

ULP6-07

Return Favors

A One-Round D&D® LIVING GREYHAWK™

Principality of Ulek Regional Adventure

Version 1.2

by Lynn Register

Reviewer: Principality of Ulek Triad Circle Reviewer: Steven Conforti

In War, not only the warriors suffer. The land itself calls out for help. A druid affiliated with the Emerald Conclave seeks adventurers for assistance to relocate a victim of the blight of war. It is suggested that at least one adventurer have ranks in survival or knowledge nature. A sequel to ULP5-IS1 *Parting Gifts*. A Principality of Ulek regional adventure for APLs 2-8.

Resources: Special credit to Stephen Kenson and his article "A Little More Familiar" from *Dragon* #280 for the 3.5 Squirrel stat block.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at michaeltlh@earthlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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 BACKGROUND

Grendrick Stouthart, the dwarven druid from Parting Gifts, has discovered that the Dryad, Willowpond is in the path of two armies. In an effort to save an innocent, Grendrick seeks adventurers to transplant the dryad and her tree to a safer location. The Emerald Conclave doesn't approve of this and Grendrick risks censure. However, Willowpond helped some adventurers ease his grandfather's conscious and he feels he owes her.

Much has changed for Grendrick since the events from Parting Gifts. Ollie's sacrifice and gift has moved Grendrick to serve Ulek much like his forbearers. In Ollie's honor he uses his druid talents to serve as a scout for Ulek, tracking troop movements of the Pomarj. On one of his patrols he discovered the grove of Willowpond and its proximity to Pomarj Forces. Remembering the story of the adventurers that brought back the Sandhill Wireweed, Grendrick cautiously investigated the small verdant grove.

At first, Willowpond hid from Grendrick, but she realized that Grendrick might be able to help her. Speaking from the security of her tree, Willowpond confirms that she was the dryad from the adventurer's story. The Dryad also informs the druid that she is now the surrogate parent for some dire weasel pups as their parents had been recently slain. She pleads with Grendrick and asks if it was in his power to relocate her and her surrogate children.

ADVENTURE SUMMARY

This isn't your average adventure introduction. If time permits you could conceivably have six different introductions; but in the interests of brevity an awakened squirrel approaches the party on Grendrick's behalf and ask the PCs to meet him at the Stuck Pig Inn in Havenhill.

Previous "Guest's" of Willowpond can get a special introduction, if any are at the table.

At the Stuck Pig, Grendrick will explain the situation and attempt to convince the party to altruistically help Willowpond. He doesn't have a lot of gold to offer but could offer his services and enchant something.

If the heroes were not involved with the original quest; Grendrick will give them a map that will lead to the dryad's grove. The dryad's tree will need to be transplanted, so means to take the tree and transport it are supplied as well. (And expected to be returned.) Grendrick suggests that the closest "safe" area is the forested area on the border of Ulek and the Suss Forest near Rittersmarch. The immediate area near

Thunderstrike is too populated for Willowpond's tree to go unnoticed.

Unlike Parting Gifts, the weather is hot, dry and clear. Unbeknownst to the adventurers however, Willowpond is currently being tortured by an agent of Pomarj Special Forces, Xuttja (wot-ja). At most APLs Xuttja will be a blighter and she will be accompanied by some Pomarj Orc warriors. For the last couple of days, Willowpond and her tree have made Xuttja's deforestation save; but she is getting weaker every day...

After the second day travel to the grove, the adventurers come upon evidence that things are amiss. The foothills and plains are damaged by wildfire, and smoke can be seen in the distance. The afternoon of the third day, the adventurers reach the location of the grove; but the low area of the grove is filled with smoke and tongues of flame.

Dealing with the smoke and fire is complicated by Xuttja and her cronies. After dealing with Pomarj agents they need to identify themselves as friends of Grendrick to Willowpond. (Although some characters may be immediately identified as a Guest of Willowpond)

The next step is to transport the dryad's tree to the woods outside Rittersmarch, but the wildfires to the south prevent easy access to the road back to Havenhill. Per the PHB, wagons travel at roughly 16 miles a day and as the stormcrow flies, it is about 100 miles directly to Rittersmarch.

An accurate survival roll will inform the adventurers that they are in fact closer to Fort Stonewall than Havenhill and a 2-day cross country wagon-trip. Another accurate survival roll will prevent them from getting lost.

Just before arrival at Fort Stonewall the party encounters a group of Pomarj Sappers who are observing the walls of Fort Stonewall with intentions to visit a "Strandkeep Castle" on the Ulekians. The interesting thing about this particular group of Sappers is that they are led by an Ulek double agent. His actual purpose is to survey the land on the true border of Ulek and Pomarj to build a defensive wall once the disputed territories have been reclaimed. The interactions of the party and the double agent could have great implications on the future of the wall project.

Once at Fort Stonewall, players with the Quartermaster's coin are presented with an opportunity to "cash" in on the favor.

Travel continues north, but Willowpond, hidden in her tree, is unwell. Knowledge nature and survival rolls can treat her to some degree but without the tree being planted in actual earth the shock of being moved will kill the dryad.

After another 5-10 days on the road the adventurers reach the outskirts of Rittersmarch a short distance from the Jewel River. As the party is digging the new home for the dryad's tree, a nearby spriggin and possibly his duped redcap partner are attracted to the noise and investigate.

With the possibility of treasure, they attack the party. After dealing with the evil fey threat, the party can finish replanting the tree and with a proper survival/knowledge nature roll (or at the very least, a wisdom check); the dryad can be successfully transplanted.

PREPARATION FOR PLAY

It's important to have the players pre-roll some D20's and get their modifiers for Listen, Move Silent, Spot, Sense Motive, and Survival checks; also have the players roll two saving throws of each type. This will keep the players guessing if Will saves are needed. Also discover if any characters had previously played ULP5-IN1 *Parting Gifts* and if they had, if they spent time as a "Guest of Willowpond."

INTRODUCTION

There are conceivably as many introductions as there are players at the table. The purpose of this encounter is to deliver a message to the players by the cohort of Grendrick. Determine which characters are traveling with each other or if everyone is separate. A previous "Guest of Willowpond" will get a special introduction; refer to player handout #2.

For the sake of brevity I'll establish 2 introductions one indoors and one outdoors. Foamy is an awakened squirrel with a penchant for beer and ale and a cantankerous attitude to match. Foamy will use his skills to annoy the party members but will stick to the mission of delivery of the message. IF spotted he'll believe that the party is proficient enough not to need "baby-sitting"; otherwise he will "tail" the party to give up-to-date reports of the parties progress. Foamy will not risk exposure, but could help the party in a pinch (mostly to stabilize party members if necessary). IF Foamy takes an **active** part of combat(s); and he shouldn't in most cases; this will cost the characters experience. Throughout the adventure Foamy could (and should) torment the characters with his slight of hand and magical skills.

Outdoor Introduction

The day is hot and dry, and the wind is no respite from the heat. For your own reasons you just recently left Fort Stonewall and headed south towards Havenhill. Travel has been trouble-free under a pale cloudless sky.

At this point have the party members roll for Spot and Listen checks, although unlikely they may sense the approach of Foamy.

Unexpectedly, an acorn bounces off <insert random character's name> helmet. The high pitched "bong" matches a very tinny slightly inebriated voice that calls out.

"Adventurers travlin' to da next quest I bet? I's have a missive to you from a prospec.. prospec...your next

possible employer. Someone who's might be known by youse. IF you are interesteded youse let me know and I'll give it to you...."

Foamy will remain hidden as possible and will deliver the missive via mage hand, if asked (Player's Handout #1). And will even field the following questions.

Q: Who are you?

"I am a messenger... today"

Q: Who do you serve/Who is your master?

"The person that seeks your assistance."

Q: Why are you hidden?

"Because it amuses me. And you wouldn't trust me if you knew me"

Q: Why won't we trust you?

"Because it is your nature," this is followed by a very high-pitched giggle.

Otherwise Foamy will be elusive and annoying....if the party can't take anymore, Foamy will remember his original purpose and deliver the missive. He might even apologize...

Indoor Introduction

Escaping the heat of the day, you and your companions have taken refuge in a tavern in Havenhill for a hopefully cooler drink. As the first round arrives, a new group of patrons enter the tavern, reflexively grasping your attention momentarily.

At this point have the party members roll for Spot and Listen checks, although unlikely they may sense the approach of Foamy. Select a random PC and his/her drink has been noticeably pilfered.

After the brief distraction from the incoming customers, <insert characters name here>, notices that at least three fingers of liquid are missing from his/her drink. Seconds later a high-pitched belch is heard from the windowsill; although nothing is there.

"Adventurerers travlin' to da next quest I bet? I's have a missive to you from a prospec.. prospec...your next possible employer. Someone who's might be known by youse. IF you are interesteded youse let me know and I'll give it to you...."

Refer to the previous introduction for the question and answer section.

Foamy McNutt, Awakened Male Squirrel Rogue2/Wizard 8: hp 43; see Appendix 5

ENCOUNTER 1: A RESCUE MISSION

Rugdenner, the barkeep of the Stuck Pig, was apparently warned to anticipate your arrival and he waves your group over to the bar upon entering his establishment.

"He'll be 're momentarily, I've 'ad set up a private room, so youse could speak and converse without worrying about prying ears."

As Rugdenner sees to your party's needs, he takes a whistle from his pocket and blows on it; although no sound issues forth, Rugdenner doesn't seem concerned.

If asked about the whistle, Rugdenner will refuse to comment, but will wink and excuse himself. Familiars and animal companions will be slightly annoyed by the whistle.

This is the time for character introductions if they haven't already managed to introduce themselves.

Rugdenner and his wife run the Stuck Pig. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up with him. He is still able to run the tavern; barking at the serving wenches and cooks to keep them moving at all times.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are still looked upon with caution can be given cool looks but nothing ever comes of it; this includes a general lack of verbal comments.

The private room contains 7 chairs with simple faire of several different types of breads, cheeses and nuts laid out on the table. Also, pitchers of different liquids, ranging from some sort of wine, a stout dwarven mead and a pitcher of clear, clean water is present. A single window has been left open but fortunately this room is on the shadowed side of the building and it is a slightly cooler breeze that comes through the sill.

Minutes pass uneventfully when a strangely adorned red squirrel skitters to the sill of the open window. It apparently is wearing some sort of vest with multiple pockets and sports a small backpack. At the end of a leather loop that goes over its shoulder and ends at the waist, is an unmistakable diminutive book satchel. The satchel seems to be secured with miniature ties to the vest to keep it close to the body when the squirrel was climbing. Looking at you it takes to two legs, reaches into its backpack and takes out an impossibly big nut.

Just as it is about to take a bite out of the oversized nut, another squirrel lands on the sill. This grey and

white squirrel is at least twice the size of the strangely garbed rodent. The red squirrel apparently recognizes the larger squirrel, and takes an ashamed stance with the nut hidden behind. Without hesitation the gray squirrel begins a furious squeaking and waggles its smallish claw at the strangely dressed red squirrel. Several moments of unabated squeaking continue, when the larger squirrel realizes that his smaller cousin isn't the only one in earshot of his squirrely lecture.

The larger squirrel pauses momentarily, wags its finger one last time, and then jumps into the room. As the squirrel jumps, it morphs into the shape of a middle aged dwarf dressed in grey leathers, who has prominent white braids in both beard and hair.

"Sorry for my delay, it was a personal matter. I am Grendrick Stoutheart and I seek your assistance." After Grendrick introduces himself, the red squirrel, nut and all disappear from view.

If anyone has played ULP5Intro-Parting Gifts, Grendrick will recognize them and appear relieved.

<READ if a player is present that has played Parting Gifts>

<Name(s)> I am glad that my messenger reached you, one we both know is in danger and needs your aid much like when she assisted you in one of your first quests. The dryad that helped you previously is in grave danger; unfortunately other commitments prevent me from aiding her myself.

Also, much like my grandfather I can only offer a pittance, but hopefully the chance to aid Willowpond will cover the rest. I can offer (25 x APL) each and I have some special equipment that you'll need.

In short, we need to move Willowpond's tree. I have an elixir that will ease her pain, but it is still dangerous for both. Are you willing to do this?

Check your sense motives rolls for your players to notice that Grendrick is holding something back.

<Otherwise>

I am glad that my messenger reached you; a fellow servant of nature is in dire straights and is in need. A dryad named Willowpond, who helped me in the past, is in danger and she and her tree need to be moved. Her little grove is in danger from not only the Pomarj, but the advancing Ulek army as well. It saddens me that I am unable to help her, but I have other responsibilities. Faced with this dilemma, I have sought you out in the hopes that good adventurers such as yourselves would help her. I can offer a pittance (25 x APL) gold apiece, for I am not a rich person; it is my hope that any coin and a good deed would be sufficient pay.

I have an elixir that will ease her pain, but it is still dangerous for both. Are you willing to do this?

Check your sense motives rolls for your players to notice that Grendrick is holding something back.

QUESTIONS?

Q: Where do we take the tree?

"I have scouted out a safe area of the Suss Forest just north of Rittersmarch. It'll be difficult going for the cart, but I think it can make it. It's on the south side of the Jewel River so the Dryad will have easy access to water." Grendrick points to a map he pulls out of his satchel and shows the adventurers the location. I have marked the nearby trees with the rune of safety.

Q: How are we going to transport the tree?

"I have acquired a well-built cart and a sturdy pony that will pull it for you. He's a smart pony and is easy to guide. I also have a ceramic pot that you'll need to put the tree in when you've administered the elixir. The pony is important to me, so please protect him from the perils of the trip."

Q: Is she expecting us?

"Yes and no. I've told her that help may be coming but not in what form it would show up. Show her this talisman and she'll acquiesce to your plans." Grendrick hands over (dwarven first, druid then ranger, goodly looking adventurer after that) a mithral symbol of Ehlonna.

Q: What does the elixir do/work?

"There is two parts, first a portion for her to drink and then the second portion to pour upon the trunk of the tree. The elixir will cause her tree to draw in its roots and shortly after Willowpond drinks her portion it will put her in a stasis like condition in her tree." With that said, Grendrick shows two vials; one smaller than the other but both filled with an almost viscous emerald green fluid. Slight sparkles can be seen flickering in the light in the vials.

Q: How long does the elixir last/ How long do we have/ Are we in a hurry?

"A single tenday. This should be just enough time to get her tree to the safety of the forest to the north. If you get lost, I fear she may die inside her tree for I only have one set of vials."

Q: How close are the armies?

"Near enough that I fear for her safety. Pomarj agents have been seen nearby, I am saddened I cannot help."

Q: Why can't you help?

"I have other commitments to Prince and country. I guess I have Granda to thank for that." Not the entire

truth. Sense motive to detect he's holding back that the Emerald Conclave has forbidden him to help.

Q: Why has the Emerald Conclave forbidden you to help?

"As I am a servant of nature, so am I servant of the Emerald Conclave. However, in this we are of two minds. They hold that nature's will hold its sway, but due to Willowpond's acts in the past I feel as if I owe her; if not for myself, but for Granda's memory. Therefore I send you in my stead."

ENCOUNTER 2: A FARMER'S WAGON

Unlike the standard wagon pulled by two horses, Grendrick has provided a small unusual looking cart. Seemingly carved from a single tree, the cart is pulled by a single pony with seating for a single driver and just enough room for the oversized clay pot in the cargo area.

Just before you leave Grendrick walks to the pony and whispers in his ear. The pony whinnies and shakes his head in apparent agreement. Grendrick pulls out a small purple flowered sprig from his vest and carefully interweaves it into the mane of the pony. Grendrick then gives the pony an affectionate pat on the shoulder, steps out of the way for the party to proceed on its mission of mercy.

☞ **Surefoot, Advanced Pony:** hp 36; see Appendix 1

☞ **Druid-crafted Masterwork Cart:** Large Vehicle; Handle Animal +2; Spd Drawn (poor) 20ft; Overall hp 50 (hardness 5); Overall AC 4; Ram 2d6; Face 10ft by 5 ft; Height 5ft; Crew 1; Weight 200lbs; Cargo 500; Cost 165gp

The cart is open topped, so the driver and any passengers gain cover behind 1in of wood (hp 10, hardness 5)

☞ **Masterwork Ceramic Pot:** Medium sized container; Overall hp 20 (hardness 3 (slightly stronger than glass)), Brittle, x2 damage from blunt weapons. Break DC 18, Weight 35lbs

With the most advantageous use of the road it is just over 24 miles to the grove location. Travel by Cart (Refer to PHB pg 164) is 12 miles a day by road in hills and 8 miles a day in trackless hills. Grendrick can give them the map with the location roughly marked and inform them of landmarks that can make the most of the time on the road.

ENCOUNTER 3: WHERE THERE IS SMOKE THERE IS FIRE.

The dawn of the second day brings a sense of foreboding that Grendrick was right. Although the early morning is warm and dry, an immense low white cloud stretches across the horizon. A hot easterly breeze swirls a miniature dust devil into existence. It seemingly flits and dances to some macabre music; when you spy a flicker of red in distant cloud and realize that the hills are on fire!

Progressing forward in spite of the growing cloud of smoke, vision eventually is reduced to a mere 60 ft over the course of the day and it's apparent that a fire has already coursed through this area.

Just a little foreshadowing....

ENCOUNTER 4: BURN BABY BURN!

The south-easterly wind has been the only thing that has allowed further travel, for everything is burnt and blackened; wisps of smoke still curling up from the ashes and still prevents visibility past 60ft. As you near the grove located on the map, the smoke has thickened into almost a wall on the hill leading to the dryad's grove. As you step through the wall of smoke, your clothes are buffeted by some unseen wind.

The sight beyond is anything that could have been dryad's grove. A sickly creek now befouled with ash and mud trickles weakly into a just as fouled pool that is in the center of the grove. And where there should be a circle of trees only one tree remains. The other trees are now stumps or are actually burning themselves.

If they approached with stealth describe the orcs:

A tall spindly female half-orc stands before the last tree, dressed in hide armor and carrying a club. To her left and right stand two other full-blooded orcs; one in studded leather and the largest falcion you've seen and the other in a chain shirt with a matching scimitar, but with a double quiver of arrows on his back. Before them, kneeling on the ground is a bloodied female, burn marks visible from your vantage point.

