

KET6-03

# Closing the Deal

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Regional Adventure set in Ket

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Another piece of the puzzle has been found in the safekeeping of a tribe of wood elves in the Bramblewood Forest. Now the Brotherhood of Sorcery and the government of Ket need you to escort a diplomatic party to negotiate with the elves. An adventure for character levels 1 to 14. (APLs 2-12), featuring the Brotherhood of Sorcery and the Mouquol Consortium. This is the second instalment of the *Keys to the Past* series, and a sequel to KET 5-06 *Lifting the Latch*.

Thanks to our play testers: Craig Copeland, Dave Quinlan, Gregg Peevers, Jenni Rowsell, Marjorie Copeland, Sean Hunt

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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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 DM (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 Appendix 1.

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 up 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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp 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 that 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 DC 20 Survival check, 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

### SYNOPSIS

A group of PCs is hired to guard a party of diplomats that will be negotiating with a tribe of Bramblewood elves for the recovery of a missing artifact. But the elves refuse to negotiate unless the PCs prove themselves worthy by completing a task. Once that is done, the PCs are allowed

to recover the artifact but first must fight off an ambush by the tribal shaman. With the artifact in hand, the PCs rescue the elven village from a gnoll attack.

### BARDIC KNOWLEDGE

Unless specifically noted in the adventure, all Knowledge checks can be duplicated by Bardic Knowledge in these cases, with a +5 DC modifier to the skill check. If the DM feels that the information in question would in no way be distributed in this fashion, they may apply a +10 modifier instead (since no matter what, some details always seem to slip out). Should there be multiple DCs for a single item, choose the highest to apply the modifier for Bardic Knowledge to establish the DC.

### THE ROLE OF THE BROTHERHOOD OF SORCERY

Many decades ago, the Brotherhood of Sorcery came into possession of a rather ordinary pie-wedge piece of stone with apparently random lines and symbols carved into its surfaces. Not believing it to be of any great significance, they left it to gather dust in a storeroom in the Brotherhood's chapter-house in Molvar, performing only cursory examinations on it from time to time. Such examinations revealed none of the usual indications of worth—the stone didn't detect as magical and the symbols upon it made no sense.

Recent discoveries at an archaeological dig just outside Polvar (**KET3-intro01** *Secrets of the Past*) led some members of the Brotherhood to believe that two other similarly shaped stones existed, and that if combined with the first to form a complete disc, would reveal a great secret of some sort. Just what that secret would be, though, no one is sure. Divinatory magic into the secret has been unclear or uncertain.

This belief was further reinforced when a band of PCs, acting on behalf of the members of Brotherhood of Sorcery, recovered a second stone from an abandoned Vaste stronghold. This discovery, coupled with the Vaste's interest in the matter, have prompted the Brotherhood to get officially involved in locating the third stone and then figuring out what the stones may lead to. The Brotherhood has located the third stone in the safekeeping of the Farhunters, a tribe of wood elves located in the Bramblewood.

Working in concert with moderate members of the Ket government who would like to see a better relationship with the elves—or any relationship for that matter—the Brotherhood began making overtures to the Farhunter tribe. After months of discussion, the Farhunters have agreed to negotiate with a group of diplomats

representing the various interested Ketite parties—the Brotherhood, the government and the Mouqol Consortium. The Brotherhood has chosen as their envoy an up-and-coming young sorcerer named Drake Rawlins.

## **THE FOUR DIPLOMATS:**

### **1. Alishtar Kilar**

Alishtar Kilar, the diplomat for the Ket government, can trace his lineage back through the Beys (ruling nobles) of Kilar, all the way to the time of the first settlers in the area.

Kilar is the ancient holding of Alishtar's family, a large and rich beyship tucked into the north-west corner of Ket where the Tusman Hills and the Yatil Mountains meet. The region is known for breeding light horses that would likely be considered of superb quality in most other lands; but are merely regarded as average quality by Ket standards. Ishala is the only town in Kilar, and Alishtar's father, the Bey of Kilar, has his main keep at that location.

Alishtar is a young man, the third son of Faid, the current Bey of Kilar. Alishtar perhaps did not choose his career in diplomacy for the most noble of reasons—his two older brothers have already proven themselves to their father in other vocations, the first son being adept at handling the family's business concerns and ready to assume his father's title, and the second a successful military leader—and Alishtar believes that diplomacy is the next-best means to bring him equal distinction in his father's eyes. His stated goal is to achieve the title of Emir by the time he is 30 (he is currently 24).

Despite his rather mercenary motives, he has proven very adept in his diplomatic assignment (in part as a result of coming from a large noble family himself). He has travelled extensively in the service of Ket, having visited the entirety of the lands of the VTF trade routes as well as journeying into the Sheldomar Valley on more than one occasion. His breadth of experience and travel means even when he is not in charge, he is often assigned the role of "cultural attaché" to diplomatic missions to provide insight into foreign cultures and mannerisms.

### **2. Drake Rawlins**

Drake Rawlins, the representative of the Brotherhood of Sorcery, is a young Bisselite sorcerer with a flair for diplomacy and a bright future despite the fact that he was taken in by the Brotherhood of Sorcery only two years ago as a boy broken both in spirit and psyche.

Drake first appeared in **KET4-02** *That Which Remains* as the doer of evil deeds in and around Fallenset, a small town near the Ket-Bissel border. Years before, Drake's father had been unjustly lynched by the townsfolk. Due to his wrongful death, the father returned as a spirit to watch over his son. However Drake's mother, angered by the death of her husband, filled the growing boy's mind with poison directed at the villagers. This combined with his father's presence and the latent magical powers that had manifested when he was just a child, slowly took Drake to the brink of madness. He was driven over the edge into insanity when an evil creature found him and sought to use him for its own nefarious ends. Fortunately he was rescued by a group of PCs before his mind was completely destroyed, and subsequently adopted by the Brotherhood of Sorcery. The Brotherhood, interested at first in the latent magic that had developed in Drake, found a scared and scarred young man afraid of his powers and terrified of what he had almost become. They worked with him to heal his mind and help him come to terms with who and what he was. He is now a trusted member of the Brotherhood.

In the past two years Drake has come a long way. He is still hesitant to use his magic, and prefers to use his diplomatic ability to talk his way out of situations rather than use his magic to fight. The Brotherhood has allowed, and in fact encouraged, his interpersonal skills, assigning him to their diplomatic corps. This, his first major diplomatic assignment, has been given to him in part because of his Bisselite heritage—the Brotherhood feels that the elves might be more open to a non-Baklunish representative.

### **3. Thera al'Mouqol, of House Al'Zarif**

Thera al'Mouqol is the representative of the Mouqollad Consortium. Her family have always been merchants, and her ancestors were charter members of the Consortium. While Thera always wanted to follow in her parents' footsteps, a part of her was drawn to a more spiritual way of life. Joining the Clergy of Mouqol allowed her to reconcile both paths, and has made her parents very proud.

Thera has been with the Clergy of Mouqol for six years now, and has a goodly amount of diplomatic experience. She has travelled a fair bit, negotiating trade treaties in many different countries across the Flanaess, although she has nowhere near the experience that Alishtar does. She has worked with Alishtar and Samira twice before, and is respectful of their talents and strengths.

Part of the reason she was assigned to this mission is because her travels outside of Ket and her family's trading background means that she does not have as much of the traditional distrust and hatred of elves that most Ketites have.

#### 4. Samira ibn Suliman

Samira ibn Suliman is Alishtar Kilar's aide-de-camp. Samira grew up as a poor waif on the streets of Lopolla with a talent for talking her way out of sticky situations. She decided to use this ability to her advantage by becoming a diplomat. To overcome her lack of pedigree, she has fabricated a history for herself and has taken the family name "ibn Suliman".

Currently "in training", she was assigned to Alishtar some two years ago, when he first undertook diplomatic missions during the build-up to the Ket-Tusmit war. She knows him fairly well—from her perspective he is a bit flighty, possibly even erratic at times, but dedicated to his missions. She has noticed that he pays lip service to the True Faith but seems to have a greater appreciation for Istus, although he makes no public declarations of his choice of deity.

It is interesting to her that as an eligible noble son he has not yet married, but she attributes this to tension with his family and, specifically, problems his father. Recently, when he returned from visits to Kilar he was taciturn and withdrawn but refuses to discuss the situation with her.

#### THE BRAMBLEWOOD

(Reprinted from **VTF 5-01** *Bonds of Light and Darkness*)

The Bramblewood is a huge, wild forest. The creatures within it are dangerous to encounter, with little or no caution and fear of humans or other humanoids. Ket can only claim control over a very small band of the forest (the outer edges and the center road that cuts through it) but constant military attention and power just maintain even this control.

Any and all travellers both into and out of the Bramblewood are made aware of the dangers. Wyverns, elves, behir, ogres, dire creatures of all types, giant vermin of many species—all of these creatures exist in huge quantities. Staying out overnight is dangerous in the Bramblewood, especially off the Irafa Road (the trade route that cuts right through the center of the woods.)

There are really three zones in the Bramblewood

- areas controlled by Ket
- the Near Bramblewood
- the Deep Bramblewood.

Areas controlled by Ket are the outer five miles of the entire forest and the Irafa Road (as well as the Forts that line the road).

The Near Bramblewood is any area within two miles of the controlled areas. In the Near

Bramblewood one can expect caution on the part of creatures and inhabitants, but they still move through in quantity.

In the Deep Bramblewood, which is everything else, it is a real wilderness—there is no safety in numbers or appearance to anything there.

The forts of the Irafa Road (from south to north) are Avernand, Daris, Monochehr, Stivang, Mahboud, Maldonius and Nesser. Fort Avernand and Fort Nesser are fortified towns with huge defensive walls and larger garrisons. The remaining forts are smaller keeps with high walls and roofs. Patrols of *Kamen* (light cavalry archers) frequently move up and down the Irafa Road at all times of the year, ensuring that it is kept free of obstacles and monsters (a category into which elves of the Bramblewood fall).

#### THE FARHUNTER ELVES

The Farhunters are one of the many tribes of elves inhabiting the Bramblewood Forest. Their territory borders the foothills of the Yatil Mountains, and they are sometimes raided by the humanoids that inhabit the Yatils. Mostly they've been able to hold their own against these attacks.

Like most Bramblewood elves, the Farhunters share the mistrust and dislike of anyone Baklunish, but several things have happened recently to encourage them to negotiate with the humans that they so dislike.

The Farhunter tribe has been shrinking over the years, as more and more of their young warriors grow tired of eking out an existence constantly surrounded by enemies. They have left the Bramblewood to strike out across the Flanaess, seeking a better life and more exciting adventures.

Also, in recent years the raids by the humanoids from the Yatils have been getting more and more frequent, and with the decreasing population, the village leaders are not sure how much longer the village can survive.

And finally, some months before this adventure begins, when the original Ketite negotiating team mentioned the black stone, the village leader remembered a prophecy that his mother had told him when he was just a child, that a group of outsiders would come to claim an ancient

guidestone that would unite two warring nations. While the leader is not convinced that the PCs are those whose coming was foretold, he is willing to entertain the idea.

## THE GNOLLS

In CY591, a group of adventurers wiped out a gnoll stronghold while on a mission to recover abducted mine slaves (**KET1-04** *Search for the Lost*). When the leader's son, Mazrok, who was away from the stronghold on a scouting mission at the time, returned to find most of his clan had been slaughtered, he swore that he would have his revenge on the people who did this. He has made it his goal to gather as many magical items and powerful allies as possible to help him crush his enemies.

During a recent scouting mission into the Bramblewood forest, the gnolls captured a wild elf scout. Under torture, the scout revealed that the Farhunter tribe, rumored to be the holders of an item of great magical power, is playing host to a group of outsiders. Lured by the item of great magical power, and fearing that the outsiders are there to take it away from the Farhunters, the gnoll leader has gathered his forces and is preparing to attack the elven village.

## ADVENTURE SUMMARY

**Back-story:** The Brotherhood of Sorcery is trying to piece together an ancient stone disc comprised of three triangular or pie-shaped sections. They have the first two pieces, and are seeking the third.

**Introduction:** The PCs are in Lopolla for reasons of their own choosing, when all non-Archon types receive a missive from the Brotherhood of Sorcery requesting a meeting with them. (PCs who are members of the Archons are not invited, since the Brotherhood really isn't interested in hiring its rivals. Instead Abdi, a Water Archon, approaches them and tells them that the Brotherhood of Sorcery has located the third stone in the possession of a tribe of elves deep in the Bramblewood and is sending a diplomatic mission to negotiate with them. He tells them that by calling in some favors with the Brotherhood of Sorcery, he's managed to secure a place for them in with the group guarding the diplomats. The Archons proceed to Encounter 2.)

**Encounter 1:** The PCs (minus any Archons) go to the Brotherhood of Sorcery's Loppolla Chapter-house to talk to Siroq ibn Hassan. With the recent recovery of the second stone, the Brotherhood has realized the potential significance of the stones, and has devoted resources towards locating the third piece. Their investigations have revealed that the third piece is in the hands of the

Farhunter tribe, wood elves who live deep within the Bramblewood Forest.

Siroq wants them to accompany the envoys, partially for the protection of the envoys, but also to provide the envoys with the prestige of an entourage. Once the PCs have finished talking with Siroq, he introduces them to the Brotherhood's representative, Drake Rawlins, a young sorcerer who looks to be about 20 years old. They learn that the representatives for the Ket government will be a young wizard/fighter named Alishtar and his aide-de-camp, Samira. There will also be a young cleric from the Mouquol Consortium named Thara.

**Encounter 2:** This is an informational/roleplaying encounter where the PCs are introduced to the diplomatic team.

**Encounter 3:** This is a freeform role-playing encounter with information the PCs can learn by questioning Drake on the road.

**Encounter 4:** After a long, albeit uneventful couple of days on the road, the PCs come to their last stop before entering the Bramblewood—Fort Nesser. The PCs can gather information from one of the fort lieutenants on the Bramblewood, and some intelligence on the Farhunter elves, including some of their customs.

**Encounter 5:** In the morning, the fort lieutenant escorts the PCs to the appointed meeting place, where a small group of Farhunter elves await them. They teleport the PCs, via a large oak tree, to a spot outside the village, where Aditsan, the Farhunters' lorekeeper, is waiting for them. After a brief test of the PCs' and diplomats' knowledge of elven custom, he takes them to the village.

**Encounter 6:** Here the PCs learn about the test they will be facing the next day to gain honorary membership in the tribe, and they can find out a little about the history of the tribe. They also meet Dasan, leader of the tribe, and his young daughter Kanti.

**Encounter 7:** Late at night the PCs receive a visitor—Kanti, the young girl from the previous encounter. She is a typical curious child who has never seen a human before (or any other race other than elves, for that matter). She has snuck out of her father's house in order to come see the strangers and pepper them with questions. At some point, Dasan comes looking for his daughter, and apologises for the intrusion. If the party has been kind to the girl, she makes her father aware of this fact. If they've been mean or rude to her, she lets him know that as well.

