 4/Dervish 1; CR 6; HD 1d8+5d10+12; hp 51; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 16) [+5 chain shirt, +1 dervish, +2 dex]; BAB: +6; Grap: +9; Atk: +11 melee (1d6+6, 18-20 scimitar), or +9 ranged (1d6+3 composite shortbow); Full Atk: +9/+4 melee (1d6+6, 18-20 scimitar) and +9 melee (1d6+3 18-20 scimitar), or +9/+4 ranged (1d6+3 composite shortbow); SQ: AC Bonus +1, Dervish Dance 1/day, Favored Enemy: elves +2, Movement Mastery, Slashing Blades, AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +6 3 r cc & 4 r, Survival +8 8r, Tumble +8 3rcc & 2r; Combat Expertise, Dodge, Elusive Target, Mobility, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish

dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Equipment: +1 Scimitar, masterwork scimitar, dagger, +1 chain shirt, potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Encounter Three-B

Ogre Ranger Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 21 (touch 10, flat-footed 20) [+1 Dex, -1 size, +5 natural, +4 chain shirt, +2 heavy Shield]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+6 large longsword or +6 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+6 large longsword and +10 melee (1d8+3 shield bash); SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Combat Reflexes, Endurance (b), Improved Shield Bash, Iron Will, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large longsword, large shortsword, large heavy wooden shield with masterwork shield spikes, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Ogre Spearman Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 19 (touch 10, flat-footed 18) [+1 Dex, -1 size, +5 natural, +4 chain shirt]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+9 large longspear or +11 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+9 large longspear, and +10 (1d8+3 masterwork armor spikes; SA: Favored Enemy:

dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Brutal Throw, Combat Reflexes, Endurance (b), Iron Will, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large longsword, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Ogre Chief Male Ogre Bbn 2/Rgr 3 Large Giant; CR 6; HD 4d8+2d12+3d8+18; hp 72; Init +1; Spd 50 ft.; AC 21 (touch 11, flat-footed 21) [+1 Dex, -1 size, +5 natural, +5 chain shirt, +1 deflection]; BAB: +8; Grap: +18; Atk: +14 melee 2d8+9 large glaive or +13 ranged (1d8+6 javalin); Full Atk: +12/+7 melee 2d8+9 large glaive, and +12 (1d8+4 masterwork armor spikes; SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Fast Movement, Uncanny Dodge, Wild Empathy +2; AL NE; SV Fort +12, Ref +5, Will +4; Str 23, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +11, Spot +8, Survival +12; Brutal Throw, Combat Reflexes, Endurance (b), Iron Will, Power Attack, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large glaive, large longsword, large heavy +1 Chain Shirt, backpack, +1 ring of protection, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Enraged hp 90; Init +1; Spd 50 ft.; AC 17 (touch 9, flat-footed 19) [+1 Dex, -1 size, +5 natural, +5 chain shirt, +1 deflection, -2 rage]; BAB: +8; Grap: +20; Atk: +16 melee 2d8+12 large glaive or +15 ranged (1d8+8 javalin); Full Atk: +14/+9 melee 2d8+12 large glaive, and +14 (1d8+4 masterwork armor spikes; SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Fast Movement, Uncanny Dodge, Wild Empathy +2; AL NE; SV Fort +14, Ref +5, Will +6; Str 27, Dex 12, Con 18, Int 10, Wis 13, Cha 9.

Appendix Six – APL 10

Encounter Three

Skilled Dervish: male human Rgr 1/Ftr 4/Dervish 5; CR 10; HD 1d8+9d10+20; hp 83; Init +3; Spd 40 ft.; AC 21 (touch 16, flat-footed 18) [+5 chain shirt, +2 dervish, +3 dex, +1 deflection]; BAB: +10; Grap: +13; Atk: +15 melee (1d6+6 +1d6 fire, 15-20 scimitar), or +13 ranged (1d6+3 composite shortbow); Full Atk: +13/+8 melee (1d6+6 +1d6 fire, 15-20 scimitar) and +13 melee (1d6+4 15-20 scimitar), or +13/+8 ranged (1d6+3 composite shortbow); SQ: AC Bonus +2, Dance of Death, Dervish Dance 3/day, Fast Movement +10 ft, Favored Enemy: elves +2, Movement Mastery, Slashing Blades, AL CE; SV Fort +11, Ref +10, Will +7; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Listen +8 8r, Perform (dance) +12 3 r cc & 10 r, Survival +8 8r, Tumble +15 3rcc & 8r; Combat Expertise, Dodge, Elusive Target, Improved Critical: Scimitar, Mobility, Spring Attack, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Dance of Death: At 4th level, a dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Equipment: +1 flaming Scimitar, +1 scimitar, dagger, +1 chain shirt, +1 ring or protection, 2 potions of cure serious wounds, potion of lesser