If listen checks are made,

A cackling female voice begins "...what you know dryad...you only prolong your suffering. Join your friends in fiery death, muhahaha, or suffer a quicker death, it means little to me...but you WILL tell me

what you have seen of Ulek and their little dwarven army."

A soft quavering voice replies, "I've told you several times, I've never seen anything of the sort."

Look to the players and see if they wish to interrupt. Give them a few seconds to act then continue with boxed text.

*"THAT'S A LIE, we lost a patrol near here and we've been able to track the culprits back to this grove!"
TELL US WHAT YOU HAVE SEEN!*

"I don't know what ..."

The evil voice interrupts....THEN YOU WILL BURN!

NOTE....The players are FREE TO interrupt BOXED TEXT, IF you get to "Then you will burn" roll initiative and give Xuttja a surprise round where she starts to burn the tree (either by alchemist fire or by blightfire). Proceed from there. The Barbarian will engage in melee, the ranger will attack from range and protect Xuttja. For the sake of argument Willowpond will be fighting the fire and will be a non-combatant (once the fire is out she will retreat into her tree). Afterwards this will leave her damaged (4 HP) and fatigued. ALSO, Remember at APL 6 and 8 the orc ranger has an eagle companion that will warn of approaching adventurers.

A quick circle of the hill(s) will show that smoke encircles the entire grove. The entire area is considered difficult terrain.

APL 2 (EL 5)

🔥 Xuttja (wot-ja), Female Half-Orc Druid 4: hp 32; see Appendix 1

🔥 Coal, Wolverine Animal companion: hp 33; see Monster Manual, page 283.

🔥 Vrograk, Male Orc Barbarian 1: hp 14; see Appendix 1.

🔥 Vrogrog, Male Orc Ranger 1: hp 10; see Appendix 1.

APL 4 (EL 7)

🔥 Xuttja (wot-ja), Female Half-Orc Druid 5/Ranger 1: hp 84; see Appendix 2.

🔥 Coal, Wolverine Animal companion: hp 33; see Monster Manual, page 283.

🔥 Vrograk, Male Orc Barbarian 2: hp 22; see Appendix 2.

🔥 Vrogrog, Male Orc Ranger 2: hp 16; see Appendix 2.

APL 6 (EL 9)

🔥 Xuttja (wot-ja), Female Half-Orc Druid 5/Ranger 1/ Blighter 2: hp 64; see Appendix 3.

🔥 Vrograk, Male Orc Barbarian 4: hp 44; see Appendix 3.

🔥 Vrogrog, Male Orc Ranger 4: hp 32; see Appendix 3.

🔥 Claw, Eagle Animal Companion; hp 7 see Monster Manual, page 272

APL 8 (EL 11)

🔥 Xuttja (wot-ja), Female Half-Orc Druid 5/Ranger 1/ Blighter 4: hp 80; see Appendix 4.

🔥 Vrograk, Male Orc Barbarian 6: hp 66; see Appendix 4.

🔥 Vrogrog, Male Orc Ranger 6: hp 48; see Appendix 4.

🔥 Claw, Eagle Animal companion: hp 35; see Appendix 4.

Once the party has dealt with the Pomarj Special Forces proceed to Encounter 5;

ENCOUNTER 5: DAMMIT REDGAR, I'M A CLERIC NOT A BOTANIST

Finally after the foes have fallen, a bedraggled, wounded yet still pretty face sticks out of the tree trunk looking at you trepidaciously. With a shaky and quivering voice she asks: "Who are you?"

Hopefully, the party still has the vials otherwise it takes nearly a year to properly prepare a tree for transplantation (Thank goodness for magic eh?) For the sake of argument, the proper method (including magic) for the transplantation of the tree is as follows.

1. Allow Willowpond to quaff the potion
2. Walk slowly around the tree and pour the potion on the tree trunk. Allow several minutes for the potion to be absorbed into the bark. Her tree is 24 ft tall and has a diameter of five inches.
3. Using a spade or other appropriate tool dig a trench around the tree that is about two feet deep and about as wide as the spade. If there are any roots that haven't withdrawn they will be severed at this time. Use this opportunity to instill a bit of tension because the druid never said that not all of the roots would be withdrawn...maybe they didn't wait long enough. The trench should be about 4 ft from the trunk.

4. From the trench inwards cut away the underlying earth to form a rough ball of earth and roots. Rock the ball back and forth until it moves loosely; use the gate of the wagon as board for leverage to lift the tree out of the trench. The ball when finished should be 30" to 60" in diameter.
5. Set the plant on the burlap that was stored in the pot and wrap it up. Then slide the burlap covered (don't roll, the roots are fragile!) into the ceramic pot and fill the empty space with extra earth and water it.

Extrapolated game mechanics:

1. Diplomacy (hopefully) or Intimidate check with Willowpond to get her to agree to the plan. Showing the mithral holy symbol will give a + 5 and talking will give additional bonus as the judge sees fit to the check She starts out at Indifferent, due to recent traumatic events. (It's not designed to be hard...just attempting at a little role-play) Diplomacy DC 15 to friendly, then DC 20 Helpful or DC 30 to go straight to Helpful. (she needs to be able to take risks to help you (see PHB 72). Intimidate is not wise but could work.

2. Roll saving throws for both Willowpond and the tree. The numbers don't matter, just more tension. Grimace badly if a '1' is rolled.

3. Dig the trench and applying the canvas cover.

The primary methods to perform this action are: Knowledge Nature, Profession/Craft apothecary, farmer, herbalist, lumberjack, woodcutter or any reasonable explanation of how an appropriate skill would work, allow the players to be creative (not disable device).

Higher APLs the roots don't withdraw as much, so it's slightly harder to properly dig the trench. Aid another has no restrictions due to the area that is involved. But due to the risk of failure, taking 20 is not allowed, but you can take 10 (but don't tell the players, let them ask) and the players can make untrained craft checks to aid either the primary Knowledge(nature) or the primary Profession/Craft check.

APL 2 Knowledge(nature) DC 12, Profession/Craft 17

APL 4 Knowledge(nature) DC 14, Profession/Craft 19

APL 6 Knowledge(nature) DC 16, Profession/Craft 21

APL 8 Knowledge(nature) DC 18, Profession/Craft 23

Repercussions: A failed check does 1 point of damage per point to her that the DC was failed. Hopefully they healed her before they tried to operate on the tree. If she is actually killed, the players won't know until they try to replant the tree and she doesn't come out and the tree dies. Reward smart players...

There also exists the possibility that a previous Guest of Willowpond showing up. Just before entering the tree

after quaffing the potion, she will give the character a lock of her green hair. This player has gained Lock of Willowpond Hair.

ENCOUNTER 6A: MARINES! WE ARE LEAVING!

The acrid smoke has lessened in the area but a haze is still in the air. Looking southwest, into the disputed territory, a Medusa headed banner waves in the hot breeze. Several groups of humanoids are ranging out from the main party of over fifty humanoids and beasts of war. Mere hours away the war band slowly and inexorably approaches the grove, perhaps now would be a good time to leave.

After a day of rest a Pomarj war band has come to investigate not only the wildfire but the lack of a report from Xuttja.

The force is around 40-70 and 3 groups of 5-7 scouts can be seen outlying out from the main group.

(This is an attempt to herd the party in the direction of the module. Ultimately they are to head north eventually towards Rittersmarch and near the river.)

ENCOUNTER 6B: ARE WE LOST?

After several hours of travel, none of the landmarks look familiar. Realizing with a start, that the smoke and fire have misled your trip back to civilization, you pause to attempt to get bearings.

Check Spots and/or Listens to verify surprise status. The flyers start 80 ft away from the party. (Easily in range for a diving charge during the possible surprise round)

A loud screech and the sound of wings is the warning that something may be lost with you.

Survival checks to make sure that the smoke and terrain doesn't get them lost. Alternate encounter if they do.

APL 2 (EL 2)

🐉 **Hippogriff:** hp 32; see *Monster Manual*, page 152.

APL 4 (EL 4)

🐉 **Griffon:** hp 74; see *Monster Manual*, page 139.

APL 6 (EL 6)

🐉 **Griffon (2):** hp 74 each; see *Monster Manual*, page 139.

APL 8 (EL 8)

🐉 **Wyvern (2):** hp 79 each; see *Monster Manual*, page 259.

ENCOUNTER 7: TO RETURN A FAVOR

This encounter should be shortly before either Fort Stonewall or Rittermarch if they go directly to Rittersmarch.

Civilization is at last, almost in sight after your foray in the disputed territory; in the failing light of the setting sun a small sheltered campfire can be seen flickering.

The gnome does not have darkvision and the orcs have created a small campfire for him to see and eat by. The scouts have taken up patrols within 60ft of the campfire and have whistles to warn the camp if they spot intruders, they are of course attempting to hide and move silent. More checks on the listen and spot list are required. The favored soul is sitting with the gnome, making the appearance as if the gnome is a prisoner.

If they successfully get closer without seeing (or being seen by) the scouts, read the following.

Approaching closer, you can see two beings in the firelight. One is of small stature, either a gnome or halfling, and another whose bulk could only be half-orc or orc in nature. The larger one's roughly hands the smaller one a plate of some substance that could be mistaken as food.

Otherwise, read the following.

Attempting to get closer to investigate the campfire, a shrill whistle interrupts your concentration on sneaking closer without being seen. Two sets of red eyes appear out of the darkness and booted feet can be heard charging towards your positions!

Tactically, when combat comes, the favored soul will cover for the gnome. Shuk will avoid combat at all costs. The following are Shuk's tactics: APL 2 Shuk will Benign Transposition with a nearby burrowing animal to the limits of the spell (170ft). Then Shuk will cast Invisibility on himself and hide. APL4 Shuk will Baleful Transposition with a nearby burrowing animal to the limits of the spell (170ft). Then Shuk will cast Invisibility on himself and hide. At APL 6 and 8 he will Dimension Door and then cover himself with Dust of Disappearance and hide. In all encounters, Shuk will attempt to maintain APL. Meanwhile the Scouts will continually move to get their skirmish ability and the Favored Soul will support from a distance after drinking the potion of invisibility and summoning monsters.

APL 2 (EL 4)

➤ **Gnarg and Parkgue, Male Orc Scout 2:** hp 16; see Appendix 1.

➤ **Zahigoth, Male Half-Orc Favored Soul 2:** hp 16; see Appendix 1.

➤ **Shuk Stonesplitter, Male Gnome Illusionist 7:** hp 49; see Appendix 5.

APL 4 (EL 6)

➤ **Gnarg and Parkgue, Male Orc Scout 3:** hp 24; see Appendix 2.

➤ **Zahigoth, Male Half-Orc Favored Soul 3:** hp 27; see Appendix 2.

➤ **Shuk Stonesplitter, Male Gnome Illusionist 7:** hp 49; see Appendix 5.

APL 6 (EL 8)

➤ **Gnarg and Parkgue, Male Orc Scout 5:** hp 40; see Appendix 3.

➤ **Zahigoth, Male Half-Orc Favored Soul 5:** hp 45; see Appendix 1.

➤ **Shuk Stonesplitter, Male Gnome Illusionist 7:** hp 49; see Appendix 5.

APL 8 (EL 10)

➤ **Gnarg and Parkgue, Male Orc Scout 7:** hp 56; see Appendix 1.

➤ **Zahigoth, Male Half-Orc Favored Soul 7:** hp 63; see Appendix 1.

➤ **Shuk Stonesplitter, Male Gnome Illusionist 7:** hp 49; see Appendix 5.

ENCOUNTER 8: WE DON'T WANT YOUR KIND HERE, BUT WE'LL TAKE YOUR STUFF

Over the last several days of travel the Dryad's tree has taken a sickly appearance and it's with great relief when the rune of safety is found on a nearby tree. All that's left now is to replant the tree and a little water and this adventure will finally be over.

At this point find out who is digging the hole to replant the tree and if anyone is staying on the wagon and what not.

Having dug out half of what you expect for the tree, your digging is interrupted by a shrill shout. "Stop all of that racket, lay down your arms and throw your valuables in the trees and you can leave my forest in peace." Apparently the druid's thought of safety wasn't as accurate as he had thought.

Racnous (and at higher APLs his duped Redcap servant) were resting in the nearby forest and were awoken by the digging of the party. Considerably irritable when they get sleep, they are even worse when they don't get sleep. Racnous will open with a Shatter on a holy symbol if possible; otherwise he will hide in the forest and wait for the party to come to him so he can get his sneak attack.

At Higher APLs he will send a buffed Dubk out and support him from a distance.

APL 2 (EL 3)

✦ **Racnous, Male Spriggan:** hp 28; see Appendix 1.

APL 4 (EL 5)

✦ **Racnous, Male Spriggan Druid 2:** hp 41; see Appendix 2.

✦ **Rat, Male Dire Rat:** hp 6; see Monster Manual pg 64

✦ **Dubk, Male Redcap:** hp 26; see Appendix 2.

APL 6 (EL 7)

✦ **Racnous, Male Spriggan Druid 6:** hp 80; see Appendix 3.

✦ **Rat, Male Wolverine:** hp 55; see Appendix 3.

✦ **Dubk, 8HD Advanced Male Redcap:** hp 68; see Appendix 3.

APL 8 (EL 9)

✦ **Racnous, Male Spriggan Druid 6/Rogue 2:** hp 93; see Appendix 4.

✦ **Rat, Male Wolverine:** hp 55; see Appendix 4.

✦ **Dubk, 10HD Advanced Male Redcap:** hp 95; see Appendix 4.

After dealing with the evil fey, the ending is rather anticlimactic.

CONCLUSION

If Willowpond has been saved.

Even with the heckling from a hidden squirrel the transplanting of the dryad's tree goes without any further interruption. As a sprinkling of water caresses the fresh earth, a familiar face, quickly followed by the rest of his body appears and then walks through a nearby tree. "I thank you for your efforts and if are inclined to know more of nature, I may be able to teach you a thing or too.

You have earned a **Favor of a Grateful Druid**.

Willowpond, haggard and tired exits her tree, obviously in need of more rest, but the look of determination on her face prevents any argument. "I also wish to thank you for your efforts to save me and my companion. Please take this token in remembrance, also once in the future while you are amongst the outdoors and need assistance; think of me and nature may come to your aid.

You have earned the **gift of Willowpond**.

If Willowpond has been killed (either in transport or otherwise)

Even with the heckling from a hidden squirrel the transplanting of the dryad's tree goes without further interruption. As the sprinkling of water caresses the fresh earth, leaves begin to trickle down, turning brown and dying before hitting the ground. Stepping through a root of a nearby tree, the familiar face of Grendrick appears. Grendrick gasps at the sudden loss of what's left of the tree's foliage. He quickly approaches it and gently touches the trunk. With obvious sadness in his eyes, the druid turns to you, "The stress of the journey was too much for the young dryad; I'm afraid she didn't survive the journey. I appreciate your efforts and should you need my help in the future, call on me and I may be able to assist you.

You have earned the **Contact of Grendrick**.

The End

EPILOGUE

There exists some possibility that members of the Emerald Conclave will be a part of the adventuring parties. Their actions afterward can have repercussions on Grendrick's standing in the Conclave. Take the member's separately before doing the AR's and read the following.

Three days later an eagle lands before you. Quickly it changes into a representative of the Emerald Conclave. She asks for a moment of your time. "I have but a simple question that I think you have the answer for. Will you hear me out?" Barely waiting for your reply she continues unabated, "Grendrick Stouthart was instructed to take no action in the removal of the dryad from her grove. It has been observed that you were part of an adventuring party that assisted her (successful/ unsuccessful) transportation. Were you aware that he was so instructed?

If they answer no (and aren't attempting to dupe the representative) their interview is complete. However, if they were aware...

If so, why did you assist him?

The only viable answer is, "to keep my compatriots from harm." Any other answer will lead to censure. There is no flexibility in this answer, for reasons unknown the druids are black and white in this situation.

Either way, if they answer appropriately, they earn **Trust of the Emerald Conclave**. Otherwise they earn the **Disfavor of the Emerald Conclave**.

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 4 Burn Baby Burn!

Surviving the Encounter and Saving the Dryad.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.

Encounter 5 Dammit Redgar, I'm a Cleric not a Botanist

Successfully transplanting the tree (Story Award)

APL 2: 30 xp.
APL 4: 45 xp.
APL 6: 60 xp.
APL 8: 75 xp.

Encounter 6B Are We Lost?

Avoiding or Surviving the Encounter.

APL 2: 60 xp.
APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.

Encounter 7: To Return a Favor

Avoiding or Surviving the Encounter.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.

Encounter 7: To Return a Favor

Discovering the double agent (Story Award)

APL 2: 30 xp.
APL 4: 45 xp.
APL 6: 60 xp.
APL 8: 75 xp.

Encounter 8: We Don't Want Your Kind Here, but we'll take your stuff.

Surviving the Encounter.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.

Conclusion

Successfully planting the tree. (Story Award)

APL 2: 30 xp.
APL 4: 45 xp.
APL 6: 60 xp.
APL 8: 75 xp.

Discretionary Roleplaying Award

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1:

APL 2: L: 0 gp, C: 50 gp, M: (0 gp).

APL 4: L: 0 gp, C: 100 gp, M: (0 gp).

APL 6: L: 0 gp, C: 150 gp, M: (0 gp).

APL 8: L: 0 gp, C: 200 gp, M: (0 gp).