**Encounter 8:** At APLs 2-6 the PCs are required to run the Farhunters' Training Course, with elves sniping at them (with blunt arrows, of course). At APLs 8-12 the PCs are sent into the Bramblewood to retrieve a clutch of Wyvern eggs for the Farhunters, who want to raise the baby wyverns. In order to get the eggs, the PCs have to deal not only with Momma and Poppa Wyvern, but also with a band of elves from a rival tribe who have heard of the Farhunters' interest in the wyvern eggs and are determined to prevent the Farhunters from gaining control of them. Either way, after the PCs complete the "test" (and assuming they pass) they are deemed to be honorary members of the tribe and Dasan will speak with the envoys.

At the end of the day Dasan and Drake announce that they have come to an agreement on several matters, and as a sign of their good faith they will turn the stone wedge over to Drake and the PCs. Drake tells the PCs that the tribal shaman, Yiska, was the roadblock in negotiations, since she was unwilling to give up the stone, Dasan tells the PCs about a prophecy that has been handed down through the ages which, according to him, foretells the PCs' coming. Yiska, the village's spiritual leader, agrees to take the PCs to the "sacred place" where the stone wedge is kept, which is just outside the village, the next morning.

**Encounter 9:** Yiska leads the PCs to a cave just outside the village, where she insists that all weapons must be sheathed before entering it, as the cave is a sacred place. When the PCs are about to enter the cave, Yiska and her two bodyguards ambush the party. Once the heroes deal with the druid and her minions they can explore the cave more and find the spirit guardian of the third stone. The guardian recognizes them as being the ones foretold by the prophecy and thanks them for releasing her from her appointed task.

**Encounter 10:** As the PCs leave the cave they hear the sounds of battle coming from the elven village, which is about a one-minute hustle away. As they reach the camp they see a band of gnolls attacking the village. The villagers are putting up a valiant fight against them, but the young elf-child Kanti is lying on the ground, dying.

**Conclusion:** If the PCs were able to save Kanti (or bring her back from the dead after the fight), Dasan and the other elves are grateful. If one or more of the PCs were particularly heroic in saving her, the elves name those PCs elf-friends. If the PCs were not able to save the girl, the elves are distraught, but still honor the bargain they

have made with Drake. In any case, Drake and the PCs are allowed to keep the third stone.

## PREPARATION FOR PLAY

It is important to note if any of the PCs have played:

- **KET1-04** *Search for the Lost* (PCs will be marked as a prime target by the gnoll leader.)
- **KET 4-02** *That Which Remains*, which featured Drake Rawlins, the focus of evil in this adventure
- **KET 5-07** *Lifting the Latch*, which is the prequel to this adventure

Ket laws should be familiar to PCs from the region, and should be explained to PCs from outside the region. See **Appendix 4 – Laws** for possible relevant laws that the PCs may have to consider during this adventure.

## INTRODUCTION

**Introduction for PCs that are not members of the Archon metaorg**

*It is a beautiful summer afternoon in Lopolla.*

The PCs should be reminded that while in the city they are not allowed to wear any armor and are only allowed to carry the following weapons:

- Sap
- Dagger
- Quarterstaff
- Falchion (Mullahs of the True Faith only)

*You have been in the city for less than a day when you receive a note from one Siroq ibn Hassan. He invites you to come to the College of the Brotherhood of Sorcery the next morning to "discuss a matter that may be of great significance to Ker".*

If any PCs refuse to meet with Siroq, the adventure is basically over for them unless they can get someone else in the party to fill them in afterwards.

- [DC 15] Successful Gather Information checks reveal that Siroq is a mid-level member of the Brotherhood of Sorcery, most recently involved in a research project of some sort. No one's quite sure what that project is, though, because it has been kept fairly hush-hush.
- [DC 20] Successful Gather Information checks reveal that he was promoted about six months ago, due to his role in recovering the second piece of a trio of stones that has proved to be of great interest to the Brotherhood of Sorcery and the government of Ket.



Non-Archon PCs can now move to Encounter 1.

## Introduction for members of the Archon metaorg only

*It is a beautiful summer afternoon in Lopolla.*

The PCs should be reminded that while in the city they are not allowed to wear any armor and are only allowed to carry the following weapons:

- Sap
- Dagger
- Quarterstaff
- Falchion (Mullahs of the True Faith only)

*You have been in the city for less than a day when you are approached by a young man who identifies himself as Abdi al'Ab, a member of the local College of Archons. He wears the robes of the Ab Raste—the Water-aspected Archons.*

- DC [20] Successful Knowledge (local—VTF) check reveals that Abdi is a low-level member of the Ab Raste. Any PCs that are members of the Ab Raste know this automatically.

Abdi tells any Archon PCs who have not played **KET 5-07 Lifting the Latch** the back-story of the search for segments of the mysterious stone disc, and then continues: The Brotherhood of Sorcery has located the third segment in the possession of a tribe of elves deep in the Bramblewood and is sending a diplomatic mission to negotiate with them. He tells the PCs that by calling in some favors with the Brotherhood of Sorcery, he's managed to secure a place for them in the group guarding the diplomats.

Abdi can tell the PCs the following information:

- The PCs are not expected to take part in the diplomatic portion of the mission. They are to provide security for the envoys as well as make the envoys look more important by acting as an 'entourage' for them.
- The diplomatic party will be negotiating for several things, the disposition of the black stone being one of them.
- The diplomatic party is made up of four members—one from the Brotherhood of Sorcery, one from the Mouqollod Consortium and two representing the interests of the Ket government.
- The Archons want the PCs to accompany the envoys, learn what they can and report back. They are not to try and get the stone on their own, but are to let the envoys do the work.

- They will be paid the same as the other members of the escort party. Specifically, the Brotherhood and the government will pay each PC 25 x APL greatshields (gp).

Once the PCs have finished speaking with Abdi, he tells them to meet the envoys and the rest of the escorts at the South Gate in one hour, where they will travel along the Irafa Road to Fort Nesser. The journey to Fort Nesser takes just over two days on horseback. Horses will be provided by the Ket government for the trip. A party of Farhunter elves will meet them at the Fort to take them into the Bramblewood.

If any PCs refuse to join the diplomatic mission, the adventure is effectively over for them. Archon PCs who agree to join the mission now move directly to Encounter 2.

## ENCOUNTER ONE: IN WHICH THE PCS' AID IS REQUESTED

This encounter is for PCs who are not members of the Archon metaorg only—Archon PCs move directly to Encounter 2

*At the Brotherhood's Lopolla Chapter-house, you are shown into a fair-sized study whose walls are lined with filled bookshelves. A heavyset man who looks as if he would be more at home wrestling with people rather than papers looks up at your entrance, and gestures you to a nook with several chairs and a sofa in it. "Good morning, good morning," the man says to you, offering you a tray with some grapeleaf-wrapped figs and fruits on it. "I am Siroq ibn Hassan."*

If any of the PCs took part in **KET5-07 Lifting the Latch**, they will recognize Siroq as the member of the Brotherhood who hired them to recover the second segment of stone from an abandoned Vaste research facility. Siroq will greet these PCs by name, and continue:

*"Thank you for coming. As [some of] you may know, we've been trying to locate the third stone wedge pictured in the mosaic from the dig site at Polvar. We've been studying the stone you recovered last year, but so far it hasn't really told us much. We think that we need all three stones before they will reveal anything to us."*

If none of the PCs took part in **KET5-07 Lifting the Latch**:

*“Thank you for coming. Allow me to give you a bit of background before getting to my request. Many years ago the Brotherhood came into possession of a triangular piece of whitish-grey stone with some worn and faded lines on it. Because it didn’t radiate any sort of magic, we put it away in a storeroom and didn’t really think much about it until a mosaic was discovered just outside Polvar. The mosaic shows three elves carrying away stone triangles: one whitish-grey, one jet black and one yellowish, each headed in a different direction. The mosaic indicated that around the time of the Twin Cataclysms something of immense power was hidden away for safekeeping. When the Twin Cataclysms came, all records of what that was, as well as where it was, were lost.*

*“Last year a group of adventurers working for me recovered the second stone, the yellow one. Unfortunately even with two stones, we still haven’t really found out a lot.”*

For all PCs:

*“However, what little we have learned has sparked interest both within the Brotherhood and the government of Ket. The Brotherhood managed to locate the third stone in the possession of a tribe of elves in the Bramblewood Forest known as the Farhunters. Moderate members within the Ket government who have been working to open lines of communication with some of the tribes in the Bramblewood were informed of this, and began trying to negotiate with the Farhunters. After many months of work, they have managed to get the Farhunters to agree to receive a diplomatic party. The Brotherhood and the government of Ket wants you to escort the diplomatic party to the Farhunters’ village.”*

Siroq can tell the PCs the following:

- The PCs are not expected to take part in the diplomatic portion of the mission. They are to provide security for the envoys as well as make them look more important by being an ‘entourage’ for them.
- The diplomatic party will be negotiating for several things, the disposition of the black stone being one of them.
- The Brotherhood and the government will pay the PCs 25 greatshields (gp) x APL (each) for the escort duty.
- Siroq will stress that the point of this mission is to peacefully open negotiations with the Elves of the

Bramblewood. He will tell the PCs that if they cannot look beyond any prejudices they might have towards elves, then maybe they should excuse themselves from the mission.

- If the PCs ask about the black stone, Siroq tells them that he and others in the Brotherhood believe that it is the final piece of the puzzle and, once recovered, will lead them to something that was hidden away during the time of the Twin Cataclysms. What that might be he doesn’t know, and isn’t willing to speculate about.
- If asked what they have discovered about the first two stones, Siroq tells the PCs that they haven’t been able to find out much, and they are hoping that the third stone will reveal the secrets the first two hide.
- The diplomatic party is made up of four members—a young wizard/fighter named Alishtar Yqal and his aide-de-camp Samira ibn Suliman will represent the Ket government; a cleric of Mouqol named Thara al’Mouqol will represent the Mouqollad Consortium; and Drake Rawlins, a young sorcerer, will be the Brotherhood’s representative.

Once the PCs are finished talking with Siroq, he will introduce them to Drake Rawlins, the envoy for the Brotherhood. Drake is an attractive Oeridian man in his early twenties. If anyone comments on the fact that Drake is not Baklunish, Siroq tells them that he is a trusted member of the Brotherhood, and has been a resident of Ket since he was a child.

PCs that took part in **KET4-02** *That Which Remains* recognize Drake as the young (then-insane) sorcerer they encountered at the end of that adventure. If they bring up his former condition, both he and Siroq assure them that he has been cured. More information on Drake can be found in the Adventure Background.

Drake tells the PCs that the other envoys will meet them at the South Gate in an hour. From the South Gate, the party will travel along the Irafa Road to Fort Nesser, a journey of two days on horseback. (Horses will be provided by the Ket government for the trip between Lopolla and Fort Nesser.) A party of Farhunter elves will meet them at Fort Nesser to take them into the Bramblewood.

## ENCOUNTER TWO: MEET THE DIPLOMATS AND BEGIN THE JOURNEY

The PCs have about an hour to make any preparations they want to make before they leave. As they are in Lopolla, they can purchase items from the *Players*

*Handbook* or scrolls and potions from the *Dungeon Masters Guide*, following the guidelines set out in the LGCS.

Once all PCs have finished their preparations, this is the point where the non-Archons who talked with Siroq, and the Archons who talked with Abdi meet each other at the South Gate. The PCs also meet the diplomats there: Alishtar, Thera, Samira and Drake. (Remember that non-Archons have already met Drake.) The four envoys are detailed in the Adventure Background. Their general characteristics are as follows:

- *Drake Rawlins, envoy for the Brotherhood.* Drake is an attractive Oeridian man in his early twenties. He is a bit of a contradiction, at times seeming older than his young age, and other times appearing much more naïve and guiles than one would expect from a diplomat. While he is a sorcerer, and does not try to hide that fact, he is reluctant to use his magic, preferring to talk his way out of trouble rather than fight. Drake doesn't talk too much about his background, preferring instead to concentrate on the future. If pressed, he will admit to having had a bad childhood but won't go into details. He considers the Brotherhood of Sorcery to be his family now, and is intensely loyal to them.  
[DC 30] Successful Bardic Knowledge checks reveal a rumor that Drake had been controlled by an evil creature and that by the time a band of PCs rescued him a few years ago he had gone insane. The Brotherhood worked long and hard to restore him sanity, and from all accounts it has worked and he is now a trusted and respected member of the Brotherhood.
- *Thera al Moqol of House Al'Zarif, envoy for the Mouqollod Consortium.* Thera will talk freely about her experiences in other lands, which consist mostly of negotiating various deals on behalf of the Mouqollod Consortium or her family. Thera has a very cosmopolitan view of the world, and has few of the normal Ketite prejudices towards outsiders, including elves. If any of the PCs are elven, she treats them with respect. Thera is an excellent debater and a skilled negotiator. In this instance she is representing the Mouqollod Consortium, and this is where her loyalties lie, although she is smart enough to realize that what is good for Ket is also good for the Consortium.  
[DC 15] Successful Knowledge (local—VTF) checks reveal that the House Al'Zarif hired a group of PCs to negotiate with the Silvertip elves to allow workers

to harvest yarpik nuts without being harassed by the elves. This knowledge is automatic for PCs who took part in **KET2-02 Shockwave** (since they were the PCs so hired).

[DC 20] Successful Knowledge (local—VTF) checks reveal that Thera's family have been merchants for generations and have a reputation for being shrewd and making very profitable deals.

- *Alishtar Kilar, envoy for the government of Ket and Cultural Attaché.* Alishtar is a Baklunish man in his mid-twenties. He comes from a noble family and, while very respectful of those from lower social strata than he, is very conscious of class. Alishtar is a skilled negotiator, having traveled extensively throughout the Flanaess, however, he is the first to admit that he became a diplomat in order to win attention from his father, the current Bey of Kilar. He admits to being a wizard, but doesn't use his magic much, having all but given it up when he entered into the diplomatic service. He is very forthcoming about his goal to achieve the title of Emir by the time he reaches his thirtieth birthday. He comes across as a bit flighty at times, and seems to talk a lot without having much to say. His main role in the negotiations, aside from representing the interests of Ket, is to act as a Cultural Attaché due to his extensive travels and dealings with foreign peoples and races.  
[DC 20] Successful Knowledge (local—VTF) checks reveal that Kilar is a rich beyship in the northwest corner of Ket where the Tusman Hills and the Yatils Mountains meet. It is a region known for breeding good light horses that would likely be considered superb mounts in many lands, although deemed to be of average quality in Ket.  
[DC 25] Successful Knowledge (local—VTF) checks reveal that his older brother (the 2nd in line) is a member of the Ket military, and has had an impressive career to date. PCs who are members of any of Ket's military meta-orgs receive a +5 circumstance bonus to this check.
- *Samira ibn Suliman, aide-de-camp to Alishtar Kilar.* Samira is a rather attractive Baklunish woman in her very early twenties. Samira appears to be very subservient to Alishtar, although they enjoy lively discussions on the road. Samira is friendly to the PCs, once she gets to know them, and doesn't seem to have the attitude towards lower classes that Alishtar does. Like Drake, she doesn't talk much about her childhood. If pressed, she speaks of being the daughter of a very minor noble from the

southern part of Ket, and of finding she had a talent for diplomacy, which led her to Lopolla and into the service of Alishtar Kilar.