restoration, +2 cloak of resistance, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Dervish Wizard: Female Human Rgr 1/Ftr 1/Wiz 4/Spellswrd 2 (Necromancer: enchantment, evocation prohibited); CR 8; Medium Humanoid; HD 4d8+4d4+16, hp 51; Init +2; Spd 30 ft; AC 17 (touch 12, flat-footed 15) [+5 mithral chain shirt, +2 dex]; BAB: +6; Grap +9; Atk: +11 melee [2d4+4 falchion] or +8 ranged touch (spell) or +9 ranged (1d8+3 longbow); Full Atk: +11/+6 melee [2d4+4 falchion] or +9 ranged touch (spell) or +9/+4 ranged (1d8+3 longbow); SA: Favored Enemy: Human +2; SQ: Familiar, Ignore Spell Failure: 10%, Wild Empathy +1; AL NE; SV Fort +11, Ref +6, Will +7; Str 16, Dex 14, Con 14, Int 15, Wis 8, Cha 10.

Skills and Feats: Concentration +13 (+4 rgr, +5 wiz +2 spellswrd), Listen +5 (+4 rgr, alertness), Hide +6 (+4 rgr), Intimidate +4 (+4 ftr), Jump +5 (+2 spellswrd), Knowledge: Arcana +7 (+5 wiz), Knowledge: Dungeoneering +4 (+2 rgr), Knowledge: Local +4 (+2 rgr cc), Knowledge: Nature +7 (+1 rgr, +4 wiz), Move Silently +6 (+4 rgr), Spot +5 (+4 rgr, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +14 (+6 wiz, +4 spellswrd), Search +6 (+4 rgr), Survival +5 (+4 rgr), Tumble +3 (1r cc spellswrd); Alertness (b with familiar), Improved Familiar: Worg, Power Attack, Cleave, Close Quarters Fighting, Combat Expertise, Scribe Scroll, Track, Weapon Focus: Falchion.

Possessions: +1 Falchion, +1 mithral chain shirt, +1 cloak of resistance, Masterwork Mighty [+3] composite longbow, kukri, potion of Cure Serious Wounds, scroll of Haste, 20 arrows, explorer's outfit, pen, ink, papers, spellbook (see below), 100gp worth of inks suitable for scribing scrolls, net, bola.

Spells per day: 4+1/4+1/3+1/1+1 (DC 12+spell level)

Spells Prepared: 0th—Detect Magic, Mending, Prestidigitation, Touch of Fatigue^{x2}; 1st: ~~Mage Armor~~, Ray of Enfeeblement, Shield, True Strike^{x2}; 2nd—Augment Familiar, Blindness/Deafness, Mirror Image, See Invisibility; 4th—Displacement, Ray of Exhaustion.

Spellbook: All level 0 PHB spells, 1st—Chill Touch, Color Spray, Detect Secret Doors, Endure Elements, Mage Armor, Ray of Enfeeblement, Shield, True Strike; 2nd—

Augment Familiar, Blindness/Deafness, Locate Object, Mirror Image, See Invisibility; 3rd—Displacement, Haste, Ray of Exhaustion

Familiar: **Bonegnaw**; Worg; CR n/a; Medium Magical Beast; HD 4d10+8; hp 30; Init +2 (dex); Spd 50 ft.; AC 20 (touch 12, flat-footed 18) [+2 dex, +4 mage armor, +4 natural]; BAB: +6; Grap: +9; Atk/Full Atk: +9 melee (1d6+4 bite); SA: Trip; SQ: grant Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells; AL NE; SV Fort +10, Ref +6, Will +9; Str 17, Dex 15, Con 15, Int 7, Wis 14, Cha 10.