Encounter 4:

APL 2: L: 157 gp, C: 25 gp, M: *Potion of Cure Light Wounds* (4 gp each), *Potion of Protection from Good* 5th level (21 gp each), *Potion of Barkskin* +4 (75 gp each), *Potion of Protection from Arrows* 10/magic (25 gp each), *Cloak of Resistance* +1 (83 gp each),

APL 4: L: 153 gp, C: 50 gp, M: *Potion of Cure Light Wounds* (4 gp each), *Potion of Protection from Good* 5th level (21 gp each), *Potion of Barkskin* +4 (75 gp each), *Potion of Protection from Arrows* 10/magic (25 gp each), +1 *Chain shirt* (104 gp each), +1 *Wildwood Breastplate* (141 gp each), *Cloak of Resistance* +1 (83 gp each), *Necklace of Fireballs* Type I (138 gp each)

APL 6: L: 78 gp, C: 75 gp, M: *Potion of Cure Light Wounds* (4 gp each), *Potion of Protection from Good* 5th level (21 gp each), *Potion of Barkskin* +4 (75 gp each), *Potion of Protection from Arrows* 10/magic (25 gp each), +1 *Chain shirt* (104 gp each), +1 *Wildwood Breastplate* (141 gp each), *Cloak of Resistance* +1 (83 gp each), *Necklace of Fireballs* Type I (138 gp each), +1 *Great Falchion* (200 gp each), *Amulet of Health* +2 (333 gp each),

APL 8: L: 17 gp, C: 100 gp, M: *Potion of Cure Light Wounds* (4 gp each), *Potion of Protection from Good* 5th level (21 gp each), *Potion of Barkskin* +4 (75 gp each), *Potion of Protection from Arrows* 10/magic (25 gp each), +1 *Chain shirt* (104 gp each), +1 *Wildwood Breastplate* (141 gp each), *Cloak of Resistance* +1 (83 gp each), *Necklace of Fireballs* Type III (363 gp each), +1 *Great Falchion* (200 gp each), *Amulet of Health* +2 (333 gp each), *Gloves of Dexterity* +2 (333 gp each).

Encounter 7:

APL 2: L: 204 gp, C: 2 gp, M: *Everlasting Rations* (29 gp each), *Potion of Cat's Grace* (25 gp each), *Potion of Cure Light Wounds* (4gp each), *Potion of Invisibility* (25 gp each) *Cloak of Resistance* +1 (83 gp each),

APL 4: L: 235 gp, C: 4 gp, M: *Everlasting Rations* (29 gp each), *Potion of Cat's Grace* (25 gp each), *Potion of Cure Light Wounds* (4gp each), *Potion of Invisibility* (25 gp each), *Potion of Owl's Wisdom* (25 gp each), *Cloak of Resistance* +1 (83 gp each), +1 *Chain shirt* (104 gp each),

APL 6: L: 192 gp, C: 6 gp, M: *Everlasting Rations* (29 gp each), *Potion of Cat's Grace* (25 gp each), *Potion of Cure Light Wounds* (4gp each), *Potion of Invisibility* (25 gp each), *Potion of Owl's Wisdom* (25 gp each), *Cloak of Resistance* +1 (83 gp each), +1 *Chain shirt* (104 gp each), *Cloak of Resistance* +1 (83 gp each), +1 *Breastplate* (142 gp each), +1 *Heavy Wooden Shield* (96 gp each).

APL 8: L: 192 gp, C: 8 gp, M: *Everlasting Rations* (29 gp each), *Potion of Cat's Grace* (25 gp each), *Potion of Cure Light Wounds* (4gp each), *Potion of Invisibility* (25 gp each), *Potion of Owl's Wisdom* (25 gp each), *Potion of Barkskin* +2 (25 gp each), *Cloak of Resistance* +1 (83 gp each), +1 *Chain shirt* (104 gp each), *Cloak of Resistance* +1 (83 gp each), +1 *Breastplate* (142 gp each), +1 *Heavy Wooden Shield* (96 gp each) *Eyes of the Eagle* (208 gp each), *Possum Pouch* (125 gp each) *Earth Elemental Gem* (188 gp each).

Encounter 8:

APL 2: L: 9 gp, C: 0 gp, M: (0 gp).

APL 4: L: 47 gp, C: 13 gp, M: +1 *small hide armor* (97 gp), *Potion of Barkskin* +3 (50 gp each), *redcap tooth* (83 gp each)

APL 6: L: 0 gp, C: 13 gp, M: +1 *small hide armor*, (97 gp), +1 *small buckler*, (97 gp each), *Potion of Barkskin* +3 (50 gp each), *redcap tooth* (83 gp each), +1 *scythe*, (193 gp each), *Tunic of Steady Spellcasting*, (208 gp each), *Headband of Conscious Effort*, (333 gp each), +1 *small chain shirt*, (104 gp each).

APL 8: L: 0 gp, C: 13 gp, M: +1 *small hide armor*, (97 gp), +1 *small buckler*, (97 gp each), *Potion of Barkskin* +3 (50 gp each), *redcap tooth* (83 gp each), +1 *scythe*, (193 gp each), *Tunic of Steady Spellcasting*, (208 gp each), *Headband of Conscious Effort*, (333 gp each), +1 *small chain shirt*, (104 gp each), *Periapt of Wisdom* +2 (333 gp each), *Steadfast Boots*, (500 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 370 gp, C: 77 gp, M: 374 gp – Total: 821 gp (450 gp).

APL 4: L: 435 gp, C: 167 gp, M: 1399 gp – Total: 2001 gp (650 gp).

APL 6: L: 270 gp, C: 242 gp, M: 3113 gp – Total: 3477 gp (900 gp).

APL 8: L: 209 gp, C: 321 gp, M: 5244 gp – Total: 5774 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of a Grateful Druid:** Grendrick allows you to spend some time with him so he can tutor you in special arts or spells that he has available. With the expenditure of 2 additional TUs (4 TUs for out-of-region PCs), you gain access to one of the following (circle the one selected): feats – Natural Bond (*Complete Adventurer*), Companion Spellbound (*Player's Handbook II*), Indomitable Soul (*Player's Handbook II*); spells (*Spell Compendium*) – *aspect of the wolf*, *beastland ferocity*, *snake's swiftness*, *snowshoes*.

☛ **Contact of a Druid:** You may spend this favor with Grendrick to gain access (Frequency: Adventure) to purchase the *beastskin* armor special ability upgrade (*Complete Adventurer*). Mark this favor as USED when it is spent.

☛ **Trust of the Emerald Circle:** You have earned the trust of the Emerald Conclave; you can spend this favor to shorten (by one-half) the “real” time requirement to advance to the next tier in that metaorganization. Mark this favor as USED when it is spent.

☛ **Disfavor of the Emerald Circle:** You have earned the distrust of the Emerald Conclave. Although you believe your actions to be proper, the Conclave is unhappy with you. It will take twice the usual “real” time requirement to advance to the next tier in that metaorganization. Mark this disfavor as APPLIED when the advancement has been completed.

☛ **Gift of Willowpond:** For saving Willowpond she has gifted you with a new budding flower. It radiates faint abjuration. While in possession of this flower, this PC may use one of the following powers (CL 6th) a single time, after which the gift is consumed: *entangle*, *speak with plants*, *tree shape*, *tree stride*.

☛ **Lock of Willowpond's Hair:** By being a previous guest and then attempting to save her life, Willowpond has gifted you a lock of her green hair. If you place this in your hair, you gain a lock of green hair and a +2 circumstance bonus to Cha-based checks with other fey (+4 with other dryads). This takes up the headband slot and the magic lasts one year from the date on this Adventure Record.

Item Access

APL 2:

- Camouflage Kit (*Adventure*; *Complete Adventurer*)
- Everlasting Rations (*Adventure*; *Heroes of Battle*)
- Great Falchion (*Adventure*; *Sandstorm*)
- Wildwood Breastplate (*Adventure*; *Races of the Wild*)

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

- +1 Wildwood Breastplate (*Adventure*; *Races of the Wild*)
- Masterwork Great Falchion (*Adventure*; *Sandstorm*)
- Necklace of Fireballs, Type I (*Adventure*; *Dungeon Master's Guide*)
- Redcap Tooth (*Adventure*; *Monster Manual III*)

APL 6 (all of APLs 2, 4 plus the following):

- +1 Great Falchion (*Adventure*; *Sandstorm*)
- Headband of Conscious Effort (*Adventure*; *Complete Adventurer*)
- Tunic of Steady Spellcasting (*Adventure*; *Complete Adventurer*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Javelin of Lightning (*Adventure*; *Dungeon Master's Guide*)
- Necklace of Fireballs, Type III (*Adventure*; *Dungeon Master's Guide*)
- Possum Pouch (*Adventure*; *Complete Adventurer*)
- Steadfast Boots (*Adventure*; *Complete Warrior*)

APPENDIX 1 – APL 2

ENCOUNTER 4

Vorgrak, Male Orc Barbarian 1: Medium Humanoid; CR 1; HD 1d12+2; hp 14; Init +2; Spd 40ft.; AC 16, touch 12, flat-footed 14 (+4 chain shirt, +2 Dex); Base Atk/Grp: +1/+6; Atk +6 melee (1d12+7 18-20x2, Great Falchion) or +3 ranged (1d6+5, Javelin); Full Atk +6 melee (1d12+7 18-20x2, Great Falchion) or +3 ranged (1d6+5, Javelin); SQ Darkvision 60ft, Rage 1/day, Fast Movement; AL CE; SV Fort +4, Ref +2, Will +0; Str 20, Dex 14, Con 14, Int 6, Wis 10, Cha 6

Skills & Feats: Listen +4, Jump +7, Survival +2; EWP Great Falchion.

Languages: Orc.

Possessions: MW Chain Shirt, Great Falchion^{SS}, Potion of Protection from Good 5th level, Potion of CLW, 5 javelins, spiked gauntlets, MW manacles.

Description: Very strong looking orc dressing in a chain shirt with an oversized falchion on his back. The Medusa head is branded into his left shoulder.

Vorgrog, Male Orc Ranger 1: Medium Humanoid; CR 1; HD 1d8+2; hp 10; Init +3; Spd 30ft.; AC 18, touch 13, flat-footed 15 (+4 chain shirt, +1 buckler, +3 Dex); Base Atk/Grp: +1/+5; Atk +5 melee (1d6+4 18-20x2, Scimitar) or +4 ranged (1d8+4, +4 Str Longbow); Full Atk +5 melee (1d6+4 18-20x2, Scimitar) or +4 ranged (1d8+4, +4 Str Longbow); SQ Darkvision 60ft, Favored Enemy, Dwarf, Track, Wild Empathy; AL CE; SV Fort +4, Ref +5, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6

Skills & Feats: Hide +5, Knowledge (nature) +4, Listen +4, Spot +4, Survival +4; Point Blank Shot.

Languages: Orc.

Possessions: Chain Shirt, Buckler, Scimitar, +4 Str Composite Longbow, 20 arrows, MW manacles, Potion of Protection from Good 5th level, Potion of CLW.

Description: Very strong looking orc dressing in a chain shirt and buckler with a sturdy looking longbow and scimitar on his hip. The Medusa head is branded into his left shoulder.

Xuttja, Female Half-orc Druid 4: Medium Humanoid Type; CR 4; HD 4d8+8; hp 32; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 14 (+4 Wildwood Breastplate^{RW}, +1 Wooden Buckler, +1 Dex); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1, club); Full Atk +4 melee (1d6+1, club); SA Spells; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure; AL NE; SV Fort +7, Ref +3, Will +8; Str 13, Dex 13, Con 14, Int 8, Wis 16, Cha 6. *Skills & Feats:* Concentration +9 (+13), Handle Animal +0, Knowledge (Nature) +6, Spot +5, Survival +8 (+10 above ground); Feats. ^{RW}Battle Casting, Combat Cast.

Languages: Common, Orc.

Spells Prepared (5/4/3, save DC = 13 + spell level): o – cure minor wounds, detect magic, detect poison,

guidance, resistance; 1st – animate fire^{SPC}, longstrider, produce flame, shillelagh; 2nd – body of the sun^{SPC}, decomposition^{SPC}, warp wood;

Possessions: Wildwood Breastplate^{RofW}, Club, Alchemist Fire X5, +1 Cloak of Resistance, Potion of Barkskin +4, Potion of Protection from Arrows.

Description: Tall (6'1") and spindly, Xuttja's insanity can be clearly seen in her eyes. Fanatically loyal to Pomarj, she is on a mission to find out the cause of the missing patrol. Torture is not something she wouldn't be above doing.

Coal, Male Wolverine: Medium Animal; CR -; HD 3d8+15; hp 33; Init +2; Spd 30ft, Climb 10ft.; AC 14, touch 12, flat-footed 12 (+2 Natural, +2 Dex); Base Atk/Grp: +2/+4; Atk +4 melee (1d4+2, Claw); Full Atk +4 melee (1d4+2, 2 Claws) and -1 melee (1d6+1, Bite); SQ Low-light vision 60ft, Scent, Rage, Link, Share Spells; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Skills & Feats: Climb +10, Listen +6, Spot +6; Alertness, Toughness, Track.

Tricks: Attack X2, Down, Fetch, Heel, Seek, Track.

Rage(Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntary.

ENCOUNTER 7

Ngarg and Parkgue, Male Orc Scout 2: Size Medium Humanoid; CR 2; HD 2d8+4; hp 16; Init +4; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +4 Armor); Base Atk/Grp: +1/+4; Atk +5 melee (1d6+3, short sword) or +4 ranged (1d6+3, shortbow); Full Atk +5 melee (1d6+3, short sword) or +4 ranged (1d6+3, shortbow); SA Skirmish +1d6; SQ Darkvision 60ft, Trapfinding, Battle Fortitude Uncanny Dodge; AL NE; SV Fort +3, Ref +6, Will +0; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills & Feats: Hide +8, Jump +10, Knowledge (nature) +7, Listen +5, Move Silently +8, Spot +5, Survival +7, Tumble +10; Track..

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve his defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are

not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 ft.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude save and initiative checks. This bonus increases to +2 at 11th and +3 at 20th level. A scout loses this bonus when medium or heavy armor or when carrying a medium or heavy load.

Languages: Orc

Possessions: MW Chain shirt, MW Short sword, Composite Short bow +3 Str, Camouflage kit^{CV}, Everlasting Rations^{HofB}, Signal Whistle, 20 arrows, manacles, *potion of Cure Light Wounds*, *potion of Cat's Grace*.

Description: Gnarg and Parkgue are scouts in name and function, Lean and lithe, the long runs and scouting mission have changed their brutish orcish traits, unusual intelligence (for an orc) can be observed in their visage.

Zahigoth, Male Half-orc Favored Soul of Earth Dragon 2: Medium Humanoid; CR 2; HD 2d8+4; hp 16; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 Armor, +2 Shield); Base Atk/Grp: +1/+2; Atk +3 melee (1d6+1 x4, MW Heavy Pick) or +1 ranged (1d10 19-20x2, Heavy Crossbow); Full Atk +3 melee (1d6+1 x4, MW Heavy Pick) or +1 ranged (1d10 19-20x2, Heavy Crossbow); SA Spells; SQ Darkvision 60ft; AL LE; SV Fort +6, Ref +4, Will +6; Str 12, Dex 10, Con 14, Int 8, Wis 15, Cha 14.

Skills & Feats: Concentration +9, Heal +3; Feats. Skill Focus (concentration)

Languages: Orc, Common.

Spells Per Day (6/5, save DC = 12 + spell level): Spells Known (5/3, 0 – detect magic, detect poison, guidance, cure minor wounds, purify food & drink; 1st – cause fear, command, cure light wounds.

Possessions: MW breastplate, heavy Wooden shield, MW heavy pick, *Cloak of Resistance* +1, *Potion of Invisibility*

Description: Uncharacteristically charismatic for a half-orc, Zahigoth has turned from the orcish gods and turned to the majesty of the Earth Dragon. He uses the newly found power to aid the forces of the Pomarj and its leader Turrosh Mak. He hopes that this reconnaissance mission will speed his rise within the ranks of the Earth Dragon faithful/Pomarj.

ENCOUNTER 8

Racnous, Male Spriggan: Small fey; CR 3; HD 5d6+5; hp 28; Init +6; Spd 20 ft.; AC 17, touch 13, flat-footed 13 (+1 size, +2 Dex, +4 Chain shirt); Base Atk/Grp: +2/-2; Atk +4 melee (1d4 19-20x2, short sword); Full Atk +4 melee (1d4 19-20x2, short sword); SA Sneak attack +3d6, Spells; SQ Lowlight vision, Size Change; AL CN; SV Fort +2, Ref +6, Will +6; Str 10, Dex 15, Con 12, Int 11, Wis 14, Cha 11.

Skills & Feats: Climb +5, Disable Device +7, Hide +11, Listen +9, Move Silent +7, Open Lock +9, Sleight of Hand +7; Improved Initiative, Weapon Finesse.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. The damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like abilities: At will – produce flame, scare, shatter. Caster level 8th; Save DC 12 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 attack bonus and Armor Class. A spriggan's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Languages: Gnome and Common.

Possessions: Small short sword, small chain shirt

Description: Racnous resembles an ugly, mean gnome with greasy reddish-brown hair and dull yellow skin. He has grown his hair to ridiculous proportions, and proudly sports a bushy mustache, sideburns and ponytail. He also enjoys the fact that he exudes an almost nauseating smell of rancid flesh.

Powered up (Size changed)

Racnous, Male Spriggan: Large Fey; CR 3; HD 5d6+20; hp 43; Init +4; Spd 30 ft.; AC 13, touch 9, flat-footed 14 (-1 size, +4 Chain shirt); Base Atk/Grp: +2/+10; Atk +5 melee (1d8+4 19-20x2, short sword); Full Atk +5 melee (1d8+4 19-20x2, short sword); Spells; SQ Lowlight vision, Size Change; AL CN; SV Fort +5, Ref +4, Will +6; Str 18, Dex 11, Con 18, Int 11, Wis 14, Cha 11.

Skills & Feats: Climb +9, Disable Device +3, Hide +1, Listen +9, Move Silent +5, Open Lock +7, Sleight of Hand +5; Improved Initiative, Weapon Finesse.