[DC 45] Successful Sense Motive checks reveal that Samira is not being entirely truthful when speaking about her background. The high DC reflects the fact that Samira is very comfortable with lying about her background, and has had this identity and background for many, many years.

In terms of group dynamics, the following will be obvious to the PCs after the first day on the road (if not sooner):

- Although they don't appear to know each other, there is a rivalry between Drake and Alishtar, owing to the fact that one is a sorcerer and the other a wizard. It is a somewhat friendly rivalry, but it is obvious that Alishtar considers Drake to be inferior to him. This can come across in several ways, including a discussion between Alishtar and Drake each professing that his organisation is better than the others, or gentle jibes between the two (Alishtar sees the Brotherhood as being somewhat sloppy in their application of magic, and Drake views the Archons as being rather rigid in their views on magic).
- Alishtar and Thera know each other, and respect each others' abilities. They have worked together twice on trade deals, and have an appreciation for each other's skill. This may come across in the form of a discussion between the two of them on a recent deal they worked on, and discussions about strategy for the upcoming negotiations.
- Drake is somewhat smitten with Samira, and goes out of his way to be courteous to her; however, he does not make a fool of himself over her, and never does anything improper or embarrassing. Alishtar seems to regard Drake's crush with a rather humorous indulgence, and does nothing to stop it. This may come across when the party breaks for camp at night. Drake may help Samira set up her tent, arrange to be on watch with her, etc.
- Alishtar is somewhat remote towards Samira, and she seems almost upset by this attitude. From time to time, however, he appears to forget whatever mood he is in, and engages her in lively conversations and debates, where she is fully able to hold her own. Thera will also join in these debates, as will Drake from time to time (although he will usually take Samira's side in them).

Travel papers: Especially since the PCs will be starting in Lopolla and travelling along the Irafa Road, the Ket authorities are checking travel papers much more closely. Ket citizens or residents and any PCs who have entered Ket legally will have the proper papers and it shouldn't be an issue.

## ENCOUNTER THREE: BROUGHT UP TO SPEED WHILE ON THE ROAD

The journey to Fort Nesser takes the better part of two days on horseback. While on the road, the diplomatic envoys are more than willing to talk to the PCs as detailed in Encounter Two. They are also very open (or appear to be) about their agendas for the negotiations:

- Alishtar (and Samira, as his aide) seeks to negotiate better relations between the elves of the Bramblewood and Ket (or any relations, at this point). He also wants to try and negotiate a deal with the Farhunters for yarpik nuts, because yarpik nuts are currently in short supply in Ket—the main crop was located in an area that has been devastated by the Clockwork Horrors.
- Thera seeks to negotiate a contract for nicosian spice. She also seeks to negotiate, in tandem with Alishtar, a contract for yarpik nuts, since her family's source for these nuts was all but wiped out by the recent Clockwork Horror incursions.
- Drake's main focus in the negotiations is the acquisition of the black stone wedge. However, if he can make a deal with the Farhunters for arcane knowledge he will attempt that as well.

In addition, Drake is willing to talk to the PCs about what has been discovered regarding the other two stones and what the Brotherhood thinks the stones might lead to. Drake can give the PCs the following information:

- When the two pieces that the Brotherhood already were put together, nothing happened. The Brotherhood thinks that all three pieces have to be joined at the same time for the secret to be revealed.
- The Brotherhood has several theories on what the stones may lead to. They include:
  - A part of the "Bringer of Doom" (a machine/artefact that summoned Hordlings during the Invoked Devastation)
  - An evil entity from centuries past
  - The Cup and Talisman of Al'Akbar
  - The Axe of the Dwarven Lords

- Faruk, the scimitar of Azor'Alq
- More Clockwork Horrors
- Neither of the stones that the Brotherhood has detects as magic, nor do the random lines and symbols on either of them make any sense.
- Divination magics done on the stones themselves or on anything to do with the stones (what they might lead to, where they came from, etc.) still come back as “uncertain” or clouded.

## ENCOUNTER FOUR: A RESTFUL NIGHT BEFORE ENTERING THE BRAMBLEWOOD

*After a rather uneventful journey your final destination is finally in sight as Fort Nesser looms ahead of you. Surrounded by a large open and barren area, Nesser looks more like a walled town than a fort. As you approach to within 60 feet of the main gate, a soldier calls to you to identify yourselves.*

The PCs arrive at Fort Nesser just before supertime. Nesser, like all the forts lining the Irafa Road, is surrounded by a 750-foot “kill zone” where all vegetation has been burned away and nothing is left but barren rock. Beyond this kill zone, the Bramblewood Forest looms, lush and almost impenetrable save for a few game trails leading away from the fort. Fort Nesser is the first fort on the Irafa Road (or the last depending on which direction one is heading) and, as such, is more of a fortified town.

Once the PCs identify themselves, they are allowed to enter the fort. A lieutenant, Farida al'Rashid, comes out to greet the envoys and the PCs, and invites them to join her for supper.

During supper Farida will tell the PCs what she knows about the elves of the Bramblewood. Farida is rather progressive for a Ketite, and believes that Ket should change its policies towards elves. If it appears to her that the PCs would be receptive to this sort of thinking, she shares her views with them over supper.

Farida can tell the PCs the following information:

- She and a squad of ten soldiers will escort the PCs and the envoys to a prearranged meeting place approximately an hour into the Bramblewood. The Farhunters will then take the party to their village. If asked why the elves won't come to the fort, she tells them that because the fort is so large and there are so

many Ketite soldiers in it, the elves are not comfortable coming any closer.

- She is surprised, but pleased that the elves have agreed to the negotiations. She wonders if perhaps it is because the elves in the southern part of the Bramblewood have been decimated by the Horrors and the elves in the north are hoping to gain allies against the constructs should the Horrors move north.
- She has had some dealings with the Farhunters, since she has come across them once in a while when she and a small group patrol into the Near Bramblewood. After they got past the initial distrust, the two groups have chatted from time to time. One thing she was able to learn from the elves she talked to was that the Farhunters are very bound by tradition and custom. She suspects that envoys will not be truly accepted until they or their champions prove themselves and are made honorary members of the tribe.
- One of the customs that the Farhunter and other elven tribes have is that of the Ritual of Silence. It is considered to be very bad manners to speak before being spoken to by the leader of the tribe. If the envoys and the PCs truly wish to be accepted by the tribe, they should make sure to observe this.
- If the PCs have any prejudices against elves, she would suggest they leave them at the edge of the Bramblewood, because if the elves are willing to put aside their inherent prejudices, then the PCs should be willing to do the same.
- If any of the PCs are member of any of Ket's military metaorgs, Farida speaks with them separately to fill them in on the situation in the Bramblewood. She tells them that while the Horrors have not penetrated this far north, the elves of the northern Bramblewood have their own problems to deal with. According to tactical information, humanoids from the Yatil Mountains have been making incursions into the Bramblewood.
- Farida also tells PCs who are members of any of Ket's military metaorgs that there are rumors circulating amongst the soldiers at the fort that the military leaders feel they need to start making peace with the elves so they can reduce the number of troops needed to guard the forts along the Irafa Road so they can station them where they are more needed. There is also a rumor that the military leaders were considering invading the Bramblewood and dealing with the elves once and for all, but they couldn't come up with a workable plan, given the lack of intelligence on the elves of the Bramblewood.

She stresses the fact that these are just rumors, and nothing official has come down the pipe.

Once the PCs have finished talking with Farida they and the envoys are shown to guestrooms in the fort. The night passes uneventfully.

## ENCOUNTER FIVE: MEET THE FARHUNTER TRIBE

The next morning Farida and a squad of ten soldiers lead the PCs and the envoys about an hour into the Bramblewood along one of the game trails leading southwest away from the fort. The PCs will easily be able to see a group of four wood elves waiting in a clearing up ahead, since they are making no effort to hide. Farida leads the envoys and the PCs into the clearing. Neither Farida nor the envoys will support any kind of plans for approaching by stealth. If the PCs want to approach by stealth, Farida and the envoys will not stop them, but nor will they aid them and will, in fact attempt to dissuade them.

*As you enter the clearing the four elves waiting there look at you coolly. "I assume you are the envoys from the human tribe called Ket?" one of them asks in good, albeit strangely accented, Common. Alishtar replies "We are, and we are grateful for the opportunity to speak with your tribe. Is it far to your village?" At this, the elves look at each other and smile. "To a true master of the forest, all places are but footsteps away. Were we to travel on foot it would take several days and we know that even the humans are aware of the foolishness of not seeking secure cover when staying in the Bramblewood overnight. In order to avoid this and to expedite matters, as our leader Dasan places great importance on these negotiations, we shall travel via the trees. We will step into one of the trees here and step out but a few minutes from our village." The speaker and the other elves each pull out a small token that shows an arrow with a stylised oak leaf for an arrowhead. "We can each take four of you. If you are ready, please approach us so we may activate the tokens."*

A DC 26 Spellcraft check reveals that most likely the tokens are triggers for a *transport via plant* spell.

If any of the PCs refuse to be teleported, the adventure is effectively over for them. Assuming the PCs agree to the teleport, the elves will activate the tokens, which

teleports them via two large oak trees (one on each end) using *transport via plant* cast by a 12<sup>th</sup> level caster. Each elf can take four medium-sized creatures and himself. A large creature counts as two medium creatures. There is no way for the PCs to tell exactly how far they have been teleported. In actuality they have been teleported three full days' journey into the Bramblewood, something that the elves will tell the PCs if they ask. Farida and her squad will not come with the PCs.

*As you emerge from a massive oak tree you see a group of elves waiting for you. One of them, a wizened old elf, is obviously in charge, while the other six appear to be bodyguards. Minutes pass as they just stare at you. Both Drake and Thera stare impassively back at them, waiting for them to make the first move, but Alishtar begins to fidget, appearing barely able to contain himself. After several more minutes of silence it seems he can no longer hold back, and he speaks. "Oh great elven leader, we thank you for granting us this audience and hope it leads to the beginning of peace between our peoples. I come to you on behalf of the people of Ket..." The leader makes a gesture with his hands and Alishtar falls silent. The leader looks at you and the other envoys and speaks in very good, if somewhat heavily accented Common.*

*"It appears most of you respect our people and our customs, and I welcome you on behalf of the Farhunters. You, however," he says, looking at Alishtar, "have much to learn. And when you have learned, perhaps then we will welcome you as well." Alishtar looks chagrined, but takes the rejection in stride. "Will you permit my aide to take my place at the negotiating table?" he asks. Upon receiving a nod from the leader he turns to you and the envoys. "I am sorry I will not be able to join you, but know that my good wishes go with you. I hope that when you return to Lopolla you will visit me and bring me up to date on what transpires here." With that, he bows to you and to the elves, touches a pin on his cloak and disappears with a soft 'pop'.*

A DC 20 Sense Motive check reveals that Drake is not that upset the Alishtar has left. If asked about it, he tells the PCs that although Alishtar has a good reputation, and seems to be a good person, he's still a wizard and Drake is still a sorcerer, and there will always be a rivalry between the two disciplines.

A DC 20 Listen check allows PCs to overhear the following whispered conversation between Thera and Samira:

*"He's more experienced than that – I've seen him charm kings before...what happened?" Thera says in an undertone to Samira.*

*"I don't know," Samira replies "He seems to be under a lot of stress lately."*

*"About what?"*

*"I'm not sure. Ever since he returned from his last visit to his father..."*

At this point Thera and Samira notice the PCs listening to them and stop speaking. If the envoys are confronted by the PCs, they gloss it over as a minor mistake on Alishtar's part.

A DC 26 Spellcraft check reveals that Alishtar likely invoked a *word of recall* rune, which would return him back to Lopolla

Once Alishtar has left, the leader of the elves introduces himself as Aditsan, the tribal lorekeeper. He invites the PCs and the remaining envoys to accompany him back to his village to meet the tribe's de facto and spiritual leaders.

#### All APLs

**Aditsan:** Male Humanoid (Wood Elf), Bard 10/Seeker of the Song 1; hp 35; see Appendix 1

**Bodyguards (6):** Male Humanoid (Wood Elf), Warrior 1; hp 4; see Appendix 1

## ENCOUNTER SIX: MEET THE ELVES

*After a good five-minute walk, you get your first glimpse of the Farhunter village. The village is nestled in a clearing, but rather than the smaller, individual houses normally associated with a human settlement, this village seems to consist mostly of large wooden communal buildings that blend into the surroundings. An ancient oak tree that is easily fifty feet high and ten feet wide stands at the center of the village, and at its base are a group of villagers. Two stand slightly in front of the rest. Aditsan stops and bows to them. "Ahnaghai Dasan and Shidha Yiska, may I present the envoys from the human tribe and their protectors." He turns you. "Members of Dinnehih Ket, I present to you Ahnaghai Dasan, our tribal leader and Shidha Yiska, our spiritual leader. I would ask you now, here in the shadow of the great tree from which all others in the forest have sprung, to introduce yourselves individually to them."*

Drake, Thera and Samira introduce themselves briefly with the information in Encounter Two. The PCs are also asked to introduce themselves. If they are respectful towards the elves then the elves will be respectful towards them in return. If they are not respectful towards the elves, the elves treat them politely but coldly. If they are hostile or antagonistic towards the elves, the elves will not deal with them, and will ask them to leave. At this point, unless they apologise, the adventure is over for them.

PCs who speak elven know that *Ahnaghai* means Tribal Father in elven, *Shidha* means Shaman and *Dinnehih* means Clan.

A DC 25 + APL Diplomacy check turns the elves from Unfriendly to Indifferent if the PCs have been hostile or antagonistic towards them.

A DC 20 Spot check reveal a young elven girl who appears to be the equivalent of 11 or 12 human years old intently watching the proceedings. As the PCs are introducing themselves, she sidles up to Dasan, at which point the Spot check is automatic. Without taking his attention from the PCs, he puts his arm around her and hugs her to him.

When the PCs have finished introducing themselves, Dasan nods.

*"Very good. However, before the negotiations can begin you must become honorary members of our tribe."*

#### For APLs 2-6 parties

*"In order for you to be one of us, you must complete the same course that our newest warriors complete before they are ready to go out into the forest. The course tests the skills required in the forest, and tests the hardiness of those who would go into the forest."*

#### For APLs 8-12 parties

*"In order for you to be one of us, we require a service from you. A pair of wyverns has made a nest in the forest. We require you to bring their eggs back to us."*

#### For all parties

*"If you successfully complete this test you will be made honorary members of the Farhunter tribe. Of course we do not intend you to go into this unprepared or wearied. The test will take place tomorrow morning." The little girl at Dasan's side tugs on his sleeve and says something in elven. Dasan smiles at her and nods. "My ozhi—my daughter—*

*Kanti reminds me that we welcome visitors from other tribes with a feast. I hope you will join us for supper tonight."*

Dasan also tells the PCs that the envoys will not take part in the test, due to their status. In the eyes of the Farhunters the PCs are acting as the envoys' champions.