Skills: Concentration +13 (+11 mistress), Listen +8 (+4 mistress, alertness), Hide +6 (+4 mistress), Intimidate +4 (+4 mistress), Jump +13 (+2 mistress), Knowledge: Arcana +3 (+5 mistress), Knowledge: Dungeoneering +0 (+2 mistress), Knowledge: Local +2 (+2 mistress), Knowledge: Nature +3 (+5 mistress), Move Silently +6 (+4 mistress), Spot +8 (+4 mistress, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +12 (+10 mistress), Survival +8 (+4 mistress), Tumble +3 (+2 mistress); Alertness, Track.

Bonegnaw has grizzled gray fur, is 5 feet long and stands 3 feet tall at the shoulder. He weighs 300 pounds. He can speak Worg and Flan.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) 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 worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

Augmented Statblock: Medium Magical Beast; HD 4d10+16; hp 38; Init +4 (dex); Spd 50 ft.; AC 22 (touch 14, flat-footed 18) [+4 dex, +4 natural, +4 mage armor]; BAB: +6; Grap: +11; Atk/Full Atk: +11 melee (1d6+7 bite); SA: Trip; SQ: grant Alertness, DR 5/magic, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells; AL NE; SV Fort +14, Ref +10, Will +11; Str 21, Dex 19, Con 19, Int 7, Wis 14, Cha 10.

Skills: Concentration +15 (+11 mistress), Listen +8 (+4 mistress, alertness), Hide +8 (+4 mistress), Intimidate +4 (+4 mistress), Jump +15 (+2 mistress), Knowledge: Arcana +4 (+6 mistress), Knowledge: Dungeoneering +0 (+2 mistress), Knowledge: Local +2 (+2 mistress),

Knowledge: Nature +3 (+5 mistress), Move Silently +8 (+4 mistress), Spot +8 (+4 mistress, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +12 (+10 mistress), Survival +8 (+4 mistress), Tumble +5 (+2 mistress); Alertness, Track.

New Dervish: male human Rgr 1/Ftr 4/Dervish 1; CR 6; HD 1d8+5d10+12; hp 51; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 16) [+5 chain shirt, +1 dervish, +2 dex]; BAB: +6; Grap: +9; Atk: +11 melee (1d6+6, 18-20 scimitar), or +9 ranged (1d6+3 composite shortbow); Full Atk: +9/+4 melee (1d6+6, 18-20 scimitar) and +9 melee (1d6+3 18-20 scimitar), or +9/+4 ranged (1d6+3 composite shortbow); SQ: AC Bonus +1, Dervish Dance 1/day, Favored Enemy: elves +2, Movement Mastery, Slashing Blades, AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +6 3 r cc & 4 r, Survival +8 8r, Tumble +8 3rcc & 2r; Combat Expertise, Dodge, Elusive Target, Mobility, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Equipment: +1 Scimitar, masterwork scimitar, dagger, +1 chain shirt, potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Encounter Three-B

Ogre Ranger Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 21 (touch 10, flat-footed 20) [+1 Dex, -1 size, +5 natural, +4 chain shirt, +2 heavy Shield]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+6 large longsword or +6 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+6 large longsword and +10 melee (1d8+3 shield bash); SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Combat Reflexes, Endurance (b), Improved Shield Bash, Iron Will, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large longsword, large shortsword, large heavy wooden shield with masterwork shield spikes, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Ogre Spearman Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 19 (touch 10, flat-footed 18) [+1 Dex, -1 size, +5 natural, +4 chain shirt]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+9 large longspear or +11 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+9 large longspear, and +10 (1d8+3 masterwork armor spikes; SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Brutal Throw, Combat Reflexes, Endurance (b), Iron Will, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large longspear, large longsword, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Ogre Chief Male Ogre Bbn 4/Rgr 3 Large Giant; CR 6; HD 4d8+4d12+3d8+22; hp 90; Init +1; Spd 50 ft.; AC 22 (touch 11, flat-footed 22) [+1 Dex, -1 size, +6 natural, +5 chain shirt, +1 deflection]; BAB: +10; Grap: +20; Atk: +16 melee 2d8+10 large glaive or +15 ranged (1d8+6 javalin); Full Atk: +14/+9 melee 2d8+10 large glaive, and +14 (1d8+3 masterwork armor spikes; SA: Favored Enemy: dwarves +2, Rage 2/day; SQ 10 ft reach, Fast Movement, Trap Sense +1 Uncanny Dodge, Wild Empathy +2; AL NE; SV Fort +13, Ref +6, Will +5; Str 23, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +7, Heal +3, Listen +15, Spot +8, Survival +14; Brutal Throw, Combat Reflexes, Endurance (b), Iron Will, Power Attack, Track (b), Two Weapon Fighting (v).