APPENDIX 2 – APL 4

ENCOUNTER 4

Vorgrak, Male Orc Barbarian 2: Medium Humanoid; CR 2; HD 2d12+4; hp 22; Init +2; Spd 40ft.; AC 17, touch 12, flat-footed 15 (+5 chain shirt +1, +2 Dex); Base Atk/Grp: +2/+7; Atk +8 melee (1d12+7 18-20x2, MW Great Falchion) or +4 ranged (1d6+5, Javelin); Full Atk +8 melee (1d12+7 18-20x2, MW Great Falchion) or +4 ranged (1d6+5, Javelin); SQ Darkvision 60ft, Rage 1/day, Fast Movement, Uncanny Dodge; AL CE; SV Fort +5, Ref +2, Will +0; Str 20, Dex 14, Con 14, Int 6, Wis 10, Cha 6

Skills & Feats: Listen +5, Jump +7, Survival +3; EWP Great Falchion.

Languages: Orc.

Possessions: +1 Chain Shirt, MW Great Falchion^{SS}, *Potion of Protection from Good* 5th level, 5 javelins, spiked gauntlets, MW manacles, *Potion of CLW*.

Description: Very strong looking orc dressing in a chain shirt with an oversized falchion on his back. The Medusa head is branded into his left shoulder.

Vorgrog, Male Orc Ranger 2: Medium Humanoid; CR 2; HD 2d8+4; hp 16; Init +3; Spd 30ft.; AC 18, touch 13, flat-footed 15 (+4 chain shirt, +1 buckler, +3 Dex); Base Atk/Grp: +2/+6; Atk +7 melee (1d6+4 18-20x2, MW Scimitar) or +6 ranged (1d8+4, +4 Str Longbow); Full Atk +7 melee (1d6+4 18-20x2, MW Scimitar) or +6 ranged (1d8+4 +4 Str Longbow) or +4/+4 ranged (1d8+4, +4 Str Longbow); SQ Darkvision 60ft, Favored Enemy, Dwarf, Track, Wild Empathy, Combat Style (Archery); AL CE; SV Fort +5, Ref +6, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6

Skills & Feats: Hide +5, Knowledge (nature) +5, Listen +5, Spot +5, Survival +5(+7 above ground); Point Blank Shot, ^BRapid Shot.

Languages: Orc.

Possessions: MW Chain Shirt, MW Buckler, MW Scimitar, MW +4 Str Longbow, 20 arrows, Masterwork manacles, *Potion of Protection from Good* 5th level, *Potion of CLW*.

Description: Very strong looking orc dressing in a chain shirt and buckler with a sturdy looking longbow and scimitar on his hip. The Medusa head is branded into his left shoulder.

Xuttja, Female Half-orc Druid 5/Ranger 1: Medium Humanoid Type; CR 6; HD 6d8+12; hp 48; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+5 Wildwood Breastplate +1, +1 Wooden Buckler, +1 Dex); Base Atk/Grp: +4/+5; Atk +5 melee (1d6+1, Club); Full Atk +5 melee (1d6+1, Club); SA Spells; SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 1/day, Track, Favored Enemy (Fey); AL NE; SV Fort +9, Ref +5, Will +8; Str 13, Dex 13, Con 14, Int 8, Wis 16, Cha 6.

Skills & Feats: Concentration +11 (+15), Handle

Animal +2, Knowledge (Nature) +6, Spot +7, Survival +8 (+10 above ground); Feats. *Battle Casting*^{RofW}, Combat Cast, Improved Initiative.

Languages: Common, Orc, Sylvan.

Spells Prepared (5/4/3/2, save DC = 13 + spell level): 0 – cure minor wounds, detect magic, detect poison, guidance, resistance; 1st – animate fire^{SPC}, longstrider, produce flame, shillelagh; 2nd – body of the sun^{SPC}, decomposition^{SPC}, warp wood; 3rd – poison, spike growth;

Possessions: Wildwood Breastplate +1^{RofW}, Club, Alchemist Fire X5, +1 Cloak of Resistance, Necklace of Fireball Type I, *Potion of Barkskin* +4, *Potion of Protection from Arrows*.

Description: Tall (6'1") and spindly, Xuttja's insanity can be clearly seen in her eyes. Fanatically loyal to Pomarj, she is on a mission to find out the cause of the missing patrol. Torture is not something she wouldn't be above doing.

Coal, Male Wolverine: Medium Animal; CR -; HD 3d8+15; hp 33; Init +2; Spd 30ft, Climb 10ft.; AC 14, touch 12, flat-footed 12 (+2 Natural, +2 Dex); Base Atk/Grp: +2/+4; Atk +4 melee (1d4+2, Claw); Full Atk +4 melee (1d4+2, 2 Claws) and -1 melee (1d6+1, Bite); SQ Low-light vision 60ft, Scent, Rage, Link, Share Spells; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Skills & Feats: Climb +10, Listen +6, Spot +6; Alertness, Toughness, Track.

Tricks: Attack X2, Down, Fetch, Heel, Seek, Track.

Rage(Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntary.

ENCOUNTER 7

Gnarg and Parkgue, Male Orc Scout 3: Size Medium Humanoid; CR 3; HD 3d8+6; hp 24; Init +4; Spd 40 ft.; AC 18(19), touch 13, flat-footed 15 (+3 Dex, +5 Armor, +1 Competence when moving 10'+); Base Atk/Grp: +2/+5; Atk +6 melee (1d6+3, short sword) or +6 ranged (1d6+3, shortbow); Full Atk +6 melee (1d6+3, short sword) or +6 ranged (1d6+3, shortbow); SA Skirmish +1d6; SQ Darkvision 60ft, Trapfinding, Battle Fortitude Uncanny Dodge, Fast Movement +10ft, Trackless Step; AL NE; SV Fort +4, Ref +6, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills & Feats: Hide +9, Jump +10, Knowledge (nature) +7, Listen +6, Move Silently +9, Spot +8, Survival +8, Tumble +11; Dodge, Track..

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve his defense. She deals an extra 1d6 points of damage on all attacks she makes during any

round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 ft.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude save and initiative checks. This bonus increases to +2 at 11th and +3 at 20th level. A scout loses this bonus when medium or heavy armor or when carrying a medium or heavy load.

Languages: Orc

Possessions: +1 Chain shirt, MW Composite Short bow +3 Str, MW Short sword, Camouflage kit^{CV}, Everlasting Rations^{HoTB}, Signal Whistle, 20 arrows, manacles, *potion of Cure Light Wounds*, *potion of Cat's Grace*.

Description: Gnarg and Parkgue are scouts in name and function, Lean and lithe, the long runs and scouting mission have changed their brutish orcish traits, unusual intelligence (for an orc) can be observed in their visage.

Zahigoth, Male Half-orc Favored Soul of Earth Dragon 3: Medium Humanoid; CR 3; HD 3d8+9; hp 27; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 Armor, +2 Shield); Base Atk/Grp: +2/+3; Atk +5 melee (1d6+1 x4, MW Heavy Pick) or +2 ranged (1d10 19-20x2, Heavy Crossbow); Full Atk +5 melee (1d6+1 x4, MW Heavy Pick) or +2 ranged (1d10 19-20x2, Heavy Crossbow); SA Spells; SQ Darkvision 60ft; AL LE; SV Fort +6, Ref +4, Will +6; Str 12, Dex 10, Con 14, Int 8, Wis 15, Cha 14.

Skills & Feats: Concentration +10, Heal +3; Feats: ^{CV}Improved Toughness, Skill Focus (concentration)

Languages: Orc, Common.

Spells Per Day (6/6, save DC = 12 + spell level): Spells Known (5/4; 0 – detect magic, detect poison, guidance, cure minor wounds, purify food & drink; 1st – cause fear, command, cure light wounds, summon monster I.

Possessions: MW breastplate, MW heavy wooden shield, MW heavy pick, *Cloak of Resistance* +1, *Potion of Invisibility*, *Potion of Owl's Wisdom*.

Description: Uncharacteristically charismatic for a half-orc, Zahigoth has turned from the orcish gods and turned to the majesty of the Earth Dragon. He uses his newly found power to aid the forces of the Pomarj and its leader Turrosh Mak. He hopes that this reconnaissance mission will speed his rise within the ranks of the Earth Dragon faithful/Pomarj.

ENCOUNTER 8

Racnous, Male Spriggan Druid 2: Small fey; CR 4 HD 5d6+5 +2d8+2; hp 41; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 13 (+1 size, +2 Dex, +4 Hide armor +1); Base Atk/Grp: +3/-1; Atk +5 melee (1d4 x2, club); Full Atk +5 melee (1d4 x2, club); SA Sneak attack +3d6, Spells; SQ Lowlight vision, Size Change, Animal companion, nature sense, wild empathy, woodland stride; AL CN; SV Fort +5, Ref +6, Will +9; Str 10, Dex 15, Con 12, Int 11, Wis 14, Cha 11.

Skills & Feats: Climb +5, Concentration +6(+10), Disable Device +7, Hide +11, Knowledge (Nature) +5, Listen +9, Move Silent +7, Open Lock +9, Sleight of Hand +7, Spot +7, Survival +7; Combat Casting, Improved Initiative, Weapon Finesse.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. The damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like abilities: At will – produce flame, scare, shatter. Caster level 8th; Save DC 12 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 attack bonus and Armor Class. A spriggan's club has the same attributes as a Large club when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Languages: Gnome and Common.

Spells Prepared (4/3, save DC = 12 + spell level): 0 – create water, detect magic, detect poison, guidance; 1st – entangle, ~~longstrider~~, shillelagh.

Possessions: Small club, +1 small hide armor, *potion of barkskin* +3

Description: Racnous resembles an ugly, mean gnome with greasy reddish-brown hair and dull yellow skin. He has grown his hair to ridiculous proportions, and proudly sports a bushy mustache, sideburns and ponytail. He also enjoys the fact that he exudes an almost nauseating smell of rancid flesh.

Powered up (Size changed)

Racnous, Male Spriggan: Large Fey; CR 3; HD 5d6+20+2d8+8; hp 63; Init +4; Spd 40 ft.; AC 13, touch 9, flat-footed 14 (-1 size, +4 Hide armor +1); Base Atk/Grp: +3/+11; Atk +7 melee (1d8+4 19-20x2, short sword); Full Atk +7 melee (1d8+4 19-20x2, short sword); Spells; SQ Lowlight vision, Size Change; AL CN; SV Fort +8, Ref +4, Will +9; Str 18, Dex 11, Con 18, Int 11, Wis 14, Cha 11.

Skills & Feats: Climb +9, Concentration +9 (+13), Disable Device +3, Hide +1, Knowledge (nature) +5, Listen +9, Move Silent +5, Open Lock +7, Sleight of Hand +5 Spot +7, Survival +7; Combat Casting, Improved Initiative, Weapon Finesse.

Dubk, Male Redcap: Small Fey; CR 3; HD 4d6+8; hp 26; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16 (+1 size, +1 Dex, +1 Natural, +4 chain shirt); Base Atk/Grp: +2/+4; Atk +6 melee (2d4+3/x4 medium masterwork scythe) or +4 ranged (1d6+3 sling); Full Atk +6 melee (2d4+3/x4 medium masterwork scythe) or +4 ranged (1d6+3 sling); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low light vision; AL CE; SV Fort +3, Ref +5, Will +5; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13.

Skills Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9; Feats Improved Initiative, Power Attack.

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them +1 enhancement bonus on attack and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effect of powers, abilities and spells that change the subject's size category.

Description. You see a very short, tough-looking old man with leathery skin iron boots and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Languages: Common and Sylvan.

Possessions: Medium masterwork scythe, sling, dagger, small masterwork chain shirt, redcap tooth.

APPENDIX 3 – APL 6

ENCOUNTER 4

Vorgrak, Male Orc Barbarian 4: Medium Humanoid; CR 4; HD 4d12+8; hp 44; Init +2; Spd 40ft.; AC 17, touch 12, flat-footed 15 (+5 chain shirt +1, +2 Dex); Base Atk/Grp: +4/+9; Atk +10 melee (1d12+8 18-20x2, +1 Great Falchion) or +6 ranged (1d6+5, Javelin); Full Atk +10 melee (1d12+8 18-20x2, +1 Great Falchion) or +6 ranged (1d6+5, Javelin); SQ Darkvision 60ft, Rage 2/day, Fast Movement, Uncanny Dodge, Trap Sense +1; AL CE; SV Fort +6, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 7, Wis 10, Cha 6

Skills & Feats: Listen +7, Jump +7, Survival +4; EWP Great Falchion, Power Attack.

Languages: Orc.

Possessions: +1 Chain Shirt, +1 Great Falchion^{SS}, *Potion of Protection from Good* 5th level, 5 javelins, spiked gauntlets, MW manacles, *Potion of CLW*.

Description: Very strong looking orc dressing in a chain shirt with an oversized falchion on his back. The Medusa head is branded into his left shoulder.

Vorgrog, Male Orc Ranger 4: Medium Humanoid; CR 4; HD 4d8+8; hp 32; Init +3; Spd 30ft.; AC 19, touch 13, flat-footed 16 (+5 chain shirt +1, +1 buckler, +3 Dex); Base Atk/Grp: +4/+8; Atk +9 melee (1d6+4 18-20x2, Scimitar) or +8 ranged (1d8+5, +4 Str Longbow+1); Full Atk +9 melee (1d6+4 18-20x2, Scimitar) or +8 ranged (1d8+5 +4 Str Longbow+1) or +6/+6 ranged (1d8+5, +4 Str Longbow+1); SQ Darkvision 60ft, Favored Enemy, Dwarf, Track, Wild Empathy, Combat Style (Archery), Endurance, Animal Companion (Eagle); AL CE; SV Fort +6, Ref +7, Will +1; Str 18, Dex 16, Con 14, Int 8, Wis 11, Cha 6

Skills & Feats: Handle Animal +2, Hide +5, Knowledge (nature) +5, Listen +7, Spot +7, Survival +7(+9 above ground); Point Blank Shot, Precise Shot, ^BRapid Shot.

Languages: Orc.

Possessions: MW Chain Shirt, MW Buckler, MW Scimitar, +4 Str Longbow +1, 20 arrows, MW manacles, *Potion of Protection from Good* 5th level, *Potion of CLW*.

Description: Very strong looking orc dressing in a chain shirt and buckler with a sturdy looking longbow and scimitar on his hip. The Medusa head is branded into his left shoulder.

Xuttja, Female Half-orc Druid 5/Ranger 1/Blighter 2: Medium Humanoid Type; CR 8; HD 8d8+16; hp 64; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+5 Wildwood Breastplate +1, +1 Wooden Buckler, +2 Dex); Base Atk/Grp: +5/+6; Atk +6 melee (1d6+1, Sickle); Full Atk +6 melee (1d6+1, Sickle); SA Blightfire (DC 16), Spells; SQ Deforestation, Sustenance, Track, Favored Enemy (Fey), Wild Empathy; AL NE; SV Fort +11, Ref +6, Will +11; Str 13, Dex 14, Con 14, Int 8, Wis 18, Cha 6.

Skills & Feats: Concentration +13 (+17), Handle Animal +4, Knowledge (Nature) +6, Spot +9, Survival +10 (+12 above ground); Feats. ^{RW}Battle Casting, Combat Cast, Improved Initiative.

Languages: Common, Orc, Sylvan.

Spells Prepared (5/4/1, save DC = 14 + spell level) (Caster lvl 7): 0 – detect magic, detect poison, inflict minor wounds, touch of fatigue; 1st – burning hands decomposition^{SPC}, ray of enfeeblement; 2nd – warp wood;

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20ft/blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a hallow spell cast upon it and it is reseeded.

Deforestation enables a blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. The effect deals 5d6 points of fire damage to all creatures within 10 ft (Reflex half; Save DC is 10 + blighter's class level + blighters Wis modifier) and ignites flammable objects it touches. Blighters delight in starting wildfires and often use this ability to do so.

Sustenance (Ex): At 2nd level and higher, a blighter no longer needs food or water to survive.

Possessions: *Possessions.* ^{RW}Wildwood Breastplate +1, Club, Alchemist Fire X5, *Amulet of Health* +2, +1 Cloak of Resistance, *Necklace of Fireball* Type I, *Potion of Barkskin* +4, *Potion of Protection from Arrows*.

Description: Tall (6'1") and spindly, Xuttja's insanity can be clearly seen in her eyes. Fanatically loyal to Pomarj, she is on a mission to find out the cause of the missing patrol. Torture is not something she wouldn't be above doing.

ENCOUNTER 7

Gnarg and Parkgue, Male Orc Scout 5: Size Medium Humanoid; CR 5; HD 5d8+10; hp 40; Init +4; Spd 40 ft.; AC 18(19), touch 13, flat-footed 15 (+3 Dex, +5 Armor, +1 Competence when moving 10'+); Base Atk/Grp: +3/+6; Atk +7 melee (1d6+3, short sword) or +7 ranged (1d6+3, shortbow); Full Atk +7 melee (1d6+3, short sword) or +7 ranged (1d6+3, shortbow); SA Skirmish +1d6; SQ

Darkvision 60ft, Trapfinding, Battle Fortitude Uncanny Dodge, Fast Movement +10ft, Trackless Step, Evasion; AL NE; SV Fort +5, Ref +8, Will +2; Str 16, Dex 17, Con 14, Int 10, Wis 10, Cha 6.

Skills & Feats: Hide +11, Jump +10, Knowledge (nature) +7, Listen +8, Move Silently +11, Search +6, Spot +8, Survival +10, Tumble +11; Dodge, Mobility, Track..

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve his defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 ft.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude save and initiative checks. This bonus increases to +2 at 11th and +3 at 20th level. A scout loses this bonus when medium or heavy armor or when carrying a medium or heavy load.

Languages: Orc

Possessions: +1 Chain shirt, Masterwork Composite Short bow +3 Str, Masterwork Short sword, Camouflage kit^{CV}, Everlasting Rations^{HofB}, Possum Pouch^{CV}, +1 Cloak of Resistance, Signal Whistle, 20 arrows, manacles, *potion of Cure Light Wounds*, *potion of Cat's Grace*.

Description: Gnarg and Parkgue are scouts in name and function, Lean and lithe, the long runs and scouting mission have changed their brutish orcish traits, unusual intelligence (for an orc) can be observed in their visage.