The village consists of several large buildings that house multiple families. The elven leader and the spiritual leader both have their own homes, and there is a Council Lodge as well, which acts as the town hall. There is also a temple to Obad Hai. Aditsan shows the PCs and envoys to a building he calls the Travellers' Lodge. It is a large building with several rooms. Each room has four comfortable-looking beds and chairs in it. Aditsan tells the PCs that they are the first non-elves to stay in the Lodge.

Supper is a joyous affair, with lots of meat and vegetables, and music and storytelling during the meal. Over the course of the evening the PCs won't learn much of significance regarding their test the next day. However, if they are willing to take part in the festivities they find out the following information:

- The Farhunter tribe, like many elven tribes, does not have a written history. Rather, their history is verbally passed down through the generation from lorekeeper to lorekeeper. The lorekeeper is a hereditary position. Aditsan is the tenth male in his family to hold the position.
- The leader of the tribe is a hereditary position, usually female. Dasan's wife—Kanti's mother—had been the leader but she was killed last year when a half-iron golem griffon attacked the village. Since then, Dasan taken over the leadership of the tribe until Kanti comes of age.
- Many of the elven tribes in the Bramblewood want nothing to do with the Bakluni. The Farhunters, however, realise that the Bakluni are coming, no matter what, and if they want to survive they would be better off dealing with them peacefully.
- Many of the younger elves have left the village, having grown tired of trying to eke out a living in the Bramblewood. Instead they have chosen to seek a better life and more adventure elsewhere in the Flanaess. Occasionally the villagers hear stories of some of the Farhunters who have left the village. One of the latest they have heard is that of Cúthalion Eredae, which in elven means "Strongbow Alone in the Shadows". They understand that he has distinguished himself and has brought honor to the Farhunter name. Dasan is worried about this trend, because if it continues he fears that the tribe will not be able to survive on its own.

Throughout the evening the PCs will notice Kanti watching them closely, and coming as close to them as she dares. If they say anything to her or pay any attention to her she will blush, giggle and run back to her father. Dasan obviously loves her very much, and is very indulgent with her. During the festivities, Kanti plays several elven ballads on a beautiful elven harp. All the PCs realise that she is an above-average performer, and those PCs who have bardic training may realise that she herself is a bard, albeit a very novice one.

Dasan tells the PCs that they are free to go where they will in the village, asking them to respect the elves' privacy, but he warns them that they should not venture outside the village's boundaries, since the Bramblewood is a dangerous place, even for the elves.

### All APLS

**Dasan: Elven Leader:** Male Humanoid (Wood Elf); Ranger2/Barbarian2/Fighter2/Sorcerer1/ Arcane Archer2; hp 52 (See Appendix 1 – NPCs)

**Kanti, Elven Leader's Daughter:** Female Humanoid (Wood Elf); Bard 1; hp 6 (See Appendix 1 – NPCs)

## ENCOUNTER SEVEN: A VISITOR IN THE NIGHT

About an hour after the PCs retire to the Travellers' Lodge for the night there is a soft tapping at the door. If the PCs ignore the tapping nothing else happens. If the PCs answer the tapping they will find Kanti standing there. She has snuck out of bed because she is curious about "the outsiders" and wants to quiz them about their homes and lives. She is a typical eleven-year-old—intelligent, full of curiosity and eager to find out about the unknown. She pumps the PCs for stories of the outside world, and confides that even though she is going to lead the Farhunters someday, she wants to travel and see the world. She tells the PCs that she is going to write a song about them. If they ask her, she tells them that she has written several songs, including one of the ones she sang earlier that night.

Twenty minutes or so after Kanti shows up at the PCs' door (if they haven't kicked her out already), her father comes looking for her. He apologises to the PCs, and makes Kanti apologise for disturbing them. Kanti tells her father if the PCs have treated her well or poorly, with a typical eleven-year-old's exuberance, and this affects his attitude towards them in future encounters.

Once Kanti and her father leave, the rest of the PCs' night is uneventful.



## ENCOUNTER EIGHT: THE TEST

### APLs 2-6

*Morning comes and, after you have had a chance to prepare for the upcoming test; Aditsan and Dasan escort you to the training ground, which is just outside the village. What appears to be most of the villagers await you as you approach. Beyond them you can see an obstacle course of some sort, with walls, water hazards and other obstacles.*

Dasan tells the PCs that at least half of them (rounded down) must finish the course for them to be successful. He also informs them that there will be snipers shooting blunt arrows at them (and at APL 6, a sorcerer using non-lethal substitution on his spells) as they traverse the course. He offers the PCs blunt arrows if they want to try and take the snipers out. He also tells them that under no circumstances will lethal damage be tolerated.

The rules for the obstacle course are as follows:

- No teleportation magic (ie: *dimension door*, *teleport*, *transport via plant*, etc.) Speed-enhancing magic is fine (ie: *longstrider*, *haste*)
- When a PC has crossed the finish line, that PC may not re-enter the course or interact with the other PCs or NPCs. That PC is finished and will be escorted away to watch the remainder of the trial.
- If at least half of the party (rounded down) finishes the course. All PCs, and the envoys, will be considered to have completed the test successfully.
- The envoys will not take part, due to their status.

### APL 2 (EL 4)

**Obstacle course:** See Appendix 3

**Snipers (4):** Wood elf War1; hp 4, 4, 4, 4; See Appendix 1

### APL 4 (EL 6)

**Obstacle course:** See Appendix 3

**Improved Sniper A:** Wood elf Rgr1; hp 14; See Appendix 1

**Improved Sniper B:** Wood elf Rgr1; hp 14; See Appendix 1

**Elite Sniper C:** Wood elf Rgr2; hp 14; See Appendix 1

**Elite Sniper D:** Wood elf Rgr2; hp 14; See Appendix 1

### APL 6 (EL 8)

**Obstacle course** (CR 2); See appendix 3

**Elite Sniper A:** Wood elf Rgr2; hp 14; See Appendix 1

**Elite Sniper B:** Wood elf Rgr2; hp 14; See Appendix 1

**Elite Sniper C:** Wood elf Rgr2; hp 14; See Appendix 1

**Elite Sniper D:** Wood elf Rgr2; hp 14; See Appendix 1

**Arcane Sniper:** Wood elf Sor6; hp 28; See Appendix 1

The pits are 5' deep, and are lined with grass to prevent anyone from hurting themselves when they fall. It is a DC 15 Reflex save to avoid falling into a pit, and it is a DC 15 Climb check to climb out of the pit after one has fallen in. They are cleverly hidden however, and it is a DC25 search check to find them. A DC 15 Disable Device check will harmlessly cause the pit trap to open, whereas a DC 25 Disable Device check will prevent the trap from opening, making it safe to stand, walk or run on.

The walls are 3' thick, 10' high and are made of wood that is heavily soaked with water to prevent them from catching fire. It is a DC15 climb check to climb the walls. The walls have hardness of 5 and have 360 hit points per 5' section.

The water is a muddy brown and is 5' deep. It has no special properties otherwise.

### APLs 8-12

*Morning comes and, after you have had a chance to prepare for the upcoming test, Aditsan and Dasan escort you to a game trail at the edge of the village. What appears to be most of the villagers await you as you approach. Dasan turns to you and speaks. "The wyverns' nest is approximately thirty minutes along this trail. In order to succeed you must bring us the wyvern eggs."*

If the PCs ask why the elves want the eggs, Dasan tells them that it is part of the test and they do not need to know why. If the PCs are not happy with the idea of killing the wyverns to get the eggs, Dasan reminds them that in order to succeed they simply need to bring the eggs back—how they get the eggs is up to them.

Once the PCs get to the wyvern nest, they will have to deal with the two wyverns and a group of wild elves that has heard about the Farhunters' interest in the wyvern eggs and seeks to stop them from acquiring them. When the party begins to engage the wyverns, or whenever it would be in the best interest of the wild elf scouting

party, the elves will step out of the tree indicated on the map via their own *transport via plant* tokens. The sorcerer will speak in draconic to warn the wyverns that the PCs are there to steal the wyvern eggs, and that the wild elves will help the wyverns defend their eggs.

#### APL 8 (EL 10)

**Wyverns** (2); hp 59, 59; see *Monster Manual* pg 259

**Druid:** Wild elf Drd4; hp 31; See Appendix 1

**Druid companion:** dire badger; hp 28; See Appendix 1

**Ranger:** Wild elf Rgr4; hp 27; See Appendix 1

**Scout:** Wild elf Sct4; hp 31; See Appendix 1

**Sorcerer:** Wild elf Sor4; hp 24; See Appendix 1

#### APL 10 (EL 12)

**Wyverns** (2); hp 59, 59; see *Monster Manual* pg 259

**Druid:** Wild Elf Drd7; hp 52; See Appendix 1

**Druid companion:** dire wolf; hp 45; See Appendix 1

**Ranger:** Wild elf Rgr7; hp 45; See Appendix 1

**Scout:** Wild elf Sct7; hp 52; See Appendix 1

**Sorcerer:** Wild elf Sor7; hp 39; See Appendix 1

#### APL 12 (EL 14)

**Wyverns** (2); hp 59, 59; see *Monster Manual* pg 259

**Druid:** Wild elf Drd9; hp 66; See Appendix 1

**Druid companion:** dire wolf; hp 45; See Appendix 1

**Ranger:** Wild elf Rgr9; hp 66; See Appendix 1

**Scout:** Wild elf Sct9; hp 66; See Appendix 1

**Sorcerer:** Wild elf Sor9; hp 49; See Appendix 1

The wyvern eggs are in the nest indicated on the map. There are four eggs, and each egg is about 24 inches in circumference and weighs 10 pounds, with 3 hardness and 10 hit points.

If the wild elves are questioned, they are very resistant and will only answer if intimidated by the PCs. The elves only speak elven (though the druid speaks druidic and sylvan and the sorcerer speaks draconic), so unless the PCs have a way of communicating with them, they cannot get any answers.

All the wild elves can really tell the party is that they had heard the Farhunters were after the wyvern eggs and that they were supposed to stop them from getting them, since it is obvious they are going to try and raise them to use against the other elven tribes. The Farhunters are rumored to have an item of great power in their safekeeping as well, so perhaps it has something to do with wyverns.

#### Treasure:

##### APL 8

L: 288; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), *cloak of elvenkind* (208 gp per character), *boots of elvenkind* (208 gp per character), +1 *longsword* (192 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *leather armor* (96 gp per character), *caster's shield* (262 gp per character), scroll *cure light wounds* (2 gp per character), scroll *speak with animals* (2 gp per character), scroll *faerie fire* (2 gp per character), scroll *lesser restoration* (12 gp per character), scroll *resist energy* (12 gp per character), wand of *lesser vigor* 20 charges (25 gp per character), *collar of obedience* (125 gp per character), +1 *ring of protection* (166 gp per character), *memento magica* (1st) (125 gp per character)

##### APL 10

L: 241; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *ring of protection* x3 (498 gp per character), +1 *vest of resistance* x3 (249 gp per character), *cloak of elvenkind* (208 gp per character), *boots of elvenkind* (208 gp per character), *eyes of the eagle* (208 gp per character), +1 *longsword bane vs. humans* (692 gp per character), +1 *leather armor* (96 gp per character), *caster's shield* (262 gp per character), scroll *cure moderate wounds* (31 gp per character), scroll *speak with animals* (2 gp per character), scroll *faerie fire* (2 gp per character), scroll *lesser restoration* (12 gp per character), scroll *resist energy* (12 gp per character), wand of *lesser vigor* (25 gp per character), +2 *periapt of wisdom* (333 gp per character), +1 *cloak of resistance* (83 gp per character), *collar of obedience* (125 gp per character), +1 *studded leather barding* (104 gp per character), +2 *cloak of charisma* (333 gp per character), *memento magica* (1st) (125 gp per character)

##### APL 12

L: 190; C: 0; M: +1 *studded leather armor* (97 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *longsword* (192 gp per character), +1 *ring of protection* x4 (664 gp per character), +1 *vest of resistance* x3 (249 gp per character), *cloak of elvenkind* (208 gp per character), *boots of elvenkind* (208 gp per character), +1 *amulet of natural armor* x2 (332 gp per character), +2 *gloves of Dexterity* (333 gp per character), *eyes of the eagle* (208 gp per character), +2 *studded leather amour* (347 gp per character), +1 *longsword bane vs. humans* (692 gp per character), *gauntlets of ogre power* (333 gp per character), +1 *leather armor* (96 gp per character), *caster's shield* (262 gp per character), scroll *cure moderate wounds* (31 gp per character), scroll *speak with animals* (2 gp per character), scroll *faerie fire* (2 gp per character), scroll *lesser restoration* (12 gp per character), scroll *resist energy* (12 gp per character), wand of *lesser vigor* (25 gp per character), +4 *periapt of wisdom* (1333 gp per character), +1 *cloak of resistance* (83 gp per character), *collar of obedience* (125 gp per character), +1

*studded leather barding* (104 gp per character), +4 *cloak of charisma* (1333 gp per character), *metamagic rod of sculpting*, *lesser* (450 gp per character), *memento magica* (1st) (125 gp per character)

### **All APLs**

If the PCs fail at either test, Drake, Thera and Samira use the rest of the day and their diplomatic abilities to bypass the “honorary member” clause for the negotiations.

If the PCs pass the test they are welcomed into the tribe as honorary members. They are each presented with a small cloak pin in the shape of an arrow with a stylized oak leaf for the arrowhead. This pin identifies them as honorary Farhunters.

Dasan tells the PCs that the negotiations will now take place, and that they are welcome to the hospitality of the elves while the diplomats do their work.

The negotiations take the rest of the day. (If the PCs failed the test, they will also take most of the next day, since the envoys have to deal with the “honorary member” issue in order for the real negotiations to begin.)

If the PCs passed the test, part way through the afternoon Kanti tracks them down and performs a song she has written for them, in Common, about their experience. It is well-written and she performs it very well, accompanying herself upon her harp.

Just before supper (or mid-afternoon the next day if the PCs failed the test) Drake and Dasan come out of Council Lodge, smiling. They announce that they and the others have reached an agreement on several matters, the transfer of the stone wedge amongst them. While there is still more negotiating to be done, they wanted to inform PCs of the success.

In addition, Yiska has agreed to take the PCs to the Sacred Cave where the stone wedge is kept the next morning.

Dasan reveals several things to the PCs:

- Dasan believes that the PCs are here to fulfill a prophecy that his mother told him when he was just a child. The prophecy stated that one day a band from a far-off tribe of *meranehi* (round-ears) would come to take back the stone that will unite the Flanaess.
- Yiska is the only one who is allowed to enter the cave because she is the tribe’s spiritual leader. It is forbidden for any of the other tribe members to even come close to the cave. The cave containing the stone is the resting place of Yiska’s ancestors.
- Dasan pleased with the way negotiations are going. He is surprised at how resourceful and reasonable

the humans are, given all that he has heard about them.