Equipment: +1 large glaive, large longsword, large heavy +1 Chain Shirt, backpack, +1 ring of protection, +1 amulet of natural armor, 2 days' rations, potion of cure serious wounds, potion of lesser restoration, 4 javalins.

Enraged hp 90; Init +1; Spd 50 ft.; AC 20 (touch 11, flat-footed 20) [+1 Dex, -1 size, +6 natural, +5 chain shirt, +1 deflection, -2 rage]; BAB: +10; Grap: +20; Atk: +18 melee 2d8+13 large glaive or +17 ranged (1d8+8 javalin); Full Atk: +16/+11 melee 2d8+13 large glaive, and +16 (1d8+4 masterwork armor spikes; SA: Favored Enemy: dwarves +2, Rage 2/day; SQ 10 ft reach, Fast Movement, Trap Sense +1 Uncanny Dodge, Wild Empathy +2; AL NE; SV Fort +15, Ref +6, Will +7; Str 27, Dex 12, Con 18, Int 10, Wis 13, Cha 9.

Appendix Seven – APL 12

Encounter Three

Master Dervish: male human Rgr 1/Ftr 4/Dervish 7; CR 12; HD 1d8+11d10+24; hp 99; Init +5; Spd 40 ft.; AC 21 (touch 16, flat-footed 18) [+5 chain shirt, +2 dervish, +3 dex, +1 deflection]; BAB: +12; Grap: +16; Atk: +18 melee (1d6+7 +1d6 fire, 15-20 scimitar), or +15 ranged (1d6+3 composite shortbow); Full Atk: +16/+11/+6 melee (1d6+7 +1d6 fire, 15-20 scimitar) and +16/+11 melee (1d6+5 15-20 scimitar), or +15/+10/+5 ranged (1d6+4 composite shortbow); SQ: AC Bonus +2, Dance of Death, Dervish Dance 4/day, Elaborate Parry, Fast Movement +10 ft, Favored Enemy: elves +2, Improved Reaction, Movement Mastery, Slashing Blades, AL CE; SV Fort +12, Ref +11, Will +8; Str 16 (18), Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +11 8r, Listen +15 15r, Perform (dance) +14 3 r cc & 12 r, Survival +8 8r, Tumble +17 3rcc & 10r; Combat Expertise, Dodge, Elusive Target, Improved Critical: Scimitar, Improved Two Weapon Fighting Mobility, Spring Attack, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish

prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Dance of Death: At 4th level, a dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use all-out defense in melee combat.

Equipment: +1 flaming Scimitar, +1 scimitar, dagger, gauntlets of ogre power, +1 chain shirt, +1 ring of protection, 2 potions of cure serious wounds, potion of lesser restoration, +2 cloak of resistance, masterwork mighty [+4] composite shortbow, 20 arrows, net, bola.

Dervish Wizard: Female Human Rgr 1/Ftr 1/Wiz 4/Spellswrd 4 (Necromancer: enchantment, evocation prohibited); CR 8; Medium Humanoid; HD 1d10+5d8+4d4+16, hp 65; Init +2; Spd 30 ft; AC 19 (touch 13, flat-footed 17) [+5 mithral chain shirt, +2 dex, +1 deflection, +1 natural]; BAB: +8; Grap +11; Atk: +13 melee [2d4+4 falchion] or +10 ranged touch (spell) or +11 ranged (1d8+3 longbow); Full Atk: +13/+8 melee [2d4+4 falchion] or +10 ranged touch (spell) or +11/+6 ranged (1d8+3 longbow); SA: Channel Spell 3/day, Favored Enemy: Human +2; SQ: Familiar, Ignore Spell Failure: 15%, Wild Empathy +1; AL NE; SV Fort +12, Ref +7, Will +8; Str 16, Dex 14, Con 14, Int 15, Wis 8, Cha 10.