Zahigoth, Male Half-orc Favored Soul of Earth Dragon 5: Medium Humanoid; CR 5; HD 5d8+15; hp 45; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+6 Armor, +3 Shield); Base Atk/Grp: +3/+4; Atk +6 melee (1d6+1 x4, MW Heavy Pick) or +3 ranged (1d10 19-20x2, Heavy Crossbow); Full Atk +6 melee (1d6+1 x4, MW Heavy Pick) or +3 ranged (1d10 19-20x2, Heavy Crossbow); SA Spells; SQ Darkvision 60ft, Resist Energy 10 Fire; AL LE; SV Fort +7, Ref +5, Will +8; Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 14.

Skills & Feats: Concentration +12, Heal +3; Improved Toughness^{CW}, Skill Focus (concentration).

Languages: Orc, Common.

Spells Per Day (6/7/5, save DC = 12 + spell level): Spells Known (6/5/3; 0 – create water, detect magic, detect poison, guidance, cure minor wounds, purify food & drink; 1st – cause fear, command, cure light wounds, sanctuary, summon monster I; 2nd – shatter, sound burst, summon monster II.

Possessions: +1 breastplate, +1 heavy

wooden shield, masterwork heavy pick, *Cloak of Resistance +1*, *Potion of Invisibility*, *Potion of Owl's Wisdom*.

Description: Uncharacteristically charismatic for a half-orc, Zahigoth has turned from the orcish gods and turned to the majesty of the Earth Dragon. He uses he newly found power to aid the forces of the Pomarj and its leader Turrosh Mak. He hopes that this reconnaissance mission will speed his rise within the ranks of the Earth Dragon faithful/Pomarj.

ENCOUNTER 8

Racnous, Male Spriggan Druid 6: Small fey; CR 6; HD 5d6+10 +6d8+12; hp 80; Init +7; Spd 20(30) ft.; AC 19, touch 13, flat-footed 17 (+1 size, +2 Dex, +2 buckler +1, +4 Hide armor +1); Base Atk/Grp: +6/+2 Atk +9)melee (1d8+1 x2, club); Full Atk +9/+4 melee (1d8+1 x2, club); SA Sneak attack +3d6, Spells; SQ Lowlight vision, Size Change, Animal companion, nature sense, wild empathy, woodland stride, resist nature's lure, wild shape 2/day; AL CN; SV Fort +7 Ref +9, Will +11; Str 10, Dex 16, Con 12, Int 11, Wis 14, Cha 11.

Skills & Feats: Climb +5, Concentration +15(+19), Disable Device +7, Hide +11, Knowledge (Nature) +5, Listen +9, Move Silent +7, Open Lock +9, Sleight of Hand +7, Spot +11, Survival +7; Combat Casting, Improved Initiative, Improved Toughness^{CW}, Lion's Pounce^{CV}, Weapon Finesse.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. The damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like abilities: At will – produce flame, scare, shatter. Caster level 8th, Save DC 12 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 attack bonus and Armor Class. A spriggan's club has the same attributes as a Large club when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Languages: Gnome and Common.

Spells Prepared (5/4/4/2, save DC = 12 + spell level): 0 – create water, cure minor wounds, detect magic, detect poison, guidance; 1st – camouflage^{SPC}, entangle, longstrider, shillelagh; 2nd – bear's endurance, bull's strength, brambles, warp wood; 3rd – energy vortex^{SPC}, protection from energy – Precast spells are struck through, stat blocks reflect those changes.

Possessions: Small club, +1 small buckler, +1 small hide armor, *potion of barkskin* +3, *Headband of Conscious Effort*^{CV}, *Tunic of Steady Spellcasting*^{CV}

Description: Racnous resembles an ugly, mean gnome with greasy reddish-brown hair and dull yellow skin. He has grown his hair to ridiculous proportions, and proudly sports a bushy mustache, sideburns and ponytail. He also enjoys the fact that he exudes an almost nauseating smell of rancid flesh.

Powered up (Size changed)

Racnous, Male Spriggan: Large Fey; CR 6; HD 5d6+25+6d8+30; hp 113; Init +4; Spd 30 ft.; AC 15, touch 9, flat-footed 15 (-1 size, +2 buckler +1, +4 Hide armor +1); Base Atk/Grp: +6/+14; Atk +10 melee (3d6+5 x2, club); Full Atk +10/+5 melee (3d6+5 x2, club); Spells; SQ Lowlight vision, Size Change, Animal companion, nature sense, wild empathy, woodland stride, resist nature's lure, wild shape 2/day; AL CN; SV Fort +10(+12), Ref +4, Will +11; Str 18, Dex 11, Con 18, Int 11, Wis 14, Cha 11.

Skills & Feats: Climb +9, Concentration +18(+22), Disable Device +3, Hide +1, Knowledge (Nature) +5, Listen +9, Move Silent +5, Open Lock +7, Sleight of Hand +5, Spot +11, Survival +7; Combat Casting, Improved Initiative, Improved Toughness^{CW}, Lion's Pounce^{CV}, Weapon Finesse.

Whisker, Male Wolverine: Medium Animal; CR -; HD 5d8+25; hp 55; Init +2; Spd 30ft, Climb 10ft.; AC 17, touch 13, flat-footed 14 (+4 Natural, +3 Dex); Base Atk/Grp: +3/+5; Atk +5 melee (1d4+2, Claw); Full Atk +5 melee (1d4+2, 2 Claws) and +0 melee (1d6+1, Bite); SQ Lowlight vision 60ft, Scent, Rage, Link, Share Spells, Evasion; AL N; SV Fort +9, Ref +6, Will +2; Str 15, Dex 16, Con 20, Int 2, Wis 12, Cha 10

Skills & Feats: Climb +11, Listen +6, Spot +7; Alertness, Toughness, Track.

Tricks: Attack X2, Defend, Down, Fetch, Guard, Heel, Seek, Track.

Rage(Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntary.

Dubk, Male Redcap: Small Fey; CR 4; HD 8d6+32; hp 68(84); Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+1 size, +4 Dex, +3 Natural, +5 chain shirt +1); Base Atk/Grp: +4/+8(+10); Atk +10(+12) melee (2d4+7(+10)/x4 medium +1 scythe) or +8 ranged (1d6+5(+7) sling); Full Atk +10(+12) melee (2d4+7(+10)/x4 medium +1 scythe) or +8 ranged (1d6+5(+7) sling); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low light vision; AL CE; SV Fort +6(+8), Ref +10, Will +7; Str 18(22), Dex 18, Con 18(22), Int 11, Wis 12, Cha 13.

Skills Hide +19, Intimidate +12, Listen +12, Move Silently +15, Spot +12, Survival +12; *Feats* Improved Initiative, Power Attack, Weapon Focus (Scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them +1 enhancement bonus on attack and damage rolls

as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effect of powers, abilities and spells that change the subject's size category.

Description. You see a very short, tough-looking old man with leathery skin iron boots and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Languages: Common and Sylvan.

Possessions: Medium +1 scythe, sling, dagger, small +1 chain shirt, redcap tooth.

APPENDIX 4 – APL 8

ENCOUNTER 4

Vorgrak, Male Orc Barbarian 6: Medium Humanoid; CR 6; HD 6d12+12; hp 66; Init +2; Spd 40ft.; AC 17, touch 12, flat-footed 15 (+5 chain shirt +1, +2 Dex); Base Atk/Grp: +6/+11; Atk +12 melee (1d12+8 18-20x2, +1 Great Falchion) or +8 ranged (1d6+5, Javelin); Full Atk +12/+7 melee (1d12+8 18-20x2, +1 Great Falchion) or +8 ranged (1d6+5, Javelin); SQ Darkvision 60ft, Rage 2/day, Fast Movement, Improved Uncanny Dodge, Trap Sense +2; AL CE; SV Fort +7, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 7, Wis 10, Cha 6

Skills & Feats: Listen +9, Jump +9, Survival +5; EWP Great Falchion, Power Attack, Reckless Rage^{RoFS}.

Languages: Orc.

Possessions: +1 Chain Shirt, +1 Great Falchion^{SS}, *Potion of Protection from Good* 5th level, 4 javelins, spiked gauntlets, MW manacles, *Potion of CLW*, *Javelin of Lightning*.

Description: Very strong looking orc dressing in a chain shirt with an oversized falchion on his back. The Medusa head is branded into his left shoulder.

Vorgrog, Male Orc Ranger 6: Medium Humanoid; CR 6; HD 6d8+12; hp 48; Init +3; Spd 30ft.; AC 20, touch 13, flat-footed 17 (+5 chain shirt +1, +2 buckler +1, +3 Dex); Base Atk/Grp: +6/+10; Atk +11 melee (1d6+5 18-20x2, Scimitar +1) or +10 ranged (1d8+5, +4 Str Longbow +1) or +6 Manyshot (2d8 +10, +4 Str Longbow +1); Full Atk +11/+6 melee (1d6+5 18-20x2, Scimitar +1) or +10/+5 ranged (1d8+5 +4 Str Longbow +1) or +8/+8/+3 ranged (1d8+5, +4 Str Longbow +1); SA Spells; SQ Darkvision 60ft, Favored Enemy, Dwarf, Track, Wild Empathy, Combat Style (Archery), Endurance, Animal Companion (Eagle); AL CE; SV Fort +7, Ref +8, Will +2; Str 18, Dex 16, Con 14, Int 8, Wis 11, Cha 6

Skills & Feats: Handle Animal +6, Hide +5, Knowledge (nature) +5, Listen +9, Spot +9, Survival +9(+11 above ground); Point Blank Shot, Precise Shot, ^BRapid Shot, ^BManyShot, Natural Bond^{CV}

Languages: Orc.

Spells Prepared (1, save DC = 10 + spell level) 1st – ^{SPC}arrowmind or ^{SPC}hunter's mercy

Possessions: +1 Chain Shirt, +1 Buckler, +1 Scimitar, +4 Str Longbow +1, 20 arrows, MW manacles, *Potion of Protection from Good* 5th level, *Potion of CLW*.

Description: Very strong looking orc dressing in a chain shirt and buckler with a sturdy looking longbow and scimitar on his hip. The Medusa head is branded into his left shoulder.

Claw, Male Advanced Eagle: Small augmented animal; CR -; HD 5d8+5; hp 35; Init +3; Spd 10 ft., Fly 80ft, average; AC 20, touch 15, flat-footed 16 (+1 Size, +5 Natural armor, +4 Dex); Base Atk/Grp: +3/-1; Atk +8 melee (1d6+1, Talon); Full Atk +8/+8 melee (1d6+1, 2 Claws) and +2 melee (1d4, Bite); SQ Low-light vision,

Link, Share Spells, Evasion, Devotion; AL N; SV Fort +5, Ref +8, Will +3(+7); Str 12, Dex 18, Con 12, Int 2, Wis 14, Cha 6.

Skills & Feats: Listen +4, Spot +16; Hover, Weapon Finesse.

Xuttja, Female Half-orc Druid 5/Ranger 1/Blighter 4: Medium Humanoid Type; CR 8; HD 10d8+20; hp 80; Init +6; Spd 20 ft.; AC 20, touch 13, flat-footed 17 (+6 Breastplate +1, +2 Wooden Buckler, +3 Dex); Base Atk/Grp: +7/+8; Atk +8 melee (1d6+1, Sickle); Full Atk +8/+3 melee (1d6+1, Sickle); SA Blightfire (DC 18), Spells; SQ Deforestation, Sustenance, Speak with Undead Animal, Undead Animal Shape 2/day, Track, Favored Enemy (Fey), Wild Empathy; AL NE; SV Fort +12, Ref +8, Will +12; Str 13, Dex 16, Con 14, Int 8, Wis 18, Cha 6.

Skills & Feats: Concentration +15 (+19), Handle Animal +4, Knowledge (Nature) +6, Spot +11, Survival +12 (+14 above ground); Feats. ^{RW}Battle Casting, Combat Cast, Improved Initiative, Natural Spell.

Languages: Common, Orc, Sylvan.

Spells Prepared (6/4/3/2/1, save DC = 14 + spell level) (Caster lvl 9): 0 – detect magic, detect poison, inflict minor wounds X2, touch of fatigue X2; 1st – burning hands decomposition^{SPC}, inflict light wounds, ray of enfeeblement; 2nd – inflict moderate wounds, produce flame, warp wood; 3rd – dispel magic, vampiric touch; 4th – flame strike.

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20ft/blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a hallow spell cast upon it and it is reseeded.

Deforestation enables a blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. The effect deals 5d6 points of fire damage to all creatures within 10 ft(Reflex half; Save DC is 10 + blighter's class level + blighters Wis modifier) and ignites flammable objects it touches. Blighters delight in starting wildfires and often use this ability to do so.

Sustenance (Ex): At 2nd level and higher, a blighter no longer needs food or water to survive.

Undead Wild Shape (Sp): At 3rd level, the blighter gains a version of the wild shape ability. Undead wild shape functions like the druid's wild shape ability except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

- Type changes to undead.
- Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).
- +2 Dexterity, no Constitution score
- Immunity to cold.
- Damage reduction 5/bludgeoning.

The blighter gains one extra use per day of this ability at every even blighter level after 3rd. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level and a Huge skeletal animal at 9th level.

Speak with Dead Animal (Sp): Starting at 4th level, a blighter can converse with dead animals. This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

Possessions: ^{RW}Wildwood Breastplate +1, Club, Alchemist Fire X5, Amulet of Health +2, +1 Cloak of Resistance, Gloves of Dexterity +2, Necklace of Fireball Type III, Potion of Barkskin +4, Potion of Protection from Arrows.

Description: Tall (6'1") and spindly, Xuttja's insanity can be clearly seen in her eyes. Fanatically loyal to Pomarj, she is on a mission to find out the cause of the missing patrol. Torture is not something she wouldn't be above doing.

ENCOUNTER 7

Gnarg and Parkgue, Male Orc Scout 7: Size Medium Humanoid; CR 7; HD 7d8+14; hp 56; Init +4; Spd 40 ft.; AC 19(21), touch 14, flat-footed 16 (+3 Dex, +5 Armor, +1 Deflection, +2 Competence when moving 10'+); Base Atk/Grp: +5/+8; Atk +9 melee (1d6+3, short sword) or +9 ranged (1d6+3, shortbow); Full Atk +9 melee (1d6+3, short sword) or +9 ranged (1d6+3, shortbow); SA Skirmish +2d6; SQ Darkvision 60ft, Trapfinding, Battle Fortitude Uncanny Dodge, Fast Movement +10ft, Trackless Step, Evasion, Flawless Stride; AL NE; SV Fort +5, Ref +9, Will +3; Str 16, Dex 17, Con 14, Int 10, Wis 10, Cha 6.

Skills & Feats: Hide +13, Jump +10, Knowledge (nature) +7, Listen +10, Move Silently +13, Search +6, Spot +15, Survival +10, Tumble +15; Dodge, Mobility, Spring Attack, Track.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve his defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 ft.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude save and initiative checks. This bonus increases to +2 at 11th and +3 at 20th level. A scout loses this bonus when medium or heavy armor or when carrying a medium or heavy load.

Languages: Orc, Dwarven.

Possessions: +1 Chain shirt, MW Composite Short bow +3 Str, MW Short sword, Camouflage kit^{CV}, Everlasting Rations^{HofB}, Possum Pouch^{CV}, +1 Cloak of Resistance, Eyes of the Eagle, Signal Whistle, 20 arrows, manacles, *potion of Cure Light Wounds*, *potion of Cat's Grace*, *potion of Barkskin* +2.

Description: Gnarg and Parkgue are scouts in name and function, lean and lithe, the long runs and scouting mission have changed their brutish orcish traits, unusual intelligence (for an orc) can be observed in their visage.

Zahigoth, Male Half-orc Favored Soul of Earth Dragon 7: Medium Humanoid; CR 5; HD 7d8+21; hp 63; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+6 Armor, +3 Shield); Base Atk/Grp: +5/+6; Atk +8 melee (1d6+2 x4, +1 Heavy Pick) or +5 ranged (1d10 19-20x2, Heavy Crossbow); Full Atk +6 melee (1d6+1 x4, MW Heavy Pick) or +3 ranged (1d10 19-20x2, Heavy Crossbow); SA Spells; SQ Darkvision 60ft, Resist Energy 10 Fire; AL LE; SV Fort +8, Ref +6, Will +9; Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 14.

Skills & Feats: Concentration +15, Heal +3; Improved Toughness^{CW}, Rapid Spell^{CD}, Skill Focus (concentration).

Languages: Orc, Common.

Spells Per Day (6/7/7/5, save DC = 13 + spell level): Spells Known (7/6/4/3; 0 – create water, detect magic, detect poison, guidance, cure minor wounds, purify food & drink, virtue; 1st – cause fear, command, cure light wounds, entropic shield, sanctuary, summon monster I; 2nd – shatter, silence, sound burst, summon monster II; 3rd – dispel magic, energy vortex^{SPC}, summon monster III.

Possessions: +1 breastplate, +1 heavy wooden shield, MW heavy pick, Cloak of Resistance +1, *Potion of Invisibility*, *Potion of Owl's Wisdom*, *Elemental Gem, Earth*

Description: Uncharacteristically charismatic for a half-orc, Zahigoth has turned from the orcish gods and turned to the majesty of the Earth Dragon. He uses his newly found power to aid the forces of the Pomarj and its leader Turrosh Mak. He hopes that this reconnaissance mission will speed his rise within the ranks of the Earth Dragon faithful/Pomarj.

ENCOUNTER 8

Racnous, Male Spriggan Druid 6/Rogue 2: Small fey; CR 8; HD 5d6+10+6d8+12+2d6+4; hp 93; Init +7; Spd 20(30) ft.; AC 19, touch 13, flat-footed 17 (+1 size, +2 Dex, +2 buckler +1, +4 Hide armor +1); Base Atk/Grp: +7/+3 Atk +10melee (1d8+1 x2, club); Full Atk +10/+5 melee (1d8+1 x2, club); SA Sneak attack +4d6, Spells; SQ Lowlight vision, Size Change, Animal companion, nature sense, wild empathy, woodland stride, resist nature's lure, wild shape 2/day, evasion; AL CN; SV Fort +7 Ref +12, Will +12; Str 10, Dex 16, Con 12, Int 11, Wis 17, Cha 11.