Drake tells the PCs privately that the real stumbling block was the shaman Yiska. She came up with a hundred reasons why the stone shouldn't leave the tribe, questioned why the other two stones couldn't be brought here rather than moving this one, how the outsiders weren't to be trusted, etc. It seems to Drake that she has a personal interest in the stone—apparently it rests in the cave that holds the remains of her ancestors. Drake tells the PCs it took a while but he thinks they finally convinced her it would be of benefit to the village to give the stone to the PCs.

There is celebratory feast in the evening, but this time the PCs are treated as members of the tribe instead of honored guests. (If they failed the membership test, they are treated in the same manner as they were the night before i.e. as honored guests).

## **ENCOUNTER NINE: BETRAYED**

*The next morning, after you have had a chance to rest from the previous night's festivities, Yiska arrives at the Travellers' Lodge to escort you to the sacred cave. Drake asks you go with her to bring the stone to the village. He and the other envoys wish begin the second day of negotiations immediately, in order to strike while the iron is hot. He wishes you luck and heads off toward the Council Lodge.*

A DC 30 Sense Motive check reveals that Yiska is not happy about taking the PCs to the sacred cave. If questioned, Yiska tells the PCs that no elves other than her family have ever been in the caves, yet her leader is telling her she must take outsiders there, so no, she is not happy, but she will do as her elder tells her.

*Yiska leads you out of the village a short way, to a cavern that seems to sink into the ground. Turning to you she speaks in halting Common. "This is sacred place of my ancestors. You bring no open weapons in. Is sign of disrespect."*

What Yiska is saying is that she will not allow nay of the PCs to enter the cave with unsheathed weapons. If any PCs refuse to sheathe their weapons, she will not allow them to enter the cave.

Just before entering the sacred cave, Yiska will say to her bodyguards, in elven, “Kill them now”. The guards will

draw their weapons and attempt to dispatch the PCs as best they can. There is no surprise on either side.

#### APL 2 (EL 4)

**Yiska:** Wood elf Drd3; hp 24; See Appendix 1  
**Bodyguard 1:** Wood elf War1; hp 9; See Appendix 1  
**Bodyguard 2:** Wood elf War1; hp 9; (See Appendix 1)

#### APL 4 (EL 6)

**Yiska:** Wood elf Drd5; hp 38; See Appendix 1  
**Bodyguard 1:** Wood elf Bbn2; hp 21; See Appendix 1  
**Bodyguard 2:** Wood elf Rgr2; hp 15; See Appendix 1

#### APL 6 (EL 8)

**Yiska:** Wood elf Drd7; hp 52; See Appendix 1  
**Snarl:** dire wolf; hp 45; See Appendix 1  
**Bodyguard 1:** Wood elf Bbn3; hp 29; See Appendix 1  
**Bodyguard 2:** Wood elf Rgr3; hp 21; See Appendix 1

#### APL 8 (EL 10)

**Yiska:** Wood elf Drd9; hp 66; See Appendix 1  
**Snarl:** dire wolf; hp 60; See Appendix 1  
**Bodyguard 1:** Wood elf Bbn5; hp 45; See Appendix 1  
**Bodyguard 2:** Wood elf Rgr5; hp 33; See Appendix 1

#### APL 10 (EL 12)

**Yiska:** Wood elf Drd11; hp 80; See Appendix 1  
**Snarl:** dire wolf; hp 68; See Appendix 1  
**Bodyguard 1:** Wood elf Bbn7; hp 61; See Appendix 1  
**Bodyguard 2:** Wood elf Rgr7; hp 45; See Appendix 1

#### APL 12 (EL 14)

**Yiska:** Wood elf Drd13; hp 94; See Appendix 1  
**Snarl:** dire wolf; hp 85; See Appendix 1  
**Bodyguard 1:** Wood elf Bbn9; hp 86; See Appendix 1  
**Bodyguard 2:** Wood elf Rgr9; hp 57; See Appendix 1

If the PCs take Yiska alive, and she is conscious, she tells them that she and her family have guarded the stone for generations, and that no band of outsiders was going to come in and usurp her family's rightful place as guardians of the stone. If any of the PCs mentions the prophecy Dasan told them about, she shrugs it off and tells the PCs that she believes it was just a story Dasan's mother told him as a bedtime story.

Once the PCs have dealt with Yiska and her companions they can explore the cave complex. They find an extensive system of grottos and burial chambers, some of them containing remains that are several centuries old.

In one of the grottos the PCs come across a Guardian Spirit.

*As you enter another grotto in this complex of caves, a beautiful elven woman appears in front of you. She is translucent, and upon her face is a look of peace and gratitude.*

*"You are the ones foretold—the ones of our tribe but not of our tribe who have come for the sacred stone. I pass it to you now with my thanks for releasing me from the burden that I have borne for many, many years, the task of protecting the stone. I could see the taint upon Yiska's soul, the hunger to keep the power that being the living guardian of the stone gave her, and I despaired, for there was naught I could do.*

*"There is so much I would like to speak with you about, but my time here grows short and you are needed elsewhere. You must return to the village, quickly." With that the Guardian fades away into nothingness, revealing a triangular black stone wedge inset into the wall.*

If the PCs attack her or try to turn her, the Guardian will flee, leaving the stone for the PCs to take. The stone is quite easy to remove from the wall.

## ENCOUNTER TEN: HEROIC

As soon as the PCs exit the cave they hear the sounds of battle coming from the village, about two hundred yards away.

*You can hear the sounds of battle coming from the village. Above that, you hear a deep voice snarling in heavily-accented Common. "Give us the artifact of power or the girl dies."*

*You hear Dasan reply, "Please, don't hurt her. I don't know anything about this artifact you speak of."*

*"Then she dies," says the same voice, and then barks something in a strange language. You hear the high-pitched cry of a child in pain and Dasan cries out "Kanti!"*

PCs who speak Gnoll recognize that the leader said "Kill the girl!"

*When you get to the edge of the village you see the source of the noise. The village is under attack from massive numbers of humanoids. You can see the elves fighting back, and you can also see Drake, Thera and Samira fighting and casting spells against the attackers.*

*In front of the giant oak tree in the center of the village you see Dasan being held by a group of gnolls, his bow broken at his feet, and his sword nowhere to be seen. Facing him are two gnolls [or, at higher APLs, three gnolls or three gnolls and a troll] just over a hundred feet away from you. On the ground behind one of the gnolls, Kanti lies face-down, a dagger protruding from between her shoulder-blades.*

*The gnoll leader turns to face you and snarls something in his mother tongue. The gnolls brace themselves for battle.*

If the PCs came straight to the village when they heard the battle, Kanti is at –8 hp. At the end of each round, unless she stabilizes, she will lose 1 hp, giving the PCs two rounds to reach her before she dies. The PCs start 100' away from Kanti. If the PCs stopped to cast any spells after they heard her cry out—other than spells that would instantaneously transport them to the village or increase their movement speed—Kanti is dead when they arrive.

A DC 30 successful Spot check reveals that Kanti is still breathing, albeit very shallowly.

#### APL 2 (EL 4)

**Mazrok:** Gnoll Rgr1; hp 20; See Appendix 1

**Brask:** Gnoll Bbn1; hp 25; See Appendix 1

#### APL 4 (EL 6)

**Mazrok:** Gnoll Rgr2/Warchief1; hp 35; See Appendix 1

**Brask:** Gnoll Bbn1; hp 25; See Appendix 1

**Arrna:** Gnoll Brd2; hp 26; See Appendix 1

#### APL 6 (EL 8)

**Mazrok:** Gnoll Rgr2/Warchief3; hp 51; See Appendix 1

**Brask:** Gnoll Bbn3; hp 45; See Appendix 1

**Arrna:** Gnoll Brd4; hp 48; See Appendix 1

#### APL 8 (EL 10)

**Mazrok:** Gnoll Rgr2/Warchief4; hp 59; See Appendix 1

**Brask:** Gnoll Bbn5; hp 65; See Appendix 1

**Arrna:** Gnoll Brd6; hp 58; See Appendix 1

**Trgh:** Troll; hp 63; See Appendix 1

#### APL 10 (EL 12)

**Mazrok:** Gnoll Rgr2/Warchief5; hp 67; See Appendix 1

**Brask:** Gnoll Bbn6; hp 83; See Appendix 1

**Arrna:** Gnoll Brd8; hp 72; See Appendix 1

**Trgh:** Troll Bbn1/Warhulk3; hp 141; See Appendix 1

#### APL 12 (EL 14)

**Mazrok:** Gnoll Rgr2/Warchief8; hp 103; See Appendix 1

**Brask:** Gnoll Bbn8; hp 105; See Appendix 1

**Arrna:** Gnoll Brd9; hp 90; See Appendix 1

**Trgh:** Troll Bbn1/Warhulk5; hp 183; See Appendix 1

**Tactics:** If any of the PCs participated in **KET1-04 Search For The Lost**, Mazrok will target them exclusively, since he has discovered that they are responsible for the slaughter of his clan. In this case Mazrok will point his weapon at the PC(s) in question and yell, in Common, “Clan killers, at last I will have my revenge!” before entering into combat against them.

In the unlikely event that the PCs take Mazrok alive, with a successful Intimidate check he will tell them that he and his warparty attacked the elven village because they heard that the elves had an artefact of great power and he hoped to take it to use against his enemies, the people that wiped out his clan approximately five years ago.

Once the PCs have defeated their enemies, they see that Drake, Thera and Samira have managed to rescue Dasan from his captors, and the rest of the elves are driving the gnolls off, but at a great price. A score or more of elves lie wounded or dead, and Thera moves amongst them using her healing magic to help where she can. If the PCs want to contribute to the healing effort Dasan and the other elves will gratefully accept their help.

If the PCs did not manage to save Kanti from death or if they were not able to bring her back to life via *raise dead* or similar means, proceed to Conclusion A. If the PCs managed to save Kanti from death or if they bring her back to life via *raise dead* or similar means, proceed to Conclusion B.

#### Treasure:

##### APL 2

L: 158; C: 0; M: *gloves of fortunate striking* (166 gp per character), potion *cure light wounds* (4 gp per character), potion *cure moderate wounds* (25 gp per character)

##### APL 4

L: 167; C: 0; M: +1 *studded leather armor* (97 gp per character), +1 *buckler* (97 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *breastplate* (112 gp per character), +1 *longaxe* (193 gp per character), *gloves of fortunate striking* (166 gp per character), potion *cure moderate wounds* x2 (50 gp per character), potion *invisibility* (25 gp per character)

##### APL 6

L: 78; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* (166 gp per character), +1 *breastplate* (112 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *longaxe* (193 gp per character), *gloves of fortunate striking* (166 gp per character), +2 *cloak of charisma* (333 gp per character), *potion cure moderate wounds* (25 gp per character), *potion of cure serious wounds* (62.5 gp per character), *potion of invisibility* (25 gp per character)

#### APL 8

L: 78; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* x2 (332 gp per character), +2 *gloves of dexterity* (333 gp per character), +1 *longaxe* (193 gp per character), +1 *cloak of resistance* x2 (166 gp per character), *gloves of fortunate striking* (166 gp per character), +1 *Mithral breastplate* (433 gp per character), +2 *cloak of charisma* (333 gp per character), *rhinohide armor* (430 gp per character), *potion of cure serious wounds* x2 (124 gp per character), *potion of invisibility* (25 gp per character)

#### APL 10

L: 101; C: 0; M: +1 *studded leather armor of light fortification* (347 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), +2 *composite longbow*(+2) (716 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* x3 (498 gp per character), +2 *gloves of dexterity* (333 gp per character), +1 *Mithral breastplate* (433 gp per character), +1 *longaxe* (193 gp per character), +1 *cloak of resistance* x2 (166 gp per character), +2 *amulet of health* (333 gp per character), *gloves of fortunate striking* (166 gp per character), +1 *studded leather armor* (97 gp per character), +2 *cloak of charisma* (333 gp per character), *rhinohide armor* (430 gp per character), large +1 *merciful adamantine warmace* (945 gp per character), *potion of cure serious wounds* x2 (124 gp per character), *potion of enlarge person* (4 gp per character), *potion of invisibility* (25 gp per character)

#### APL 12

L: 101; C: 0; M: +2 *amulet of health* x4 (1332 gp per character), +1 *studded leather armor of light fortification* (347 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), *oathbow* (2133 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* x3 (498 gp per character), +2 *gloves of dexterity* (333 gp per character), +1 *Mithral breastplate* (433 gp per character), +1 *longaxe* (193 gp per character), +1 *cloak of resistance* x2 (166 gp per character), *gloves of*

*fortunate striking* (166 gp per character), +1 *studded leather armor* (97 gp per character), +2 *cloak of charisma* (333 gp per character), *gauntlets of ogre power* (333 gp per character), large +1 *merciful adamantine warmace* (945 gp per character), *rhinohide armor* (430 gp per character), *potion of cure serious wounds* x4 (248 gp per character), *potion of enlarge person* (4 gp per character), *potion of invisibility* (25 gp per character)

## CONCLUSION A – KANTI DIES

*Dasan is a broken man as he faces you, the pain of his loss showing in both his bearing and his eyes. “The Farhunters thank you for your help in repelling the invaders,” he says hollowly. “While there is still much to negotiate, I will turn the stone over to you as agreed.”*

If the PCs killed Yiska in Encounter Nine:

*“The news you bring me of Yiska’s betrayal grieves me deeply. I knew that she was not happy with the negotiations for the stone, but I had no idea that she coveted the prestige and influence the stone gave her that much. While I can wish that you had not found it necessary to kill her, I trust you felt you had no choice in the matter. Unfortunately others may not see it this way. You would do well to be on your guard amongst those of my kind, lest they feel that you acted hastily.”*

If the PCs left Yiska alive in Encounter Nine:

*“The news you bring me of Yiska’s betrayal grieves me deeply. I knew that she was not happy with the negotiations for the stone, but I had no idea that she coveted the prestige and influence the stone gave her that much. I thank you for your restraint in not killing her, especially given the enmity that has dogged our peoples in the past. We will remember your mercy towards her, but rest assured we will deal with her in the ways set forth by our ancestors.”*

For all PCs:

*Unfortunately we can’t send you back to your people the same way you arrived—Yiska was the only one who knew how to do that. I will dispatch some of my remaining warriors to escort you to the foothills of the Yatil Mountains. From there you should be able to make your way home unmolested. Good luck on your journey, and remember you are always welcome*

*here as members of our tribe.” With that he turns and picks the body of his daughter up and leaves, his villagers trailing sadly behind him in a funereal procession.*

The PCs are escorted by four Farhunter Bodyguards (see Encounter Five for stats). They make it back to Lopolla, unmolested, in about a week. Thera, Drake and Samira stay on with the Farhunters to continue the negotiations.