Skills and Feats: Concentration +15 (+4 rgr, +5 wiz +4 spellswrd), Listen +5 (+4 rgr, alertness), Hide +6 (+4 rgr), Intimidate +4 (+4 ftr), Jump +8 (+5 spellswrd), Knowledge: Arcana +10 (+5 wiz, +3 spellswrd), Knowledge: Dungeoneering +4 (+2 rgr), Knowledge: Local +4 (+2 rgr cc), Knowledge: Nature +7 (+1 rgr, +4 wiz), Move Silently +6 (+4 rgr), Spot +5 (+4 rgr, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +16 (+6 wiz, +6 spellswrd), Search +6 (+4 rgr), Survival +5 (+4 rgr), Tumble +5 (1r cc spellswrd); Alertness (b with familiar), Improved Familiar: Worg, Power Attack, Cleave, Close Quarters Fighting, Combat Expertise, Improved Trip, Scribe Scroll, Track, Weapon Focus: Falchion.

Channel Spell (Sp): At 4th level a spellswrd can channel any spell he can cast into his melee weapon. Using this ability requires a move action and the spellswrd uses up the prepared spell or spell slot just as if he had cast the spell. The channeled spell affects the next target that the spellswrd successfully attacks with his weapon (saving throws and spell resistance still

apply). Even if the spell normally affects an area or is a ray, it affects only the target. The spell is discharged from the weapon, which can then hold another spell. A spellswrd can channel his spells into only one weapon at a time. Spells channeled into a weapon are lost if not used in 8 hours.

Possessions: +1 Falchion (with Ray of Enfeeblement channeled into it), +1 mithral chain shirt, +1 ring of protection, +1 amulet of natural armor, +1 cloak of resistance, Masterwork Mighty [+3] composite longbow, kukri, potion of Cure Serious Wounds, scroll of Haste, 20 arrows, explorer's outfit, pen, ink, papers, spellbook (see below), 100gp worth of inks suitable for scribing scrolls, net, bola.

Spells per day: 4+1/4+1/3+1/1+1 (DC 12+spell level)

Spells Prepared: 0th—Detect Magic, Mending, Prestidigitation, Touch of Fatigue x2; 1st: ~~Mage Armor~~, Ray of Enfeeblement x2, Shield, True Strike; 2nd—Augment Familiar, Blindness/Deafness, Glitterdust, Mirror Image, See Invisibility; 3rd—Displacement, Haste, Ray of Exhaustion.

Spellbook: All level 0 PHB spells, 1st—Chill Touch, Color Spray, Detect Secret Doors, Endure Elements, Mage Armor, Ray of Enfeeblement, Shield, True Strike; 2nd—Augment Familiar, Blindness/Deafness, Glitterdust, Locate Object, Mirror Image, See Invisibility; 3rd—Displacement, Greater Magic Weapon, Halt Undead, Haste, Ray of Exhaustion

Familiar: **Bonegnaw**; Worg; CR n/a; Medium Magical Beast; HD 4d10+8; hp 32; Init +2 (dex); Spd 50 ft.; AC 20 (touch 12, flat-footed 18) [+2 dex, +4 mage armor, +4 natural]; BAB: +8; Grap: +11; Atk/Full Atk: +11 melee (1d6+4 bite); SA: Trip; SQ: grant Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells; AL NE; SV Fort +11, Ref +7, Will +10; Str 17, Dex 15, Con 15, Int 7, Wis 14, Cha 10.

Skills: Concentration +15 (+13 mistress), Listen +8 (+4 mistress, alertness), Hide +6 (+4 mistress), Intimidate +4 (+4 mistress), Jump +16 (+5 mistress), Knowledge: Arcana +7 (+9 mistress), Knowledge: Dungeoneering +0 (+2 mistress), Knowledge: Local +2 (+2 mistress), Knowledge: Nature +3 (+5 mistress), Move Silently +6 (+4 mistress), Spot +8 (+4 mistress, alertness), Speak Language: Common, Flan

(+1r cc ranger), Spellcraft +14 (+12 mistress), Survival +8 (+4 mistress), Tumble +5 (+1 mistress); Alertness, Track.

Bonegnaw has grizzled gray fur, is 5 feet long and stands 3 feet tall at the shoulder. He weighs 300 pounds. He can speak Worg and Flan.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) 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 worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

Augmented Statblock: Medium Magical Beast; HD 4d10+16; hp 38; Init +4 (dex); Spd 50 ft.; AC 22 (touch 14, flat-footed 18) [+4 dex, +4 natural, +4 mage armor]; BAB: +8; Grap: +13; Atk/Full Atk: +13 melee (1d6+7 bite); SA: Trip; SQ: grant Alertness, DR 5/magic, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells; AL NE; SV Fort +15, Ref +11, Will +12; Str 21, Dex 19, Con 19, Int 7, Wis 14, Cha 10.