Skills & Feats: Climb +5, Concentration +15(+19), Disable Device +10, Hide +15, Knowledge (Nature) +5, Listen +9, Move Silent +10, Open Lock +12, Sleight of Hand +10, Spot +11, Survival +7; Combat Casting, Improved Initiative, Improved Toughness^{CW}, Lion's Pounce^{CV} Weapon Finesse.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 4d6 points of damage on a successful melee attack. The damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like abilities: At will – produce flame, scare, shatter. Caster level 8th; Save DC 13 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 attack bonus and Armor Class. A spriggan's club has the same attributes as a Large club when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Languages: Gnome and Common.

Spells Prepared (5/4/4/3, save DC = 13 + spell level): 0 – create water, cure minor wounds, detect magic, detect poison, guidance; 1st – camouflage^{SPC}, entangle, longstrider, shillelagh; 2nd – ~~bear's endurance~~, ~~bull's strength~~, brambles^{SPC}, warp wood; 3rd – energy vortex^{SPC}, ~~protection from energy~~; poison; Precast spells are struck through, stat blocks reflect those changes.

Possessions: Small club, +1 small buckler, +1 small hide armor, potion of barkskin +3, periapt of wisdom +2, Headband of Conscious Effort^{CV}, Tunic of Steady Spellcasting^{CV}

Description: Racnous resembles an ugly, mean gnome with greasy reddish-brown hair and dull yellow skin. He has grown his hair to ridiculous proportions, and proudly sports a bushy mustache, sideburns and ponytail. He also enjoys the fact that he exudes an almost nauseating smell of rancid flesh.

Powered up (Size changed)

Racnous, Male Spriggan: Large Fey; CR 8; HD 5d6+25+6d8+30+2d6+10; hp 132; Init +4; Spd 30(40) ft.; AC 15, touch 9, flat-footed 15 (-1 size, +2 buckler +1, +4 Hide armor +1); Base Atk/Grp: +7/+15; Atk +11 melee (3d6+5 x2, club); Full Atk +11/+6 melee (3d6+5 x2, club); Spells; SQ Lowlight vision, Size Change, Animal companion, nature sense, wild empathy, woodland stride,

resist nature's lure, wild shape 2/day; AL CN; SV Fort +10, Ref +9, Will +12; Str 18, Dex 11, Con 18, Int 11, Wis 17, Cha 11.

Skills & Feats: Climb +9, Concentration +18(+22), Disable Device +6, Hide +5 Knowledge (Nature +5), Listen +9, Move Silent +8, Open Lock +10, Sleight of Hand +8 Spot +11, Survival +7; Combat Casting, Improved Initiative, Improved Toughness^{CW}, Lion's Pounce^{CV} Weapon Finesse.

Whisker, Male Wolverine: Medium Animal; CR -; HD 5d8+25; hp 55; Init +2; Spd 30ft, Climb 10ft.; AC 17, touch 13, flat-footed 14 (+4 Natural, +3 Dex); Base Atk/Grp: +3/+5; Atk +5 melee (1d4+2, Claw); Full Atk +5 melee (1d4+2, 2 Claws) and +0 melee (1d6+1, Bite); SQ Lowlight vision 60ft, Scent, Rage, Link, Share Spells, Evasion; AL N; SV Fort +9, Ref +6, Will +2; Str 15, Dex 16, Con 20, Int 2, Wis 12, Cha 10

Skills & Feats: Climb +11, Listen +6, Spot +7; Alertness, Toughness, Track.

Tricks: Attack X2, Defend, Down, Fetch, Guard, Heel, Seek, Track.

Rage(Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntary.

Dubk, Male Redcap: Small Fey; CR 6; HD 10d6+50; hp 95(115); Init +9; Spd 30 ft.; AC 25, touch 16, flat-footed 20 (+1 size, +5 Dex, +4 Natural, +5 chain shirt +1); Base Atk/Grp: +5/+10(+12); Atk +12(+14) melee (2d4+8(+11)/x4 medium +1 scythe) or +8 ranged (1d6+6(+9) sling); Full Atk +12(+14) melee (2d4+8(+11)/x4 medium +1 scythe) or +8 ranged (1d6+6(+9) sling); SA Eldritch stone, powerful build; SQ DR 10/cold iron, low light vision; AL CE; SV Fort +8(+10), Ref +12, Will +8; Str 20(24), Dex 20, Con 20(24), Int 11, Wis 12, Cha 13.

Skills Hide +22, Intimidate +14, Listen +14, Move Silently +18, Spot +14, Survival +14; **Feats** Close Quarters Fighting^{CW}, Improved Initiative, Power Attack, Weapon Focus (Scythe).

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish blue magical energy, giving them +1 enhancement bonus on attack and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also consider to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without

penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effect of powers, abilities and spells that change the subject's size category.

Description. You see a very short, tough-looking old man with leathery skin iron boots and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Languages: Common and Sylvan.

Possessions: Medium +1 scythe, sling, dagger, small +1 chain shirt, steadfast boots^{AC&EG}, redcap tooth^{FF}.

INTRODUCTION

Foamy McNutt, Awakened Male Squirrel Rogue 2 Wizard 8: diminutive augmented animal; CR 10; HD 2d6+2+8d4+8; hp 43; Init +7; Spd 10 ft.; AC 12, touch 12, flat-footed 11 (+3 Dex, +4 Size); Base Atk/Grp: +5/-11; Atk +1 melee (1pt, diminutive dagger); Full Atk +1 melee (1pt, diminutive dagger); SA spells; SQ scent, low-light vision, trapfinding, evasion; AL N; SV Fort +7, Ref +12, Will +9; Str 3, Dex 16, Con 12, Int 18, Wis 12, Cha 7.

Skills & Feats: Balance +8, Climb +20, Concentration +12(+16), Craft (brewer) +5, Disable Device +9, Escape Artist +8, Hide +27, Knowledge (arcane) +14, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (local Sheldomar) +8, Knowledge (nature) +8, Listen +14, Move Silently +16, Search +9, Sleight of Hand +8, Spellcraft +15, Spot+8, Tumble +8; Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Still Spell;

Languages: Common, Dwarf, Elven, Sylvan, Orc, Draconic

Spells Prepared (4/5/4/4/3, save DC = 14 + spell level): 0 – detect poison, mage hand x2, open/close; 1st – benign transposition^{SPC}, expeditious retreat, grease, shield, true strike; 2nd – balancing lorecall^{SPC}, detect thoughts, invisibility, Tasha's hideous laughter; 3rd – (silent, still) benign transposition^{SPC}, blink, fly, (still) invisibility; 4th – (silent) deep slumber, dimension door, lesser globe of invulnerability.

Possessions: vest of resistance +2 Heward's' handy haversack, dagger, spell component pouch, player's handout #1, books titled: Fauna of Pomarj, 87 Ways to Prepare Your Nuts, Hops vs. Barley; Which is Better for Your Beer

ENCOUNTER 2

Surefoot, Advanced Male Pony: Medium Animal; CR 1; HD 4d8+12; hp 36; Init +1; Spd 40(20 with cart) ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural); Base Atk/Grp: +3/+5; Atk +5 melee (1d3+2, hoof); Full Atk +5/+5 melee (1d3+2, hooves); SQ Low-light vision, scent;

APPENDIX 5 – ALL APLS

AL N; SV Fort +7, Ref +5, Will +1; Str 15, Dex 13, Con 16, Int 3, Wis 11, Cha 4.

Skills & Feats: Skills Listen +8, Spot +7; Feats Endurance, Improved Natural Armor.

Possessions: Interlaced in the mane of Surefoot is an Amulet of Health +2, The stat block already takes this into account.

Description: Although a non-descript looking brown pony, Surefoot is a hardy example of dwarven fed and raised pony. Slightly more intelligent than the average pony, Surefoot will let even the most inexperienced driver lead him.

ENCOUNTER 4

Willowpond, Female Dryad Sor1: Medium Fey; CR 4; HD 4d6+1d4; hp 21(4); Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural); Base Atk/Grp: +2/+2; Atk +6 melee (1d4/19-20, Dagger) or +7 ranged (1d8/x3, MW longbow); Full Atk +6 melee (1d4/19-20, Dagger) or +7 ranged (1d8/x3 MW longbow); SA spell-like abilities, spells; SQ DR 5/cold iron, tree dependant, wild empathy AL CG; SV Fort +3, Ref +8, Will +8; Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18.

Skills & Feats: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge(nature) +11, Listen +9, Move Silently +11, Ride +6, Spellcraft +4, Spot +9, Survival +9, Use Rope +4 (+6 with bindings); Feats. Great Fortitude, Weapon Finesse.

Languages: Sylvan and Common.

Spells Known (6/4, save DC = 14 + spell level): 0 – flare, ghost sound, mage hand, prestidigitation; 1st – disguise self, ventriloquism.

Possessions: MW longbow, 40 arrows, dagger, spell component pouch.

Description: Normally, she has a wild unfathomable look in her large, almond-shaped eyes and her hair has a pronounced leafy texture, while her skin looks like burnished wood. Currently her hair is dry and cracking off much like dead straw and her skin has scorch marks from many burns. You can still see the beauty

underneath but she has now acquired a tired and beleaguered look in her eyes much like a abused animal.

ENCOUNTER 7

Shuk Stonesplitter, Male Gnome Illusionist 7: Small Humanoid; CR 7; HD 7d4+28; hp 49; Init +5; Spd 20 ft.; AC 12, touch 12, flat-footed 11 (+1 Dex, +1 Size); Base Atk/Grp: +3/-3; Atk +2 melee (1d3-2, dagger) or +5 ranged (1d3-2, dagger); Full Atk +2 melee (1d3-2, dagger) or +5 ranged (1d3-2, dagger); SA spell-like abilities, spells; SQ low-light vision; AL N; SV Fort +6, Ref +3, Will +6; Str 6, Dex 12, Con 18, Int 19, Wis 12, Cha 12.

Skills & Feats: Concentration +14(+18), Decipher Script +9, Knowledge (arcane) +9, Knowledge (arch & engineering) +14, Knowledge (geography) +9, Knowledge (dungeoneering) +7, Knowledge (local Sheldomar) +7, Spellcraft +13; Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Illusion);

Spell-like abilities(Sp): speak with animals(burrowing mammal only), dancing lights, ghost sound, prestidigitation 1/day.

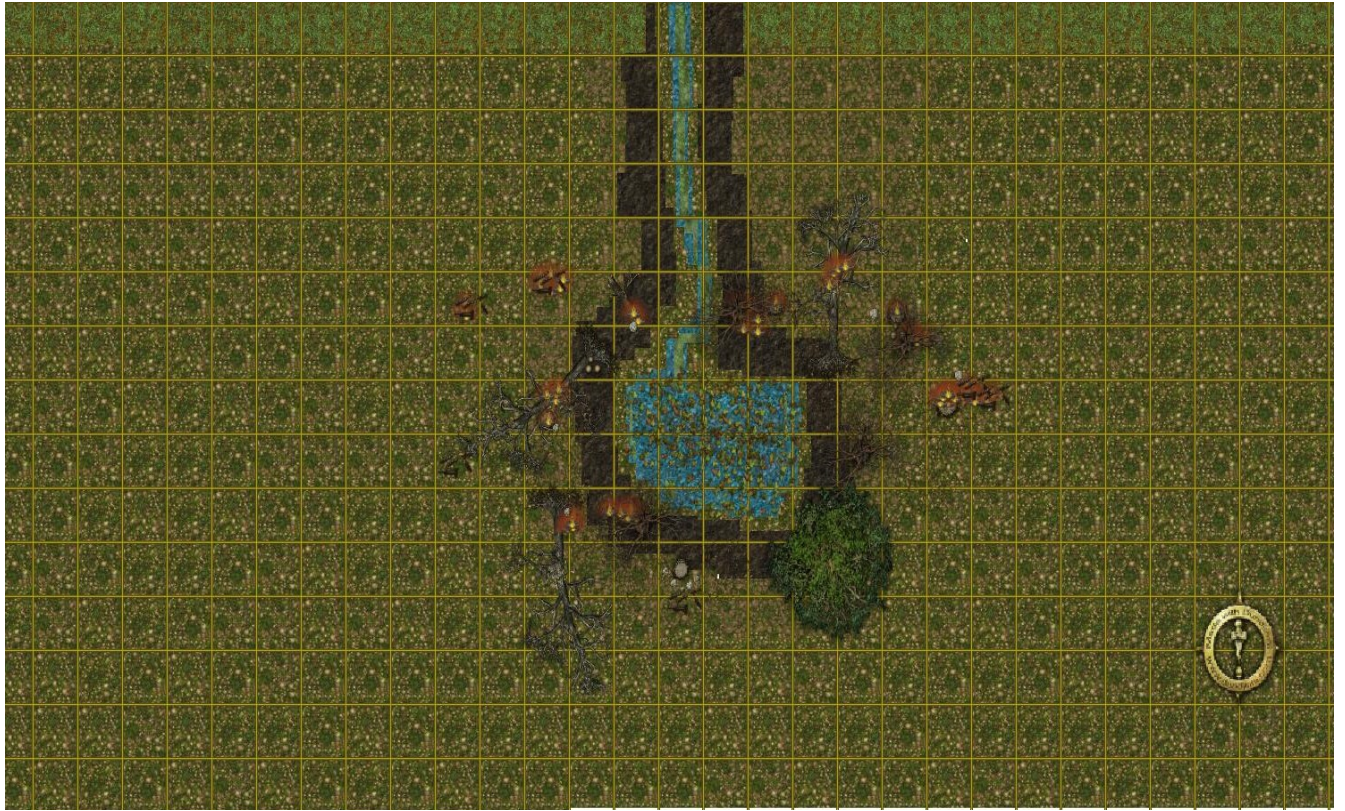
Languages: Common, Gnome, Giant, Orc, Draconic

Spells Prepared (4/5+1/4+1/3+1/2+1, save DC = 14 + spell level, illusions save DC = 16 + spell level)restricted schools, evocation, necromancy, : o – daze, detect magic, detect poison, mage hand; 1st – benign transposition^{SPC}, color spray, expeditious retreat, remove scent^{SPC}, serene visage^{SPC}, shield, ; 2nd – baleful transposition^{SPC}, glitterdust, invisibility, phantasmal assailants^{SPC}, Tasha's hideous laughter; 3rd – displacement, fly, phantom steed, suggestion; 4th – confusion, dimension door, phantasmal killer.

Possessions: *hat of disguise*, *eyes of the eagle*, MW arch & engineering (survey) tools, assorted maps of both sides of the disputed territory (very detailed), *Heward's handy haversack*, spyglass, dagger, spell component pouch. (APL 8 *dust of disappearance*)

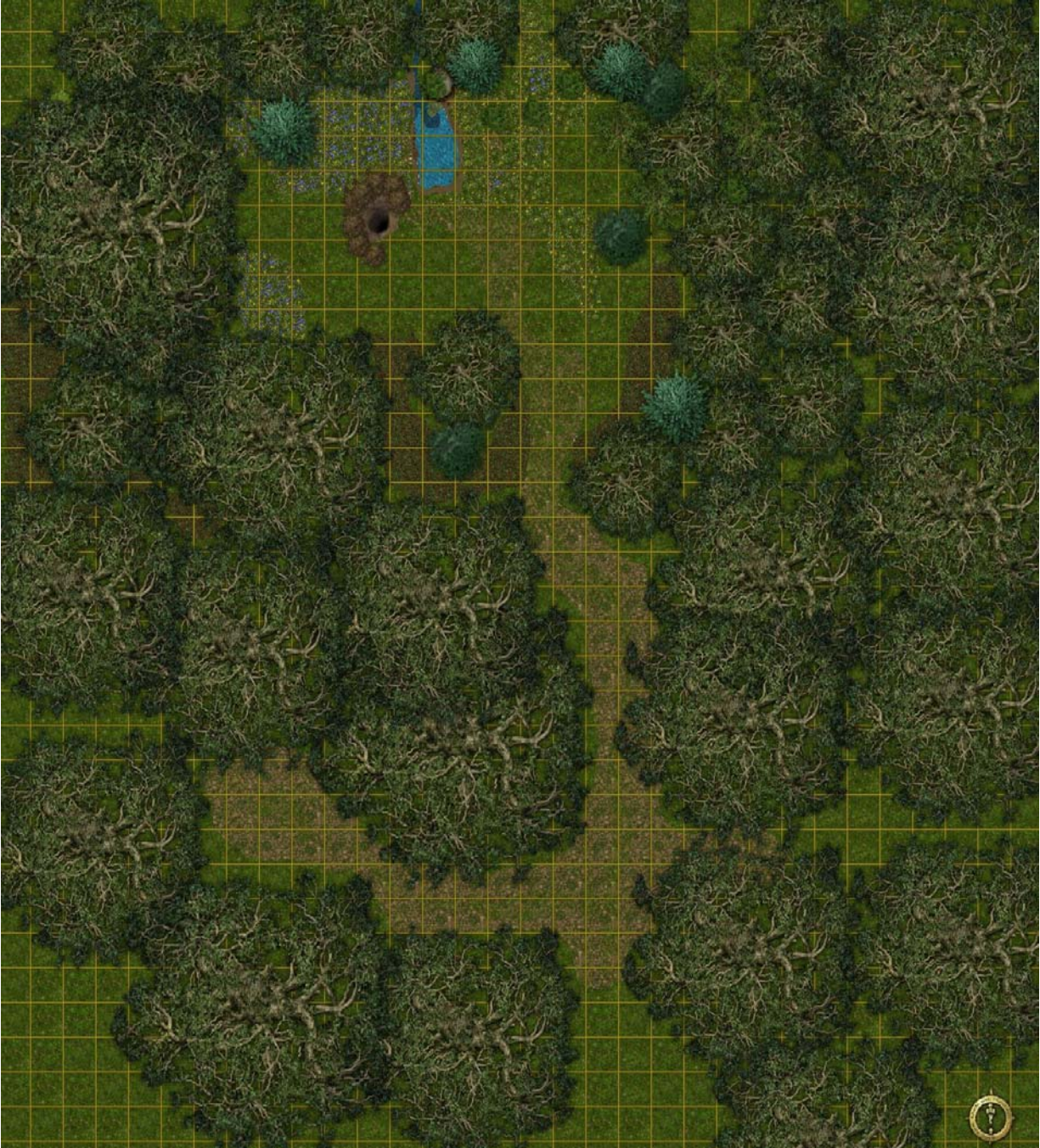
Description: Shuk is an average looking gnome with sparse hair, large nose and a studious look that looks through small circular spectacles who wears tinker's overalls assorted different tools and gadgets protrude from the various pockets.