## CONCLUSION B – KANTI LIVES

*Dasan holds his daughter as if he will never let her go again. “The Farhunters thank you for your help in repelling the invaders,” he says, tears of joy in his eyes, “and, more than that I am in your debt for saving my precious daughter.” Kanti manages to wiggle out of Dasan’s embrace, and runs over to hug you. “Thank you,” she whispers. Looking at the villagers, you notice that Dasan isn’t the only one who is a bit teary-eyed.*

If the PCs killed Yiska in Encounter Nine:

*“The news you bring me of Yiska’s betrayal grieves me deeply. I knew that she was not happy with the negotiations for the stone, but I had no idea that she coveted the prestige and influence the stone gave her that much. While I can wish that you had not found it necessary to kill her, I trust you felt you had no choice in the matter. Unfortunately others may not see it this way. You would do well to be on your guard amongst those of my kind, lest they feel that you acted hastily.”*

If the PCs left Yiska alive in Encounter Nine:

*“The news you bring me of Yiska’s betrayal grieves me deeply. I knew that she was not happy with the negotiations for the stone, but I had no idea that she coveted the prestige and influence the stone gave her that much. I thank you for your restraint in not killing her, especially given the enmity that has dogged our peoples in the past. We will remember your mercy towards her, but rest assured we will deal with her in the ways set forth by our ancestors.”*

For all PCs:

*“While there is still much to negotiate, I will turn the stone over to you as agreed,” Dasan continues. Unfortunately we can’t send you back to your people the same way you arrived—Yiska was the only one*

*who knew how to do that. I will dispatch some of my remaining warriors to escort you to the foothills of the Yatil Mountains. From there you should be able to make your way home unmolested. I hope, though, you will stay with us for one more day—we will have a grand celebration tonight, to mourn our dead and celebrate their lives as well as to celebrate our victory today.”*

If one or more PCs were instrumental in saving Kanti at great risk to themselves, they are named Elf Friend by the Farhunter Tribe, granting them access to the Ruathar Prestige Class. More than one PC may be named Elf Friend. Examples of reason why this honor might be bestowed include (but are not limited to):

- Casting any healing spell with a range of “Touch” (including *cure minor wounds*) during the combat
- Deliberately leaving themselves defenseless in order to reach Kanti or help her in some way, (i.e. running up and dropping prone on her to cover her, doing a Heal check while in melee combat, etc.) or taking an action to aid Kanti during combat that provokes an Attack of Opportunity.
- Expending significant resources, i.e., casting *raise dead*, expending favors from previous ARs, etc.

Thera, Drake and Samira stay on with the Farhunters to continue the negotiations. The PCs are escorted by four Farhunter Bodyguards (see Encounter Five for stats) to the foothills of the Yatils. They make it back to Lopolla, unmolested, in about a week.

For all PCs:

*Your journey back to Lopolla is uneventful. The stone delivered to the appropriate people, you can now turn your mind to your next adventure, or to the mundane day-to-day aspects of life.*

If at least one PC is a non-Archon:

*A couple of weeks after your return to the city, you receive a note from Siroq ibn Hassan.*

If the entire party is comprised of Archons, and thus did not meet Siroq in Encounter 1, they are sought out by Abdi al’Ab, whom the party met in the Introduction. He explains who Siroq is and gives them a note.

For all PCs:

*The note reads:*

*“Greetings Friends,*

*“I thought I would bring you up to date on what has happened since we received the third stone. When we put the three pieces together, there was a blinding flash of light, and all three pieces fused into a circular*

*tablet. You can't even see where the pieces join each other now—only the fact that they retained their original composition shows that they were once three separate pieces.*

*“Detection magics cast on the tablet reveal that it radiates all schools of magic. We don't know what to make of that yet, but we do have some theories. In addition, once the three pieces fused into one, the lines upon them shifted and became clear. It appears that the tablet is actually a map, with writing on it in a dialect of elven that has not been seen since before the Twin Cataclysms. We have cartographers working on deciphering the map but, given its age and the changes in the world since its creation, it is a slow process.*

*“Finally, divination magics performed on and about the tablet still have not been very revealing, but they have indicated that the tablet is not only a map, but a key as well. We assume that the map will lead us to what the key is meant to unlock.*

*“All of this is, of course, a roundabout way of letting you know that once we have unlocked the secrets of the tablet, whenever that may be, we may have need of your help again. Until then, may your gods bless your travels.  
Siroq ibn Hassan”*

**Treasure:**

**APL 2**

L: 50 gp per character; C: 0; M: *blunt arrows* (0 gp per character), *thistledown padded armor* (0 gp per character)

**APL 4**

L: 100 gp per character; C: 0; M: *collar of obedience* (0 gp per character), *everlasting rations* (0 gp per character)

**APL 6**

L: 150 gp per character; C: 0; M: *Mithral buckler* (0 gp per character), *Songblade* (0 gp per character)

**APL 8**

L: 200 gp per character; C: 0; M: 0

**APL 10**

L: 250 gp per character; C: 0; M: 0

**APL 12**

L: 300 gp per character; C: 0; M: 0

**The End**

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Eight (APL 2-6) – Obstacle Course

50%-74% of the PCs (rounded down) complete course

APL 2: 90 xp

APL 4: 150 xp

APL 6: 210 xp

OR

75% or more of the PCs (rounded down) complete the course

APL 2: 120 xp

APL 4: 180 xp

APL 6: 240 xp

### Encounter Eight (APL 8-12) – Wyvern Eggs

Defeat the wyverns and the elves but return without any eggs:

APL 8: 120 xp

APL 10: 180 xp

APL 12: 240 xp

OR

Defeat the wyverns and the elves and return with 1 or 2 eggs:

APL 8: 240 xp

APL 10: 300 xp

APL 12: 360 xp

OR

Defeat the wyverns and the elves and return with 3 or 4 eggs:

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

### Encounter Nine

Defeat the druid and her minions

APL 2: 120 xp

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

### Encounter Ten

Defeat the gnoll leader and his minions

APL 2: 120 xp

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp



## Story Award

Save the leader's daughter from death:

- APL 2: 60 xp
- APL 4: 90 xp
- APL 6: 120 xp
- APL 8: 150 xp
- APL 10: 180 xp
- APL 12: 210 xp

## Discretionary roleplaying award

- APL 2: 30 xp
- APL 4: 45 xp
- APL 6: 60 xp
- APL 8: 75 xp
- APL 10: 90 xp
- APL 12: 105 xp

## Total possible experience:

- APL 2: 450 xp
- APL 4: 600 xp
- APL 6: 900 xp
- APL 8: 1,125 xp
- APL 10: 1,350 xp
- APL 12: 1,575 xp

## TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and

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

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

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

## ENCOUNTER 8

### APL 8

L: 288; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), *cloak of elvenkind* (208 gp per character), *boots of elvenkind* (208 gp per character), +1 *longsword* (192 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *leather armor* (96 gp per character), *caster's shield* (262 gp per character), scroll *cure light wounds* (2 gp per character), scroll *speak with animals* (2 gp per character), scroll *faerie fire* (2 gp per character), scroll *lesser restoration* (12 gp per character), scroll *resist energy* (12 gp per character), wand of *lesser vigor* 20 charges (25 gp per character), *collar of obedience* (125 gp per character), +1 *ring of protection* (166 gp per character), *memento magica* (1st) (125 gp per character)

### APL 10

L: 241; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *ring of protection* x3 (498 gp per character), +1 *vest of resistance* x3 (249 gp per character), *cloak of elvenkind* (208 gp per character), *boots of elvenkind* (208 gp per character), *eyes of the eagle* (208 gp per character), +1 *longsword bane vs. humans* (692 gp per character), +1 *leather armor* (96 gp per character), *caster's shield* (262 gp per character), scroll *cure moderate wounds* (31 gp per character), scroll *speak with animals* (2 gp per character), scroll *faerie fire* (2 gp per character), scroll *lesser restoration* (12 gp per character), scroll *resist energy* (12 gp per character), wand of *lesser vigor* (25 gp per character), +2 *peripat of wisdom* (333 gp per character), +1 *cloak of resistance* (83 gp per character), *collar of obedience* (125 gp per character), +1 *studded leather*

*barding* (104 gp per character), +2 *cloak of charisma* (333 gp per character), *memento magica* (1st) (125 gp per character)

#### APL 12

L: 190; C: 0; M: +1 *studded leather armor* (97 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *longsword* (192 gp per character), +1 *ring of protection* x4 (664 gp per character), +1 *vest of resistance* x3 (249 gp per character), *cloak of elvenkind* (208 gp per character), *boots of elvenkind* (208 gp per character), +1 *amulet of natural armor* x2 (332 gp per character), +2 *gloves of Dexterity* (333 gp per character), *eyes of the eagle* (208 gp per character), +2 *studded leather amour* (347 gp per character), +1 *longsword bane vs. humans* (692 gp per character), *gauntlets of ogre power* (333 gp per character), +1 *leather armor* (96 gp per character), *caster's shield* (262 gp per character), scroll *cure moderate wounds* (31 gp per character), scroll *speak with animals* (2 gp per character), scroll *faerie fire* (2 gp per character), scroll *lesser restoration* (12 gp per character), scroll *resist energy* (12 gp per character), wand of *lesser vigor* (25 gp per character), +4 *periapt of wisdom* (1333 gp per character), +1 *cloak of resistance* (83 gp per character), *collar of obedience* (125 gp per character), +1 *studded leather barding* (104 gp per character), +4 *cloak of charisma* (1333 gp per character), *metamagic rod of sculpting, lesser* (450 gp per character), *memento magica* (1st) (125 gp per character)

#### ENCOUNTER 9

##### APL 2

L: 154; C: 0; M: +1 *dragonhide breastplate* (141 gp per character), *heavy darkwood shield* (104 gp per character), +1 *sickle* (192 gp per character), *pearl of power* (1st) (83 gp per character)

##### APL 4

L: 126; C: 0; M: +1 *dragonhide breastplate* (141 gp per character), +1 *heavy darkwood shield* (104 gp per character), +1 *sickle* (192 gp per character), *pearl of power* (1st) (83 gp per character), *Mithral chain shirt* x2 (182 gp per character)

##### APL 6

L: 95; C: 0; M: +1 *dragonhide breastplate* (141 gp per character), +1 *heavy darkwood shield* (104 gp per character), +1 *sickle* (192 gp per character), +1 *ring of protection* (166 gp per character), +1 *cloak of resistance* (83 gp per character), *pearl of power* (1st) (83 gp per character), +1 *Mithral chain shirt* x2 (350 gp per

character), +1 *greatclub* (192 gp per character), +1 *longsword* (192 gp per character)

#### APL 8

L: 50; C: 0; M: +1 *dragonhide breastplate* (141 gp per character), +1 *heavy darkwood shield* (104 gp per character), +1 *sickle* (192 gp per character), +1 *ring of protection* (166 gp per character), +1 *cloak of resistance* x3 (249 gp per character), +2 *periapt of wisdom* (333 gp per character), *pearl of power* (1st) (83 gp per character), +1 *studded leather barding* (104 gp per character), +1 *Mithral chain shirt* x2 (350 gp per character), +1 *greatclub* (192 gp per character), +1 *longsword* (192 gp per character), +1 *kukri* (192 gp per character)

#### APL 10

L: 50; C: 0; M: +1 *dragonhide breastplate* (141 gp per character), +1 *heavy darkwood shield* (104 gp per character), +1 *sickle* (192 gp per character), +1 *ring of protection* x2 (332 gp per character), +1 *cloak of resistance* x3 (332 gp per character), +2 *periapt of wisdom* (333 gp per character), *pearl of power* (1st) (83 gp per character), +1 *studded leather armor barding* (104 gp per character), +2 *amulet of health* (333 gp per character), +1 *Mithral chain shirt* x2 (350 gp per character), *gauntlets of ogre power* (333 gp per character), +1 *greatclub* (192 gp per character), +1 *longsword* (192 gp per character), +1 *keen kukri* (692 gp per character), +1 *vest of resistance* (83 gp per character)

#### APL 12

L: 50; C: 0; M: +1 *dragonhide breastplate* (141 gp per character), +1 *heavy darkwood shield* (104 gp per character), +1 *sickle* (192 gp per character), +1 *ring of protection* x2 (332 gp per character), +1 *cloak of resistance* x3 (249 gp per character), +4 *periapt of wisdom* (1333 gp per character), *pearl of power* (1st) (83 gp per character), +1 *studded leather armor barding* (104 gp per character), +2 *amulet of health* x2 (694 gp per character), +1 *Mithral chain shirt* x2 (350 gp per character), *gauntlets of ogre power* (333 gp per character), +1 *greatclub* (192 gp per character), +1 *longsword* (192 gp per character), +1 *keen kukri* (692 gp per character), +2 *vest of resistance* (333 gp per character)

#### ENCOUNTER 10

##### APL 2

L: 158; C: 0; M: *gloves of fortunate striking* (166 gp per character), potion *cure light wounds* (4 gp per character), potion *cure moderate wounds* (25 gp per character)

##### APL 4

L: 167; C: 0; M: +1 *studded leather armor* (97 gp per character), +1 *buckler* (97 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *breastplate* (112 gp per character), +1 *longaxe* (193 gp per character), *gloves of fortunate striking* (166 gp per character), *potion cure moderate wounds* x2 (50 gp per character), *potion of invisibility* (25 gp per character)

#### APL 6

L: 78; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* (166 gp per character), +1 *breastplate* (112 gp per character), +1 *cloak of resistance* (83 gp per character), +1 *longaxe* (193 gp per character), *gloves of fortunate striking* (166 gp per character), +2 *cloak of charisma* (333 gp per character), *potion cure moderate wounds* (25 gp per character), *potion of cure serious wounds* (62.5 gp per character), *potion of invisibility* (25 gp per character)

#### APL 8

L: 78; C: 0; M: +1 *studded leather armor* x2 (194 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), +1 *composite longbow*(+2) (216 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* x2 (332 gp per character), +2 *gloves of dexterity* (333 gp per character), +1 *longaxe* (193 gp per character), +1 *cloak of resistance* x2 (166 gp per character), *gloves of fortunate striking* (166 gp per character), +1 *Mithral breastplate* (433 gp per character), +2 *cloak of charisma* (333 gp per character), *rhinohide armor* (430 gp per character), *potion of cure serious wounds* x2 (124 gp per character), *potion of invisibility* (25 gp per character)

#### APL 10

L: 101; C: 0; M: +1 *studded leather armor of light fortification* (347 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), +2 *composite longbow*(+2) (716 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* x3 (498 gp per character), +2 *gloves of dexterity* (333 gp per character), +1 *Mithral breastplate* (433 gp per character), +1 *longaxe* (193 gp per character), +1 *cloak of resistance* x2 (166 gp per character), +2 *amulet of health* (333 gp per character), *gloves of fortunate striking* (166 gp per character), +1 *studded leather armor* (97 gp per character), +2 *cloak of charisma* (333 gp per character), *rhinohide armor* (430 gp per character), large +1 *merciful adamantine warmace* (945 gp per character), *potion of cure serious wounds* x2 (124 gp per character), *potion of*

*enlarge person* (4 gp per character), *potion of invisibility* (25 gp per character)