Skills: Concentration +17 (+13 mistress), Listen +8 (+4 mistress, alertness), Hide +8 (+4 mistress), Intimidate +4 (+4 mistress), Jump +18 (+5 mistress), Knowledge: Arcana +7 (+9 mistress), Knowledge: Dungeoneering +0 (+2 mistress), Knowledge: Local +2 (+2 mistress), Knowledge: Nature +3 (+5 mistress), Move Silently +8 (+4 mistress), Spot +8 (+4 mistress, alertness), Speak Language: Common, Flan (+1r cc ranger), Spellcraft +14 (+12 mistress), Survival +8 (+4 mistress), Tumble +7 (+1 mistress); Alertness, Track.

New Dervish: male human Rgr 1/Ftr 4/Dervish 1; CR 6; HD 1d8+5d10+12; hp 51; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 16) [+5 chain shirt, +1 dervish, +2 dex]; BAB: +6; Grap: +9; Atk: +11 melee (1d6+6, 18-20 scimitar), or +9 ranged (1d6+3 composite shortbow); Full Atk: +9/+4 melee (1d6+6, 18-20 scimitar) and +9 melee (1d6+3 18-20 scimitar), or +9/+4 ranged (1d6+3 composite shortbow); SQ: AC Bonus +1, Dervish Dance 1/day, Favored Enemy: elves +2, Movement Mastery, Slashing Blades, AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +6 3 r cc & 4 r, Survival +8 8r, Tumble +8 3rcc & 2r; Combat Expertise, Dodge, Elusive Target, Mobility, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish

dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Equipment: +1 Scimitar, masterwork scimitar, dagger, +1 chain shirt, potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Dervish: male human Rgr 1/Ftr 4/Dervish 3; CR 8; HD 1d8+7d10+16; hp 67; Init +3; Spd 35 ft.; AC 20 (touch 15, flat-footed 17) [+5 chain shirt, +1 dervish, +3 dex, +1 deflection]; BAB: +8; Grap: +11; Atk: +13 melee (1d6+6, 18-20 scimitar), or +11 ranged (1d6+3 composite shortbow); Full Atk: +11/+6 melee (1d6+6, 18-20 scimitar) and +11 melee (1d6+3 18-20 scimitar), or +11/+6 ranged (1d6+3 composite shortbow); SQ: AC Bonus +1, Dervish Dance 2/day, Fast Movement +5 ft, Favored Enemy: elves +2, Movement Mastery, Slashing Blades, AL CE; SV Fort +10, Ref +8, Will +5; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +1 2r, Jump +9 7r, Perform (dance) +10 3 r cc & 8 r, Survival +8 8r, Tumble +13 3rcc & 6r; Combat Expertise, Dodge, Elusive Target, Mobility, Spring Attack, Two Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Track.

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks

only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point, this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Equipment: +1 Scimitar, masterwork scimitar, dagger, +1 chain shirt, +1 ring or protection, potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration, +1

cloak of resistance, masterwork mighty [+3] composite shortbow, 20 arrows, net, bola.

Encounter Three-B

Ogre Ranger Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 21 (touch 10, flat-footed 20) [+1 Dex, -1 size, +5 natural, +4 chain shirt, +2 heavy Shield]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+6 large longsword or +6 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+6 large longsword and +10 melee (1d8+3 shield bash); SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Combat Reflexes, Endurance (b), Improved Shield Bash, Iron Will, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large longsword, large shortsword, large heavy wooden shield with masterwork shield spikes, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Ogre Spearman Male Ogre Rgr 3 Large Giant; CR 6; HD 4d8+3d8+14; hp 54; Init +1; Spd 40 ft.; AC 19 (touch 10, flat-footed 18) [+1 Dex, -1 size, +5 natural, +4 chain shirt]; BAB: +6; Grap: +16; Atk: +12 melee 2d6+9 large longsword or +11 ranged (1d8+6 javalin); Full Atk: +10/+5 melee 2d6+9 large longsword, and +10 (1d8+3 masterwork armor spikes; SA: Favored Enemy: dwarves +2; SQ 10 ft reach, Wild Empathy +2; AL NE; SV Fort +9, Ref +5, Will +4; Str 22, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +5, Heal +3, Listen +8, Spot +8, Survival +7; Brutal Throw, Combat Reflexes, Endurance (b), Iron Will, Track (b), Two Weapon Fighting (v).