DM AID: MAP #1 – WILLOWPOND'S GROVE



The top of the page is the top of the hill that leads to Willowpond's little grove. The water and shaded deep brown area is difficult terrain. Fallen trees and stumps are difficult terrain and depending on the height of the character could possibly be cover. The only tree that is left is Willowpond's tree. Xuttja and Vorgrog will be near the tree and Vorgrak will be north of them closer to charge lanes for people appearing at the top of the hill.

DM AID: MAP #2 – A TREE GROWS IN THE SUSS



Small grove with a partially dug hole, near it is a pool of clean water. Foliage is very heavy only the paths allow movement without difficulty.

PLAYER HANDOUT #1

I seek the aid of creative adventurers that are good at heart to help someone escape the clutches of our enemies, the Pomarj. Please meet me at the Stuck Pig in Havenhill if you are interested.

May Ehlonna guide your way

Grendrick Stoutheart

Emerald Druid

PLAYER HANDOUT #2

AS OF LATE, YOUR DREAMS HAVE BEEN TROUBLED. INDISTINCT MEMORIES OF SMOKE AND FIRE ARE ALL THAT YOU REMEMBER WHEN YOU WAKE. THE RECENT HOT AND DRY WEATHER HASN'T HELPED YOUR MOOD AND THIS MORNING IN PARTICULAR YOUR CLOTHES/SHEETS SMELL OF ACRID SMOKE AND THE SCENT PERSISTS ALTHOUGH NO ONE ELSE DETECTS ANYTHING UNUSUAL. DESPITE YOUR BEST EFFORTS, YOU AWAKE FATIGUED (AS PER THE CONDITION) AS THE CONSTANT NIGHTMARES KEEP YOU FROM GETTING THE PROPER AMOUNT OF SLEEP/REST. TODAY THE LAST THING YOU REMEMBER IS A SLIGHTLY FAMILIAR FEMALE VOICE CALLING FOR HELP. HELP, YOU DESPERATELY WANT TO GIVE...

DM AID: NEW RULES

NEW FEATS

Battle Cast (*Races of the Wild*)

Prerequisite: Dex 13, Concentration 5 ranks, Combat Casting.

Benefit: Awhile casting a spell, you gain a +2 dodge bonus to your armor class. The bonus lasts until the beginning of your next turn. You cannot make attacks of opportunity while claiming the dodge bonus from this feat.

Close-Quarters Fighting (*Complete Warrior*)

Prerequisite: 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 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 bonus feats.

Improved Toughness (*Complete Warrior*)

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

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

Lion's Pounce (*Complete Divine*)

Prerequisite: Ability to wild shape.

Benefit: When you charge, you may spend a wild shape as a free action to make a full attack at the end of the charge.

Normal: Without this feat, you may only make a single attack after a charge.

Natural Bond (*Complete Adventurer*)

Prerequisite: Animal companion.

Benefit: Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities and other bonuses that your animal companion receives (see page 36 of the PHB). The bonus can never make your effective druid level exceed your character level.

Rapid Spell (*Complete Divine*)

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Reckless Rage (*Races of Stone*)

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. The bonuses and penalties stack with the effect of rage, greater rage and mighty rage.

NEW ITEMS

Camouflage Kit (*Complete Adventurer*)

This bag contains face paints, dye, colored cloth, and other accessories appropriate for creating a camouflaged appearance. The kit is the perfect tool for hiding and provides a +2 circumstance bonus on Hide checks. Gaining this bonus requires 1 minute of work. A camouflage kit is exhausted after ten uses.

Price 40 gp; Weight 5 lb.

Everlasting Rations (*Heroes of Battle Arcane*)

This small leather pouch contains enough trail rations to feed a medium creature for one day. Every morning at sunrise the pouch magically creates another day's worth of rations.

Faint conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 350 gp; Weight - lb.

Great Falchion (Sandstorm)

This heavy executioner's sword has the same basic profile as a falchion, albeit with a much greater blade surface. Because it is an executioner's weapon, it is often crafted as a masterwork weapon, marked with a royal seal, and created with one or more gems in the hilt.

Price 100 gp; Weight 12 lb; Dmg (S), 1d8; Dmg (M) 1d12; Critical 18-20/X2; Type Slashing.

Possum Pouch (Complete Adventurer)

Also known as a false stomach, a *possum pouch* is a small, flat, circular bag about 10 to 12 inches in diameter and up to 2 inches thick. When placed against a humanoid's abdomen and sealed there with a command word, it blends in unobtrusively with the surrounding skin, requiring a DC 30 Search check to detect. Spies and couriers find these items useful as diplomatic pouches, while nobles and wealthy merchants sometimes use them as money belts. Assassins, ninjas, and sneak-thieves love *possum pouches* because they make it easy to smuggle poison, daggers, and small valuables into or out of well-guarded houses.

Faint illusion; CL 3rd; Craft Wondrous Item, *disguise self*; Price 1,800 gp; Weight 1 lb.

Redcap's Tooth (Monster Manual III)

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp; Weight - lb.

Steadfast Boots (Arms & Equipment Guide)

These thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing *steadfast boots* cannot be tripped or pushed back by a bull rush. As long as the wearer carries a melee weapon that is Medium-sized or larger, she also counts as being set against a charge. The weapon does not have to have reach.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 6,000 gp; Weight 1 lb.

Wildwood Breastplate (Races of the Wild)

The rare *saelas* tree (*saelas* is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities. Not only is it extraordinarily flexible for days after harvesting, but items crafted of wildwood regrow after being damaged. At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into lightweight armor nearly as strong as steel. It is prized by druids, who can wear it without sacrificing their class abilities.

Wildwood armor provides 1 less point of armor bonus than the ordinary armor of the same sort. However, the armor's maximum Dex bonus increases by 1, its armor check penalty is reduced by 1 (minimum of 0), and its arcane spell failure chance is reduced by 5%. In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.

Armor made from wildwood weighs three-quarters as much as the same item made from metal. Armor not primarily made of metal is not meaningfully affected by being partially made from wildwood.

As long as it is exposed to sunlight for at least 1 hour per day, a suit of wildwood armor naturally "heals" 1 point of damage every 24 hours. If it is left to soak in at least one gallon of water while exposed to sunlight for 8 hours, it heals 5 points of damage.

Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost). Wildwood armor cost double what ordinary masterwork armor of the same sort costs, but it takes no longer to make than masterwork armor of that sort. For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).

Wildwood has 10 hit points per inch of thickness and hardness 6.

Wildwood Breastplate Price 700 gp; Armor bonus +4; Maximum Dex Bonus +4; Armor Check Penalty -3; Arcane Spell Failure 20%; Spd (30ft) 20ft; (20ft) 15ft; Weight 22.5 lbs.

NEW SPELLS

Animate Fire (Spell Compendium)

Transmutation [Fire]

Level: Drd 1

Components: V, S, M

Casting Time: 1 round

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

Target: One Small fire

Duration: Concentration, up to 1 round/level (D)

Saving Throw: None

Spell Resistance: No

By casting the mixture in your hand at the fire, you complete the spell. Immediately thereafter, a part of the flame coalesces into a vaguely humanoid shape more solid looking than the rest.

You animate a fire, which must be approximately the size of a campfire. The animated fire has the statistics of a Small fire elemental (MM 98), and attacks as you direct. It cannot move beyond the range of its source fire (25ft + 5ft/2 levels).

Material Component: A handful of charcoal, sulfur, and soda ash.

Balancing Lorecall (Spell Compendium)

Divination

Level: Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

As you perform the final gestures of the spell you feel magic surround you, pushing on you from all sides as if trying to help keep you standing tall.

You gain a +4 insight bonus on Balance checks. If you have sufficient ranks in the Balance skill, you can even balance on an otherwise-impossible surface with a DC 20 Balance check.

If you have 5 or more ranks in Balance, you can balance on vertical surfaces; the normal modifier for sloped or angled surface no longer applies to you though other DC modifiers (such as for slippery surface) do apply. If you balance on a vertical surface, you can move up or down as if you were climbing. However, you are not actually climbing, so you can make attacks normally retain your Dexterity bonus to Armor Class, and generally follow the rules of the Balance skill rather than the Climb skill.

If you have 10 or more ranks in Balance you can balance on liquids, semisolid surfaces such as mud or snow, or similar surfaces that normally couldn't support your weight. For each consecutive round that you begin balanced on a particular surface of this sort, the DC of your Balance check increases by 5. As with all uses of the Balance skill, you move at half speed unless you decide to use the accelerated movement option (thereby increasing the DC of the Balance check by 5).

Arcane Material Component: A thin, 3-inch-long wooden dowel.

Baleful Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100ft + 10ft/level)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they

are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Benign Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Medium (100ft + 10ft/level)

Target: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside of reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried with them (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Body of the Sun (Spell Compendium)

Transmutation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 5ft.

Area: 5-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

By drawing on the power of the sun, you cause your body to emanate fire.

Fire extends 5 feet in all directions from your body, illuminating the area and dealing 1d4 points of fire damage per two caster levels (maximum 5d4). Adjacent creatures take fire damage each round on your turn.

Brambles (Spell Compendium)

Transmutation

Level: Clr/Drd 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attack and also gains a +1

enhancement per caster level on melee damage rolls (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow or a metal mace.

Material Component: A small thorn.

Decomposition (Spell Compendium)

Necromancy

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 50ft

Target: Living enemies within a 50ft-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Using your link to the natural world, you create an air of decay that makes death come quicker to the wounded.

Whenever an enemy within the area takes normal (not nonlethal) damage that wound festers for an additional 3 points of damage at the beginning of its turn each round thereafter for the duration of the spell. A DC 15 Heal check or the application of any cure spell or other healing magic stops the festering. Only one wound festers at a time; additional wounds taken while the first is still festering are not subject to this affect. Once festering has been stopped, however, any new wound taken while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a decomposition spell takes 3 points of damage from the festering wound in the next round, and another 3 points in the round after that. In the following round, that subject receives 4 points of healing from a cure light wounds spell, so the festering stops and the subject takes no festering damage that round. In the next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, dealing 3 points of festering damage in the following round.

Energy Vortex (Spell Compendium)

Evocation [see text]

Level: Clr/Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20ft

Target: All creatures within a 20ft-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Energy wells up inside you and explodes outward in a furious burst.

When you cast *energy vortex*, you choose one of four energy types: acid, cold, electricity, or fire. A blast of that energy type bursts in all directions from you,

dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

The descriptor of this spell is the same as the energy type you choose when you cast it.

Phantasmal Assailants (Spell Compendium)

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You point at your intended target. Instantly, shadowy shapes form at your flank and rush toward the creature you indicate, surrounding it. Others nearby do not notice the images that plague your target.

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

Remove Scent (Spell Compendium)

Transmutation

Level: Brd 1, Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

With a touch of a wax-covered finger to the subject, you inhale deeply and smell nothing.

This spell hides the scent of the creature or object touched for the duration of the spell. The scent ability (MM 314) cannot detect a creature under the effects of a *remove scent* spell. It also negates the harmful effects of the noxious stench exuded by certain creatures, such as ghosts, for the duration of the spell.

Material Component: A pinch of unscented candle wax.

Serene Visage (Spell Compendium)

Illusion (Glamour)

Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

By casting this spell, you imbue yourself with an ephemeral quality that induces others to trust what you say.

Simple illusions aid your attempts to be persuasive. You gain an insight bonus equal to one-half your caster level (maximum +10) on Bluff checks.

discipline, devout worshippers know that they are a powerful message from, and indeed a living manifestation of, their deities.

Characteristics: Favored souls cast divine spells by means of an innate connection rather than through laborious training and prayer, so their divine connection is natural rather than learned. These divine spellcasters know fewer spells and acquire powerful spells more slowly than clerics, but favored souls can cast spells more often, and they have no need

TABLE 1-1 The Favored Soul

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						0	1st	2nd	3rd
1st	+0	+2	+2	+2	-	5	3	-	-
2nd	+1	+3	+3	+3	-	6	4	-	-
3rd	+2	+3	+3	+3	Deity's weapon focus	6	5	-	-
4th	+3	+4	+4	+4	-	6	6	3	-
5th	+3	+4	+4	+4	Energy resistance (1st type)	6	6	4	-
6th	+4	+5	+5	+5	-	6	6	5	3
7 th	+5	+5	+5	+5	-	6	6	6	4

New Classes

FAVORED SOUL AS PRESENTED IN COMPLETE DIVINE

The favored soul follows the path of the cleric but is able to channel divine power with surprising ease. She is able to perform the same tasks as her fellow divine spellcasters but with virtually no study; to her it comes naturally. Scholars wonder if favored souls have traces of outsider blood from unions, holy or unholy, centuries ago and generations removed. Others suggest that divine training of the proper type awakens the ability, or that favored souls are simply imbued with their gifts by their gods when they begin the cleric's path. In any case, favored souls cast their spells naturally, as much through force of personality as through study. Though this gives them extraordinary divine abilities no normal person could ever match, they see their gift as a call to action, and so in some ways may lag behind their more studious colleagues.

Adventures: Favored souls are often loners, wandering the land serving their deities. They are welcomed by their churches but treated as unusual and are sometimes misunderstood. They are emissaries of their deities and outside the church's command structure—respected mystics not requiring the support normally crucial to a priest's success. This makes them sometimes revered and sometimes envied by their cleric cousins. While favored souls are occasionally disrespected for their perceived lack of

to select and prepare them ahead of time.

Alignment: Divine magic is intuitive to a favored soul, not a matter of careful prayer. This intuitive nature leads to a freer interpretation of faith and doctrine, and so favored souls tend slightly toward chaos over law.

A favored soul is often of the same alignment as her deity, though some are one step away. For example, a favored soul could serve a lawful good deity and be neutral good herself. A favored soul may not be neutral unless her deity is neutral.

Religion: A favored soul can be of any religion. The most common deity worshipped by human favored souls in civilized lands is Pelor, god of the sun. Among nonhuman races, favored souls most commonly worship the chief deity of their racial pantheon.

Unlike clerics, favored souls are not able to devote themselves to a cause or a source of a divine power instead of a deity.

Background: Favored souls learn of their connection with the divine at a young age. Eventually, a young favored soul understands the power that she has been wielding unintentionally.

Favored souls, as naturally inclined divine channelers, are also born loners. Unlike clerics in a temple, they gain little by sharing their knowledge and have no strong incentive to work together.

Races: The innate talent of spontaneously channeling divine power is unpredictable, and it can show up in any of the common races.

Divine spellcasters from savage lands or from among brutal humanoid tribes (such as orcs or half-orcs) are more often favored souls than clerics.

Other Classes: Favored souls have the most in common with members of other self-taught classes, especially sorcerers, but also druid and rouges. They sometimes find themselves at odds with members of the more disciplined classes, specifically clerics, who they sometimes view as too wrapped up in doctrine and rigidly defined attitudes.

Role: The favored soul serves as a group's backup healer and defensive magic specialist. She can hold her own in fight, especially if she chooses to focus on powers that aid her in combat.

GAME RULE INFORMATION

Favored Soul have the following game statistics.

Abilities: Charisma determines how many spells the favored souls can cast per day. Wisdom determines how hard the favored soul's spells are to resist (see Spells, below). In addition to using Charisma and Wisdom for spellcasting, a favored soul also benefits from high Dexterity, Strength, and Constitution scores.

Alignment: Any.

Hit Die: d8.

Starting Gold: 5d4X10 gp.

CLASS SKILLS

A favored soul's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the favored soul.

Weapon and Armor Proficiency: Favored souls are proficient with all simple weapons, with light and medium armor and with shields (except tower shields). A favored soul is also proficient with her deity's favored weapon. Although a favored soul is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

Spells: A favored souls casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. She can cast any spell she

knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st level spells, and so forth). The Difficulty Class for a saving throw against a favored soul's spell is 10 + spell's level + the favored soul's Wisdom modifier

Like other spellcasters, a favored soul can cast only a certain number of spells of each spell level per day. Her base daily allotment is given on Table 1-1: The Favored Soul. In addition, she receives bonus spells for a high Charisma.

Unlike a cleric, a favored soul's selection of spells is limited. A favored soul begins play knowing four 0-level spells and three 1st-level spells of your choice. At each new favored soul level, she gains one or more new spells as indicated on Table 1-2 Favored Soul Spells Known. (Unlike spells per day, her Charisma score does not affect the number of spells a favored soul knows; the numbers on Table 1-2 are fixed.)

Upon reaching 4th level, and at every even-numbered favored soul level after that (6th, 8th, and so on), a favored soul can choose to learn a new spell in place of one she already knows. In effect, the favored "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the favored soul can cast. A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

Unlike a cleric, a favored soul need not prepare her spells in advance. She can cast any spells she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Deity's Weapon Focus: At 3rd level, a favored soul gains the Weapon Focus feat with her deity's favored weapon. If the character already has that feat, she can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type. At 10th level and 15th level, the character gains resistance 10 against another energy type of her choosing.

Favored Soul Spells Known				
Class Level	0	1st	2nd	3rd
1 st	4	3	-	-
2 nd	5	3	-	-
3 rd	5	4	-	-
4 th	6	4	3	-
5 th	6	5	3	-
6 th	7	5	4	3
7 th	7	6	4	3

SCOUT AS PRESENTED IN COMPLETE ADVENTURER

Any force on the move, whether it's an army or an adventuring group, needs information about what's ahead and what's behind and, more important, time to prepare for battle. A scout can navigate difficult terrain at good speed, and she specializes in seeing her foe before the opponent detects her presence. In a dungeon or in the wild, a scout is seen only when she wants to be.