#### APL 12

L: 101; C: 0; M: +2 *amulet of health* x4 (1332 gp per character), +1 *studded leather armor of light fortification* (347 gp per character), +1 *battleaxe* (192 gp per character), +1 *buckler* (97 gp per character), *oathbow* (2133 gp per character), +1 *vest of resistance* x2 (166 gp per character), +1 *ring of protection* x3 (498 gp per character), +2 *gloves of dexterity* (333 gp per character), +1 *Mithral breastplate* (433 gp per character), +1 *longaxe* (193 gp per character), +1 *cloak of resistance* x2 (166 gp per character), *gloves of fortunate striking* (166 gp per character), +1 *studded leather armor* (97 gp per character), +2 *cloak of charisma* (333 gp per character), *gauntlets of ogre power* (333 gp per character), large +1 *merciful adamantine warmace* (945 gp per character), *rhinohide armor* (430 gp per character), *potion of cure serious wounds* x4 (248 gp per character), *potion of enlarge person* (4 gp per character), *potion of invisibility* (25 gp per character)

### CONCLUSION

#### APL 2

L: 50 gp per character; C: 0; M: *blunt arrows* (0 gp per character), *thistledown padded armor* (0 gp per character)

#### APL 4

L: 100 gp per character; C: 0; M: *collar of obedience* (0 gp per character), *everlasting rations* (0 gp per character)

#### APL 6

L: 150 gp per character; C: 0; M: *Mithral buckler* (0 gp per character), *Songblade* (0 gp per character)

#### APL 8

L: 200 gp per character; C: 0; M: 0

#### APL 10

L: 250 gp per character; C: 0; M: 0

#### APL 12

L: 300 gp per character; C: 0; M: 0

### Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

## APPENDIX 1 – ALL APLS

**Drake Rawlins:** Male Human (Oeridian), Sor8: CR 8; HD 8d4+16, hp 41; Init +1; Spd 30; AC 11, touch 11, flat-footed 10 (+1 ring of protection); Base Atk +4, Grp +4, Atk +5 ranged (varies, ray); AL N; SV Fort +7, Ref +5, Will +9; Str 10, Dex 10, Con 14, Int 12, Wis 10, Cha 22,

*Skills and Feats:* Bluff +20, Concentration +13, Diplomacy +16, Knowledge (arcana) +6, Profession (tinker) +2, Spellcraft +8; Alertness (within 5' of familiar), Combat Casting, Point Blank Shot, Weapon Focus (ray), Improved Familiar (none)

*Languages:* Common, Draconic

*Possessions:* +4 cloak of charisma, circlet of persuasion, spell component pouch, +3 vest of resistance, +1 ring of protection

*Spells Known* (6/8/8/6/4; base DC = 16 + spell level): 0 - acid splash, daze, detect magic, flare, message, prestidigitation, ray of frost, touch of fatigue; 1st - charm person, comprehend languages, magic missile, ray of enfeeblement, shield; 2nd - detect thoughts, invisibility, scorching ray, touch of idiocy; 3rd - dispel magic, fly, ray of exhaustion, 4th - charm monster, dimension door

**Thera al'Mouquol:** Female Human (Bakluni), Clr2 of Mouquol: CR 2; HD 2d8+2, hp 15; Init -1; Spd 20; AC 18, touch 9, flat-footed 18 (-1 Dex, +8 from masterwork fullplate armor, +1 from masterwork light wooden shield); Base Atk +1, Grp +1; Atk +2 melee (1d6, masterwork light mace); Full Atk +2 melee (1d6, masterwork light mace); AL N; SV Fort +4, Ref -1, Will +5; Str 10, Dex 8, Con 12, Int 14, Wis 15, Cha 13;

*Skills and Feats:* Appraise +7, Diplomacy +12, Intimidate +6, Knowledge (nobility) +7, Sense Motive +9; Negotiator, Tongue of Mouquol

*Possessions:* masterwork fullplate armor, masterwork light wooden shield, masterwork light mace, spell component pouch, holy symbol

Domains: Knowledge - All Knowledge skills are class skills. Divination spells are cast at +1 caster level; Pact - Appraise, Intimidate and Sense Motive are class skills.

Thera turns undead and channels positive energy.

*Languages:* Common, Ancient Baklunish, Elven

*Spells Prepared* (4/3+1; Base DC = 12+spell level): 0 - create water, detect poison, guidance, read magic; 1st - comprehend languages, obscuring mist, sanctuary, \*command

spells with \* are domain spells

**Samira ibn Suliman:** Female Human, Ari3: CR 2; HD 3d8, hp 18; Init +2; Spd 30; AC 12 touch 12, flat-footed 10 (+2 Dex); Base Atk +2, Grp +1; Atk +1 melee (1d4-1/19-20, dagger); Full Atk +1 melee (1d4-1/19-20, dagger); AL LN; SV Fort +1, Ref +3, Will +6; Str 8, Dex 14, Con 10, Int 15, Wis 13, Cha 12;

*Skills and Feats:* Bluff +9, Diplomacy +15, Intimidate +5, Knowledge(geography) +4, Knowledge(history) +4, Knowledge(nature) +4, Knowledge(nobility and royalty) +7, Knowledge(religion) +5, Knowledge (local,VTF) +7, Sense Motive +9; Iron Will, Negotiator, Persuasive

*Possessions:* dagger, travelling clothes

*Languages:* Common, Ancient Baklunish, Celestial, Dwarven, Elven

**Dasan - Elven Leader:** Male Humanoid (Elf), Ranger2/Barbarian2/Fighter2/Sorcerer1/Arcane Archer2: CR 9; HD 4d8+2d12+2d10+1d4, hp 52; Init +5; Spd 40; AC 23, touch 16, flat-footed 23 (+5 from +1 Mithral chain shirt, +2 from +1 Mithral buckler, +1 ring of protection, +5 Dex); Base attack +8, Grp +9; Atk +10 melee (1d8+1/19-20, mithral longsword) or +15 ranged (1d8+2+1d6, +1 shocking composite longbow(+2); Full Atk +10/+5 melee (1d8+1/19-20, Mithral longsword) or +15/+10 ranged (1d8+2+1d6, +1 shocking composite longbow(+2); AL N; SV Fort +14, Ref +13, Will +5; Str 12, Dex 21, Con 10, Int 10, Wis 12, Cha 14;

*Skills and Feats:* Craft (bower/fletcher) +5, Diplomacy +5, Handle Animal +5, Hide +14, Intimidate +4, Knowledge(nature) +5, Listen +10, Move Silently +10, Spot +10, Survival +9; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Track, Weapon Focus (longbow)

*Possessions:* +2 gloves of dexterity, +1 Mithral chain shirt, +1 Mithral buckler, Mithral longsword, +1 shocking composite longbow(+2), cloak of elvenkind, boots of elvenkind, +1 ring of protection, masterwork artisan tools

*Spells known* (5/4; base DC=12+spell level); 0 - detect poison, detect magic, light, dancing lights; 1st - shield, true strike

*Languages:* Common, Elven

**Kanti - Elven Leader's Daughter:** Female Humanoid (Elf), Bard 1; CR 1; HD 1d6, hp 6; Init +2; Spd 30; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +0, Grp -1; Atk +0 melee (1d4-1, masterwork dagger) or +3 ranged (1d6-1, masterwork shortbow); Full Atk +0

melee (1d4-1, masterwork dagger) or +3 ranged (1d6-1, masterwork shortbow); AL N; SV Fort +0, Ref +4, Will +3; Str 8, Dex 14, Con 10, Int 12, Wis 12, Cha 16;

*Skills and Feats:* Diplomacy +9, Knowledge(history) +5, Knowledge(nature) +5, Listen +7, Perform (stringed instruments) +9, Perform (singing) +7, Sense Motive +7; Negotiator

*Possessions:* masterwork dagger, masterwork shortbow, 20 arrows, masterwork harp

*Spells known* (2; base DC=13+spell level); 0 - *ghost sound, light, lullaby, prestidigitation*

*Languages:* Common, Elven, Sylvan

**Aditsan - Elven Historian:** Male Humanoid (Elf), Bard 10/Seeker of the Song 1; CR 11; SZ M, HD 11d6-11, hp 35; Init +0; Spd 30; AC 10, touch 10, flat-footed 10; Base Atk +7, Grp +7; Atk +8 melee (1d6+1/18-20, Songblade); Full Atk +8/+3 melee (1d6+1/18-20, Songblade); AL N; SV Fort +2, Ref +7, Will +9; Str 10, Dex 10, Con 8, Int 12, Wis 10, Cha 20,

*Skills and Feats:* Knowledge (arcana) +14, Knowledge (dungeoneering) +6, Knowledge (geography) +12, Knowledge (history) +15, Knowledge (nature) +12, Knowledge (religion) +13, Knowledge (the planes) +7, Listen +6, Perform (oratory) +22; Skill Focus (Perform (oratory)), Skill Focus (Knowledge (history)), Spell Focus (Illusion), Greater Spell Focus (Illusion)

*Possessions:* +2 *cloak of charisma*, spell component pouch, *songblade*\*\*

*Spells Known* (3/5/4/3/1; base DC = 15+spell level or 18+spell level for Illusion spells, denoted with a [i]) 0 - *dancing lights, detect magic, ghost sound[i], mending, prestidigitation, read magic*; 1st - *comprehend languages, disguise self[i], identify, ventriloquism[i]*; 2nd - *hypnotic pattern[i], invisibility[i], minor image[i], tongues*; 3rd - *charm monster, major image[i], sculpt sound, speak with animals*; 4th - *legend lore, rainbow pattern[i]*

*Languages:* Ancient Baklunish, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc, Sylvan, Terran

**Aditsan's Honor Guard (4):** Wood Elf Warrior 1; CR 1/2; Medium humanoid (elf); HD 1d8, hp 4,4,4,4; Init +1; Spd 30 ft.; AC 14 (+3 masterwork studded leather armor, +1 Dex), touch 11, flat-footed 13; Base Atk +1; Grp +2; Atk +4 ranged (1d8+1/x2 non-lethal, masterwork composite longbow(+1)); Full Atk +4 ranged (1d8+1/x2 non-lethal, masterwork composite longbow(+1)); AL N; SV Fort +2, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 8, Wis 9, Cha 8

*Skills and Feats:* Hide +1, Listen +2, Search +2, Spot +2; Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow (+1), dagger, arrows

\*\* see Appendix 2: New Rules Items

## APL 2

### Encounter 8

**Snipers (4):** Wood Elf Warrior 1: CR 1/2; Medium humanoid (elf); HD 1d8, hp 4,4,4,4; Init +1; Spd 30 ft.; AC 14 (+3 masterwork studded leather armor, +1 Dex), touch 11, flat-footed 13; Base Atk +1; Grp +2; Atk +4 range (1d8+1/x2 non-lethal, masterwork composite longbow(+1)); Full Atk +4 ranged (1d8+1/x2 non-lethal, masterwork composite longbow(+1)); AL N; SV Fort +2, Ref +1, Will -1; Str 13, Dex 13, Con 10, Int 8, Wis 9, Cha 8

*Skills and Feats:* Hide +1, Listen +2, Search +2, Spot +2; Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+1), dagger, 20 blunt arrows(!)

### Encounter 9

**Yiska:** Female Wood Elf Druid 3; CR 3; Medium humanoid (elf); HD 3d8+6; hp 24; Init +1; Spd 20 ft. AC 19, touch 11, flat-footed 18 (+6 from +1 dragonhide breastplate, +2 from heavy darkwood shield, +1 Dex); Base Atk +2; Grp +2; Atk +3 melee (1d6+1, +1 sickle); Full Atk +3 melee (1d6+1, +1 sickle); AL CN; SV Fort +5, Ref +2, Will +6; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 8

*Skills and Feats:* Concentration +8, Handle Animal +2, Knowledge(nature) +8, Spellcraft +6, Survival +10; Combat Casting, Shielded Casting\*\*

*Possessions:* +1 dragonhide breastplate, heavy darkwood shield, +1 sickle, masterwork dagger, spell component pouch, *pearl of power (1st)*

*Spells Prepared:* (4/3/2; Base DC=13+spell level); 0 - create water, cure minor wounds, detect magic, guidance; 1st - cure light wounds, produce flame, entangle; 2nd - chill metal, flame blade

\*\* see Appendix 2: New Rules Items

**Bodyguard 1:** Male Wood Elf Warrior 1: CR 1/2; Medium humanoid (elf); HD 1d8, hp 9; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+3 from masterwork studded leather armor, +1 Dex); Base Atk +1; Grp +3; Atk +5 melee (1d10+3, masterwork greatclub); Full Atk +4 melee (1d10+3, masterwork greatclub); AL CN; SV Fort +3, Ref +1, Will -1; Str 15, Dex 13, Con 12, Int 8, Wis 9, Cha 8

*Skills and Feats:* Intimidate +3; Weapon Focus (greatclub)

*Possessions:* masterwork studded leather armor, masterwork greatclub, masterwork dagger

**Bodyguard 2:** Male Wood Elf Warrior 1: CR 1/2; Medium humanoid (elf); HD 1d8, hp 9; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+3 from masterwork studded leather armor, +2 Dex); Base Atk +1; Grp +2; Atk +4 melee (1d8+1, masterwork longsword); Full Atk +4 melee (1d8+1, masterwork longsword); AL CN; SV Fort +3, Ref +2, Will -1; Str 13, Dex 15, Con 12, Int 8, Wis 9, Cha 8

*Skills and Feats:* Handle Animal +3; Weapon Focus (longsword)

*Possessions:* masterwork studded leather armor, masterwork longsword, masterwork dagger

### Encounter 10

**Mazrok:** Male Gnoll Ranger 1: CR 2; Medium humanoid (gnoll); HD 3d8+6; hp 20; Init +2; Spd 30 ft. AC 18, touch 13, flat-footed 15 (+4 from masterwork studded leather armor, +3 Dex, +1 natural); Base Atk +2; Grp +4; Atk +5 melee (1d8+2/x3, masterwork battleaxe) or +6 ranged (1d8+2/x3, masterwork composite longbow(+2)); Full Atk +5 melee (1d8+2, masterwork battleaxe) or +6 ranged (1d8+2/x3, masterwork composite longbow(+2)); SA Favored enemy (Humans +2); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +5, Will +0; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 8

*Skills and Feats:* Knowledge(nature) +2, Listen +3, Spot +4, Survival +4; Point Blank Shot, Precise Shot, Track

*Possessions:* masterwork studded leather, masterwork battleaxe, masterwork buckler, masterwork composite longbow(+2), potion of cure moderate wounds

*Languages:* Common, Gnoll

**Brask:** Male Gnoll barbarian 1: CR 2; Medium humanoid (gnoll); HD 2d8+1d12+9; hp 25; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+5 from masterwork breastplate, +1 Dex, +1 natural); Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, masterwork longaxe); Full Atk +6 melee (1d12+4/x3, masterwork longaxe); SA Rage 1/day; SQ Darkvision 60 ft., fast movement, illiteracy; AL NE; SV Fort +8, Ref +1, Will +1; Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 6

*Skills and Feats:* Jump +2, Listen +7; Exotic Weapon Proficiency (longaxe), Power Attack

*Possessions:* masterwork breastplate, masterwork longaxe, *gloves of fortunate striking\*\**, *potion of cure light wounds*

*Rage:* Brask can fly into a screaming frenzy once per encounter 1 time per day. This gives +4 to Strength and Constitution, +6 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Brask cannot use any skills that require patience or concentration while enraged. His rage lasts up to 8 rounds.