Equipment: Masterwork large longsword, large longsword, Chain Shirt, backpack, 2 days' rations, potion of cure moderate wounds, 4 javalins.

Ogre Chief Male Ogre Bbn 6/Rgr 3 Large Giant; CR 12; HD 4d8+6d12+3d8+26; hp 108; Init +1; Spd 50 ft.; AC 23 (touch 11, flat-footed 23) [+1 Dex, -1 size, +6 natural, +6 chain shirt, +1 deflection]; BAB: +12; Grap: +23; Atk: +19 melee 2d8+11 large glaive or +18 ranged (1d8+7 javalin); Full Atk: +17/+12/+7 melee 2d8+11 large glaive, and +17 (1d8+3

masterwork armor spikes; SA: Favored Enemy: dwarves +2, Rage 2/day; SQ 10 ft reach, Fast Movement, Improved Uncanny Dodge, Trap Sense +1 Uncanny Dodge, Wild Empathy +2; AL NE; SV Fort +14, Ref +7, Will +6; Str 24, Dex 12, Con 14, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb +8, Heal +3, Listen +17, Spot +8, Survival +17; Brutal Throw, Cleave, Combat Reflexes, Endurance (b), Iron Will, Power Attack, Track (b), Two Weapon Fighting (v).

Equipment: +1 large glaive, large longsword, large heavy +2 Chain Shirt, backpack, +1 ring of protection, +1 amulet of natural armor, 2 days' rations, 2 potions of cure serious wounds, potion of lesser restoration, 4 javalins.

Enraged hp 134; Init +1; Spd 50 ft.; AC 21 (touch 9, flat-footed 21) [+1 Dex, -1 size, +6 natural, +6 chain shirt, +1 deflection, -2 rage]; BAB: +12; Grap: +25; Atk: +21 melee 2d8+14 large glaive or +20 ranged (1d8+9 javalin); Full Atk: +19/+14/+9 melee 2d8+14 large glaive, and +19 (1d8+4 masterwork armor spikes; SA: Favored Enemy: dwarves +2, Rage 2/day; SQ 10 ft reach, Fast Movement, Improved Uncanny Dodge, Trap Sense +1 Uncanny Dodge, Wild Empathy +2; AL NE; SV Fort +16, Ref +7, Will +8; Str 28, Dex 12, Con 18, Int 10, Wis 13, Cha 9.

Appendix VIII: New Rules

Brutal Throw: [General] (Complete Adventurer)

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your strength modifier (instead of your dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the roll.

Close Quarters Fighting [General] (Complete Warrior)

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

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as Improved Grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed grapple check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

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

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

Elusive Target [Tactical] (Complete Warrior)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against his foe, and the foe does not get a chance to trip you if your attempt fails.

Improved Familiar [General] (Complete Warrior, pg. 100)

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar (see Familiars, page 52 of the *Player's Handbook*). This feat was originally presented on page 200 of the *Dungeon Master's Guide*; the description here provides new familiars to stand beside them in battle.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level, and base attack bonus.

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar. The spellcaster must have at least the arcane spellcaster level and base attack

bonus indicated below in order to acquire the familiar.

Familiar	Alignment	Arcane Level	Spellcaster	Base Attack Bonus
Krenshar	Neutral	3 rd		+3
Worg	Neutral evil	3 rd		+3
Blink Dog	Lawful good	5 th		+5
Hell hound	Lawful evil	5 th		+5
Hippogriff	Neutral	7 th		+7
Howler	Chaotic evil	7 th		+7
Winter Wolf	Neutral evil	7 th		+7

Improved familiars otherwise use the rules presented on pages 52 and 53 of the *Player's Handbook*.

Augment Familiar (Complete Warrior, pg. 116)

Transmutation

Level: Sor/Wiz 2, Hexblade 1

Components: V, S

Casting Time: 1 action

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

Target: Your Familiar

Duration: Concentration +1 round/level

Saving Throw: Fortitude Negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants your familiar a +4 enhancement bonus to strength, Dexterity, and Constitution, Damage Reduction 5/magic, and a +2 resistance bonus on saving throws.