Adventures: Scouts adventure for numerous reasons. Many have a role in a military organization. Whether serving as outriders for a large army or as foresters for a small border fort, these scouts venture into the wilderness under orders. Although more common than other scouts, those attached to the military are unlikely to have the time or permission necessary to undertake regular adventures. Instead, adventuring scouts come from rural villages, having honed their skills over a lifetime of wandering the woods. Others have left their military service behind and find themselves attracted to the adventuring lifestyle. Many adventuring scouts begin their careers as guides hired to lead other adventurers through the wilderness. Those who find the excitement and challenge of adventuring to their taste then seek out a group of their own.

Characteristics: A scout has some training in weapons and a unique combat style that favors fast movement and devastating attacks. She excels in performing during running battles, which allow her to maximize her special fighting techniques and high movement rate. Although a scout can hold her own in a fight she's at her best before combat begins, when she can use her powers of stealth and observation to find an enemy and give her companions accurate information about what they face. The scout is a backcountry expert, exceeding even the ranger's ability

to navigate rough terrain and lead a group of companions through the wilderness.

The scout also excels in a dungeon environment, and she can find and disable traps as well as any rogue. As a scout advances in level, her senses become amazingly acute, and she can eventually operate normally even in total darkness.

Alignment: Scouts can be of any alignment, and a scout's alignment is often shaped more by her personal background than from any training. The notable exceptions to this are the many scouts who receive their training in a military organization – such scouts are carefully and rigorously taught, and are almost always lawful in alignment. Outside of military organizations, more scouts are neutral than any other alignment, but every alignment and philosophy is represented within the class.

Religion: Scouts have varied and individual takes on religion, and no single religion stands out as typical of the class. Scouts occasionally pay homage to deities of nature, but these devotions are more a personal choice on the part of an individual than any outgrowth of their training. Scouts don't see nature as a force in its own right, and this belief is one of the most profound differences between the scout and the ranger classes. Where the ranger sees nature as something to be revered and protected, the scout sees it as the terrain over which she must do her job. Although a scout might love nature for its beauty or for the solitude she can find within it, she'll never draw power from nature the way a ranger does.

Background: Many scouts receive military training and serve for a time as outriders for an army. They perfect their techniques while trying to spot and hide from large groups of foes. The crucible of military service turns out tough, independent scouts accustomed to working on their own or in small groups. Such steady individuals make great additions to adventuring parties, and their expertise is often sought by members of other classes. Other scouts come from a wide variety of backgrounds. Some train with foresters and rangers serving a rural lord, and others simply grow up among the common folk of the countryside, spending month after month exploring the wild in their leisure time. Scouts from such verse backgrounds often take up adventuring to leave their home communities behind. Having exhausted the potential for exploration in their home region, they seek wider variety of experience and wish to see a broader portion of the world.

Races: Humans make excellent scouts. Their adaptable nature allows them to perfect a wider variety of skills than most other races, and they make good use of the scout's many abilities. Elves and halflings are the most naturally gifted scouts; both races have produced nimble scouts with amazing abilities of stealth and observation. While halflings have more innate talent

for sneaking than elves do, the greater speed of elf scouts gives them advantages of their own. Dwarves and gnomes make respectable underground scouts, and the scout's bonuses to speed offset one of these races' greatest weaknesses. Combined with the dwarves' knack for operating in areas of earth and stone, scout training can turn dwarves into impressive underground explorers—although most dwarves prefer a more straight-forward approach to combat and dislike the skirmish fighting style of the scout.

Other Classes: Scouts work well with members of almost any other class. Skilled and adaptable, they thrive when they can complement a slower and louder group of adventurers or soldiers. Scouts move ahead of such a group for brief periods, stealthily checking the next room or forest clearing for foes, and then circling back again to ensure that enemies are not sneaking up on the group from behind. When combat is joined, however, the group remains as a stable base to which a scout can fall back when pressed. Clerics, wizards, and others willing cast spells that enhance a scout's mobility make her job easier and are welcome companions in combat as well.

Conversely, a scout also welcomes a group made up entirely of stealthy characters such as rogues, rangers, ninjas, and fellow scouts. This group moves much more quietly than a normal adventuring party, and it is seldom surprised.

Role: A scout plays several roles in most adventuring groups. First and foremost, a scout excels at detecting an enemy or creature before being detected herself. Whether moving well ahead of the group or guarding the rear, a scout is the character most likely to discover a potential threat and be ready to act in combat. Serving as a backup melee combatant or ranged expert in battle, she provides support for the more straightforward fighters in the group and confuses and distracts the enemy. A scout's stealth and trapfinding ability make her the natural choice for entering and searching dangerous areas.

GAME RULE INFORMATION

Scouts have the following game statistics.

Abilities: Dexterity helps scouts become stealthy and overcome their lack of access to heavy armor. Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

Alignment: Any. Scouts in military service are usually lawful.

Hit Die: d8.

Starting Gold: 5d4X10 gp.

CLASS SKILLS

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge

(dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim. (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2nd	+1	+0	+3	+0	Fast movement +10 ft, skirmish (+1d6, +1 AC), trackless step
3rd	+2	+1	+3	+1	Battle fortitude +1, uncanny dodge
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6th	+4	+2	+5	+2	Flawless stride
7th	+5	+2	+5	+2	Skirmish (+2d6, +2AC)

CLASS FEATURES

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout gets an extra 1d6 of damage on all attacks she makes during a round she moves at least 10 feet. The extra damage only applies to attacks made during the scout's turn. The damage increases by 1d6 for every four levels gained above 1st. This damage is subject to the same restrictions as a rogue's sneak attack damage (only living creatures with discernible anatomies, etc).

At third level the scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and applies until the start of her next turn.

Trapfinding (Ex): See rogue class feature, *Player's Handbook*, p50.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks.

Uncanny Dodge (Ex): See barbarian class feature, *Player's Handbook*, p26.

Fast Movement (Ex): See monk class feature, *Player's Handbook*, p41.

Trackless Step (Ex): See druid class feature, *Player's Handbook*, p36.

Bonus Feats: At 4th level and every four levels thereafter, (8th, 12th, 16th and 20th level), a scout gains a bonus feat, which must be selected from a list found in *Complete Adventurer* (p13). For space reasons, the entire list is not included here.

Evasion (Ex): See monk class feature, *Player's Handbook*, p41.

Flawless Stride (Ex): At 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

New Prestige Classes

Blighter as presented in Complete Divine

When a druid turns away from the land, the land turns away from her. Some ex-druids make peace with this change; others seek to restore the bond. A few, however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, bring desolation wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life. A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy. Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad. What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest forests of the land, even if it's only to destroy them. Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path. Legends say that a few elven druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

Adaptation: In many ways, the blighter is to the druid what the blackguard is to the paladin. While it's likely that blighters are loners, you could also develop a secret cult of blighters devoted to ruining the world's ecology.

Hit Die: d8

Requirements

To qualify as a blighter, a character must fulfill the following criteria.

Alignment: Any nongood.

Base Attack Bonus: +4

Special: The character must be an ex-druid previously capable of casting 3rd-level druid spells.

Class Skills

The blighter's class skills (and the key ability for each skill) are Concentration(Con), Craft(any)(Int), Diplomacy(Cha), Handle Animal(Cha), Heal(Wis), Knowledge(nature)(Int), Listen(Wis), Profession(herbalist)(Wis), Spellcraft(Int), Spot(Wis), Survival(Wis), and Swim(Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4+ Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Deforestation
2 nd	+1	+3	+0	+3	Blightfire, sustenance
3 rd	+2	+3	+1	+3	Undead wild shape 1/day
4 th	+3	+4	+1	+4	Speak with dead animal, undead wild shape 2/day

Class Features

The following are class features of the blighter prestige class.

Weapon and Armor Proficiency: Blighters gain no weapon or armor proficiencies.

Spells per Day: Since blighters are ex-druids, they lose their druid spellcasting abilities. However, they gain access to new, more destructive spells. At each blighter level, the character gains spells per day according to Table 2-3. She must choose her spells from the blighter spell list, below. The blighter's caster level is equal to her blighter level plus her druid level.

To cast a blighter spell, a blighter must have a Wisdom score of at least 10 + the spell's level, so a blighter with a Wisdom of 10 or lower cannot cast these spells. Blighter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level.

+ the blighter's Wisdom modifier. When the blighter gets 0 spells per day of a given level (for instance 2nd level spells for a 2nd level blighter), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The blighter's spell list appears below. A blighter has access to any spell on the list and can freely choose which to prepare, just as a druid. A blighter prepares and casts spells just as a druid does (though a blighter cannot spontaneously cast *summon* spells).

The blighter gains access to her daily spells through *deforestation* (see below). If she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or mistletoe. Any

----- Spells per Day -----					
Class Level	0	1st	2nd	3rd	4th
1 st	4	2	-	-	-
2 nd	5	3	0	-	-
3 rd	5	3	1	0	-
4 th	6	3	2	1	0

material component for a blighter's spell must have been dead for at least a day before use.

Deforestation (Sp): A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as the druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and is reseeded. Deforestation enables a blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environments with only sparse vegetation does not empower the character to cast spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 + blighter's class level + blighter's Wis modifier) and ignites flammable objects it touches. Blighters delight in starting wildfires and often use this ability to do so.

Sustenance (Ex): At 2nd level and higher a blighter no longer needs food or water to survive.

Undead Wild Shape (Sp): At 3rd level, the blighter gains a version of the wild shape ability. *Undead wild shape* functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

- Type changes to undead.
- Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).
- +2 Dexterity, no Constitution score.
- Immunity to cold
- Damage reduction 5/bludgeoning.

The blighter gains one extra use per day of this ability at every even blighter level after 3rd. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level and a Huge skeletal animal at 9th level.

Speak with Dead Animals (Sp): Starting at 4th level, a blighter can converse with dead animals. This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

Blighter Spell list

0 Level: *detect magic*, *detect poison*, *flare*, *ghost sound*, *inflict minor wounds*, *read magic*, *touch of fatigue*.

1st Level: *bane*, *burning hands*, *curse water*, *decomposition*, *detect undead*, *doom*, *endure elements*, *inflict light wounds*, *invisibility to animals*, *ray of enfeeblement*.

2nd Level: *chill metal*, *chill touch*, *darkness*, *death knell*, *fire trap*, *flaming sphere*, *heat metal*, *inflict moderate wounds*, *produce flame*, *resist elements*, *warp wood*.

3rd Level: *contagion*, *deeper darkness*, *desecrate*, *diminish plants*, *dispel magic*, *inflict serious wounds*, *poison*, *protection from elements*, *stinking cloud*, *vampiric touch*.

4th Level: *animate dead*, *antiplant shell*, *blight*, *death ward*, *flame strike*, *inflict critical wounds*, *languor*, *repel vermin*, *rusting grasp*, *transmute mud to rock*, *transmute rock to mud*, *unhallow*, *wall of fire*.

New Monsters

Redcap (MMIII): Small Fey; CR 3; HD 4d6+8; hp 26; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16 (+1 size, +1 Dex, +1 Natural, +4 chain shirt); Base Atk/Grp: +2/+4; Atk +6 melee (2d4+3/x4 medium masterwork scythe) or +4 ranged (1d6+3 sling); Full Atk +6 melee (2d4+3/x4 medium masterwork scythe) or +4 ranged (1d6+3 sling); SA Eldritch stone, powerful build; SQ DR 5/cold iron, low light vision; AL CE; SV Fort +3, Ref +5, Will +5; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13.

Skills Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9; Feats Improved Initiative, Power Attack.

You see a very short, tough-looking old man with leathery skin, iron boots, and bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

Redcaps are the most evil fey you're ever likely to meet. They are mass-murdering psychotic killers who live on other creatures' pain. A redcap stands 3 to 4 feet tall, weighs about 50 pounds, and looks like a tough old man with protruding teeth. On their heads redcaps wear bright red hats—kept fresh and moistly colored by dipping in their victims' blood—and on their feet they wear boots of iron. Redcaps prefer to roost in old abandoned keeps and towers, preferably ones left vacant by some horrific tragedy. These fey absorb some of the essence of every creature they kill. Thanks to this ability, a redcap that manages to live a long life can amass tremendous strength and near invulnerability. When a redcap dies, it vanishes from the world, leaving only a single tooth behind.

Redcaps speak Common and Sylvan

COMBAT

Redcaps prefer to attack from ambush, usually waiting until their intended victims are preparing to settle in for the evening. Brutal combatants, redcaps attack without mercy, opening up combat with their slings and magic stones but quickly closing to finish opponents with their wicked scythes. A redcap normally attacks using its Power Attack feat, taking a –2 penalty on its attack rolls and gaining a +2 bonus on damage rolls (+4 if using a scythe).

Eldritch Stone (Su): Bullets of red from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The

benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

ELDER REDCAP

The elder redcap entry represents a redcap that has advanced to 12 HD by slaying victims and absorbing their essence (see Advancement, below).

Combat

An elder redcap fights in a similar manner to the younger version, relying on ambush whenever possible. It is capable of tracking weak or wounded prey for miles, waiting until the intended victims let down their guard.

ADVANCEMENT

After a redcap has slain a victim, it dips its cap into the victim's blood, thereby gradually gaining strength and power. This ability is reflected in special rules for advancement that apply only to redcaps. For each additional Hit Die a redcap has, it gains +1 Strength, +1 Dexterity, and +1 Constitution as well as the normal benefits for advancing in Hit Dice. For every 2 additional Hit Dice, an advanced redcap gains +1 natural armor. The redcap's damage reduction also improves as its Hit Dice increase, as indicated on the table below.

Redcap's HD	Total	Natural Armor	Damage Reduction	CR
5–6		+2	5/cold iron	3
7–8		+3	5/cold iron	4
9–10		+4	10/cold iron	6
11–12		+5	10/cold iron	7
13–14		+6	10/cold iron	8
15–16		+7	15/cold iron	10
17–18		+8	15/cold iron	11
19–20		+9	15/cold iron	12

SOCIETY

Redcaps assemble in small bands, occasionally squatting in old ruins or caves after slaughtering the previous tenants. Redcaps argue and fight with each other constantly, and flaring tempers often result in bloodshed. They will massacre each other with little provocation, but they do not douse their hats in each

other's blood, fearful that some curse will be visited upon them. It takes one or more red-cap elders to maintain some semblance of control over a group, essentially bullying the younger redcaps into submission. Redcaps can live up to 150 years, although they typically die at a much younger age. They are asexual creatures that propagate by budding.

A redcap buds once or twice in its lifetime, carrying each bud on its back like a hump for six months before it falls off and sprouts a head and limbs. A newborn redcap must fend for itself immediately and quickly develops a ravenous and foul demeanor. It grows to its full size within a year after its birth. Redcaps have their own elaborately interwoven superstitions. They believe rivers contain water spirits that can snatch their souls, so they bathe only in still water. Dubious of even-numbered quantities, they always travel in odd-numbered groups, and no redcap will carry an even number of coins in its pouch. Redcaps are not devout creatures, but redcaps who live near human settlements sometimes worship Erythnul, the god of slaughter. Redcap adepts are rare, and redcap clerics rarer still.

REDCAP'S TOOTH

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

SPRIGGAN (Fiend Folio)

Spriggans are evil, nomadic gnomekin with the strange ability to grow to a large size at will. They wander in packs through woodland areas, sometimes venturing into towns and villages. Spriggans live to rob and pillage as they journey. They are a numerous people, but pose little threat to civilized races because of their inability to organize.

Spriggans resemble ugly mean gnomes with greasy, reddish brown hair and dull, yellow skin. They grow hair to ridiculous proportions, proudly sporting bushy mustaches, sideburns and ponytails. They are disgustingly unclean things, exuding an almost nauseating smell of rancid flesh.

Spriggans speak Gnome and Common. A few spriggans take the trouble to learn Sylvan and Kobold.

Natural form Spriggan: Small fey; CR 3; HD 5d6+5; hp 22; Init +9; Spd 20 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 Chain shirt); Base Atk/Grp: +2/-2; Atk +6 melee (1d4 19-20x2, short sword); Full Atk +6 melee (1d4 19-20x2, short sword); SA Sneak attack +3d6, Spells; SQ Lowlight vision, Size Change; AL CN;

SV Fort +2, Ref +9, Will +3; Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11.

Skills & Feats: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silent +10, Open Lock +12, Sleight of Hand +10; Improved Initiative, Weapon Finesse.

Enlarged Spriggan: Large fey; CR 3; HD 5d6+20; hp 37; Init +7; Spd 30 ft.; AC 16, touch 12, flat-footed 13 (-1 size, +3 Dex, +4 Chain shirt); Base Atk/Grp: +2/+10; Atk +6 melee (1d8+6 19-20x2, short sword); Full Atk +6 melee (1d8+6 19-20x2, short sword); SQ Lowlight vision, Size Change; AL CN; SV Fort +5, Ref +7, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills & Feats: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silent +8, Open Lock +10, Sleight of Hand +8; Improved Initiative, Weapon Finesse.

Combat

Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents when small, only to enlarge at the last minute. This allows spriggans to use their greater reach for attacks of opportunity on advancing enemies. More dexterous spriggans serve as back-up to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthy thieving, or casting their *shatter* ability. A spriggan can be summoned using a *summon nature's ally* IV spell.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. The damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like abilities: At will – produce flame, scare, shatter. Caster level 8th; Save DC 12 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 attack bonus and Armor Class. A spriggan's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Skills: Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock, and Sleight of Hand checks.

Spriggan Society

Raucous and nasty fey, spriggans only linger in an area for short periods of time before being driven out by nearby inhabitants. They usually settle underground in woodland areas in dismal burrows or in long forgotten ruins. Spriggans live by thievery and murder, robbing and terrorizing all who pass near their lair. During particularly desperate times, spriggan packs disband and individual spriggans disguise themselves as gnomes to gain entry into towns and

cities. Spriggans are extremely fond of weapons and armor, which they usually acquire unlawfully.