\*\* see Appendix 2: New Rules Items

## Encounter 8

**Improved Sniper A:** Wood Elf Ranger 1: CR 1; Medium Humanoid (elf); HD 1d8+1, hp 9; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +1; Grp +3; Atk +6 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +6 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (orc); AL N; SV Fort +3, Ref +5, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +7, Move Silently +7, Spot +7, Listen +7, Survival +5; Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

**Improved Sniper B:** Wood Elf Ranger 1: CR 1; Medium Humanoid (elf); HD 1d8+1, hp 9; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +1; Grp +3; Atk +6 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +6 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (halfling); AL N; SV Fort +3, Ref +5, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +7, Move Silently +7, Spot +7, Listen +7, Survival +5; Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

**Elite Sniper C:** Wood Elf Ranger 2: CR 2; Medium Humanoid (elf); HD 2d8+2, hp 14; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +2; Grp +4; Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (human); AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +8, Move Silently +8, Spot +8, Listen +8, Survival +6; Rapid Shot, Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

**Elite Sniper D:** Wood Elf Ranger 2: CR 2; Medium Humanoid (elf); HD 2d8+2, hp 14; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +2; Grp +4; Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (dwarf); AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +8, Move Silently +8, Spot +8, Listen +8, Survival +6; Rapid Shot, Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

## Encounter 9

**Yiska:** Female Wood Elf Druid 5 CR 5; Medium humanoid (elf); HD 5d8+10; hp 38; Init +1; Spd 20 ft. AC 20, touch 11, flat-footed 19 (+6 from +1 dragonhide breastplate, +3 from +1 heavy darkwood shield, +1 Dex); Base Atk +3; Grp +3; Atk +4 melee (1d6+1, +1 sickle); Full Atk +4 melee (1d6+1, +1 sickle); AL N; SV Fort +6, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 8

*Skills and Feats:* Concentration +10, Handle Animal +3, Knowledge(nature) +9, Spellcraft +8, Survival +12; Combat Casting, Shielded Casting\*\*

*Possessions:* +1 dragonhide breastplate, +1 heavy darkwood shield, +1 sickle, masterwork dagger, spell component pouch, pearl of power (1st)

*Spells Prepared:* (5/4/3/2; Base DC=13+spell level); 0 - create water, cure minor wounds, detect magic, guidance, flare; 1st - cure light wounds, faerie fire, produce flame, entangle; 2nd - bull's strength, chill metal, flame blade; 3rd - call lightning, cure moderate wounds

*Languages:* Common, Druidic, Elven

**Bodyguard 1:** Male Wood Elf Barbarian 2: CR 2; Medium humanoid (elf); HD 2d12+2; hp 21; Init +2; Spd 40 ft. AC 16, touch 12, flat-footed 16 (+4 from Mithral chain shirt, +2 Dex); Base Atk +2; Grp +5; Atk +7 melee (1d10+4, masterwork greatclub); Full Atk +7 melee (1d10+4, masterwork greatclub); SA rage 1/day; SQ fast movement, uncanny dodge; AL CN; SV Fort +4, Ref +2, Will +1; Str 17, Dex 15, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Jump +12, Listen +8, Survival +6; Weapon Focus (greatclub)



*Possessions:* *Mithral chain shirt*, masterwork greatclub, masterwork dagger

*Rage:* Can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +4 to Strength and Constitution, +4 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. The rage lasts up to 6 rounds.

**Bodyguard 2:** Male Wood Elf Ranger 2: CR 2; Medium humanoid (elf); HD 2d8+2; hp 15; Init +3; Spd 30 ft. AC 17, touch 13, flat-footed 14 (+4 from *Mithral chain shirt*, +3 Dex); Base Atk +2; Grp +4; Atk +6 melee (1d8+2, masterwork longsword); Full Atk +4 melee (1d8+1/19-20, masterwork longsword) and +3 melee (1d4+1/18-20, masterwork kukri); AL CN; SV Fort +4, Ref +6, Will +1; Str 15, Dex 17, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Handle Animal +1, Hide +7, Listen +8, Move Silently +7, Spot +8, Survival +6; Track, Two-weapon Fighting, Weapon Focus (longsword)

*Possessions:* *Mithral chain shirt*, masterwork longsword, masterwork kukri

## Encounter 10

**Mazrok:** Male Gnoll Ranger 2/Warchief<sup>\*</sup>: CR 4; Medium humanoid (gnoll); HD 4d8+1d10+10; hp 35; Init +3; Spd 30 ft. AC 20, touch 13, flat-footed 17 (+4 from +1 studded leather armor, +2 from +1 buckler, +3 Dex, +1 natural); Base Atk +3; Grp +5; Atk +6 melee (1d8+2/x3, masterwork battleaxe) or +7 ranged (1d8+2/x3, masterwork composite longbow(+2)); Full Atk +6 melee (1d8+2, masterwork battleaxe) or +7 ranged (1d8+2/x3, masterwork composite longbow(+2)); SQ Darkvision 60 ft. ; AL LE; SV Fort +10, Ref +5, Will +2; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 8

*Skills and Feats:* Intimidate +1, Knowledge(nature) +7, Listen +3, Spot +4, Survival +7; Point Blank Shot, Precise Shot, Rapid Shot, Track

*Possessions:* +1 studded leather armor, masterwork battleaxe, +1 buckler, masterwork composite longbow(+2), +1 vest of resistance, *potion cure moderate wounds*

*Tribal Frenzy(Ex):* Mazrok can inspire a frenzy to members of his race and tribe that are within 30 feet of him and are able to hear him. So doing grants them a +2 enhancement bonus to their Strength, but deals 1 point of damage for each Hit Die they have per round.

*Languages:* Common, Gnoll

**Brask:** Male Gnoll barbarian 1: CR 2; Medium humanoid (gnoll); HD 2d8+1d12+9; hp 25; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17 (+6 from +1 breastplate, +1 Dex, +1 natural); Base Atk +2; Grp +5; Atk +6 melee (1d12+5/x3, +1 longaxe); Full Atk +6 melee (1d12+5/x3, +1 longaxe); SA Rage 1/day; SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +1, Will +1; Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 6

*Skills and Feats:* Jump +2, Listen +7; Exotic Weapon Proficiency (longaxe), Power Attack

*Possessions:* +1 breastplate, +1 longaxe, *gloves of fortunate striking*<sup>\*\*</sup>, *potion cure moderate wounds*

*Rage(Ex):* Brask can fly into a screaming frenzy once per encounter 1 time per day. This gives +4 to Strength and Constitution, +6 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Brask cannot use any skills that require patience or concentration while enraged. His rage lasts up to 8 rounds.

*Languages:* Gnoll

<sup>\*\*</sup> see Appendix 2: New Rules Items

**Arrna:** Female Gnoll Bard 2: CR 2; Medium humanoid (gnoll); HD 2d8+2d6+8; hp 26; Init +2; Spd 30 ft.; AC 16, touch 12, flat footed 14 (+3 from masterwork studded leather armor, +2 Dex, +1 natural); Base Atk +2; Grp +2; Atk +5 range (1d6/x3, masterwork shortbow) or +3 melee (1d8/19-20, masterwork longsword); Full Atk +5 ranged (1d6/x3, masterwork shortbow) or +3 melee (1d8/19-20, masterwork longsword); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +6, Will +4; Str 10, Dex 14, Con 15, Int 10, Wis 10, Cha 14

*Skills and Feats:* Concentration +9, Perform(oration) +9, Spellcraft +2; Extra Music<sup>\*\*</sup>, Lingering Song<sup>\*\*</sup>

*Possessions:* masterwork studded leather armor, masterwork shortbow, masterwork longsword, spell component pouch, masterwork dagger, +1 vest of resistance, *potion of invisibility*

*Spells Known:* (3/1; DC=12+spell level); o - *dancing lights, daze, flare, ghost sound, lullaby; 1st - cure light wounds, tasha's hideous laughter*

*Languages:* Common, Gnoll

<sup>\*\*</sup> see Appendix 2: New Rules Items

## Encounter 8

**Elite Sniper A:** Wood Elf Ranger 2: CR 2; Medium Humanoid (elf); HD 2d8+2, hp 14; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +2; Grp +4; Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (orc); AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +8, Move Silently +8, Spot +8, Listen +8, Survival +6; Rapid Shot, Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

**Elite Sniper B:** Wood Elf Ranger 2: CR 2; Medium Humanoid (elf); HD 2d8+2, hp 14; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +2; Grp +4; Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (halfling); AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +8, Move Silently +8, Spot +8, Listen +8, Survival +6; Rapid Shot, Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

**Elite Sniper C:** Wood Elf Ranger 2: CR 2; Medium Humanoid (elf); HD 2d8+2, hp 14; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +2; Grp +4; Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (human); AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +8, Move Silently +8, Spot +8, Listen +8, Survival +6; Rapid Shot, Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

**Elite Sniper D:** Wood Elf Ranger 2: CR 2; Medium Humanoid (elf); HD 2d8+2, hp 14; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 masterwork studded leather armor, +3 Dex); Base Atk +2; Grp +4; Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); Full Atk +7 ranged (1d8+2/x2 non-lethal, masterwork composite longbow(+2)); SQ Favored Enemy +2 (dwarf); AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 8, Wis 13, Cha 8

*Skills and Feats:* Hide +8, Move Silently +8, Spot +8, Listen +8, Survival +6; Rapid Shot, Track, Weapon Focus (longbow)

*Possessions:* masterwork studded leather armor, masterwork composite longbow(+2), dagger, 20 blunt arrows\*\*, tanglefoot bag

\*\* see Appendix 2: New Rules Items

**Arcane Sniper:** Wood Elf Sorcerer 6: CR 5; Medium Humanoid (elf); HD 6d4+9; hp 28; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+4 precast extended mage armor, +4 extended shield, +2 Dex); Base Atk +3; Grp +3; Atk +6 ranged (1d8/x2 non-lethal, masterwork composite longbow); Full Atk +6 ranged (1d8/x2 non-lethal, masterwork composite longbow); familiar (toad); AL N; SV Fort +3, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 11, Wis 10, Cha 18

*Skills and Feats:* Concentration +13, Spellcraft +9; Skill Focus(concentration), Fiery Spell\*, Nonlethal Substitution(fire)\*\*

*Spells Known:* (6/5/6/4; Base DC=14+spell level); 0 - acid splash, detect magic, ray of frost, message, resistance, mage hand, prestidigitation; 1st - mage armor, shield, true strike, lesser orb of fire(!); 2nd - scorching ray, glitterdust; 3rd dispel magic

The sorcerer will **always** use non-lethal spells, either via the nonlethal substitution feat, or non-damaging spells. This is reflected in his CR.

*Possession:* masterwork composite longbow, 20 blunt arrows\*\*, dagger, tanglefoot bag, spell component pouch, +2 *cloak of charisma*, lesser *metamagic rod of extend* (1 use remaining for today)

\*\* see Appendix 2: New Rules Items

## Encounter 9

**Yiska:** Wood Elf Druid 7 CR 7; Medium humanoid (elf); HD 7d8+14; hp 52; Init +1; Spd 20 ft. AC 21, touch 12, flat-footed 20 (+6 from +1 dragonhide breastplate, +3 from +1 heavy darkwood shield, +1 ring of protection, +1 Dex); Base Atk +5; Grp +5; Atk +5 melee (1d6+1, +1 sickle); Full Atk +5 melee (1d6+1, +1 sickle); SQ Animal companion, nature sense, wild empathy,

woodland stride, trackless step, resist nature's lure, wild shape; AL CN; SV Fort +8, Ref +4, Will +9; Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 8

*Skills and Feats:* Concentration +12, Handle Animal +5, Knowledge(nature) +9, Spellcraft +10, Survival +14; Combat Casting, Natural Spell, Shielded Casting\*\*

*Possessions:* +1 dragonhide breastplate, +1 heavy darkwood shield, +1 sickle, masterwork dagger, +1 ring of protection, +1 cloak of resistance, spell component pouch, pearl of power (1st)

*Spells Prepared:* (6/5/4/3/1; Base DC=13+spell level); 0 - create water, cure minor wounds, detect magic, guidance, flare, naturewatch; 1st - cure light wounds, faerie fire, produce flame, entangle, magic fang; 2nd - bull's strength, bear's endurance, chill metal, flame blade; 3rd - call lightning, cure moderate wounds, greater magic fang; 4th - arc of lightning\*\*

*Languages:* Druidic, Elven, Common

\*\* see Appendix 2: New Rules Items

**Snarl:** Dire Wolf animal companion; Large animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 17, touch 11, flat-footed 14 (-1 size, +3 from masterwork studded leather barding, +2 Dex, +3 natural); Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

*Skills and Feats:* Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

*Possessions:* masterwork studded leather barding

*Tricks:* Combat Riding, Attack all

**Bodyguard 1:** Wood Elf Barbarian 3; CR 3; Medium humanoid (elf); HD 3d12+3; hp 29; Init +2; Spd 40 ft. AC 17, touch 12, flat-footed 17 (+5 from +1 Mithral chain shirt, +2 Dex); Base Atk +3; Grp +6; Atk +8 melee (1d10+5, +1 greatclub); Full Atk +8 melee (1d10+5, +1 greatclub); SA Rage 1/day; SQ Uncanny dodge, fast movement, trap sense; AL CN; SV Fort +4, Ref +3, Will +2; Str 17, Dex 15, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Climb +4, Jump +12, Listen +9, Survival +7; Weapon Focus (greatclub), Power Attack

*Possessions:* +1 Mithral chain shirt, +1 greatclub, masterwork dagger

**Bodyguard 2:** Wood Elf Ranger 3; CR 3; Medium humanoid (elf); HD 3d8+3; hp 21; Init +3; Spd 30 ft. AC 18, touch 13, flat-footed 15 (+5 from +1 Mithral chain shirt, +3 Dex); Base Atk +3; Grp +5; Atk +7 melee (1d8+3/19-20, +1 longsword); Full Atk +5 melee (1d8+3/19-20, +1 longsword) and +5 melee (1d4+1/18-

20, masterwork kukri); SQ wild empathy, favored enemy +2 (human); AL CN; SV Fort +4, Ref +6, Will +2; Str 15, Dex 17, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Handle Animal +2, Hide +8, Listen +9, Move Silently +7, Spot +9, Survival +7; Endurance, Track, Two-weapon Fighting, Weapon Focus (longsword), Weapon Focus (kukri)

*Possessions:* +1 Mithral chain shirt, +1 longsword, masterwork kukri

## Encounter 10

**Mazrok:** Male Gnoll Ranger 2/Warchief<sup>®</sup> 3; CR 6; Medium humanoid (gnoll); HD 4d8+3d10+14; hp 51; Init +3; Spd 30 ft. AC 21, touch 14, flat-footed 18 (+4 from +1 studded leather armor, +2 from +1 buckler, +1 ring of protection, +3 Dex, +1 natural); Base Atk +5; Grp +7; Atk +8 melee (1d8+3/x3, +1 battleaxe) or +10 ranged (1d8+3/x3, +1 composite longbow(+2)); Full Atk +8 melee (1d8+3/x3, +1 battleaxe) or +10 range (1d8+3/x3, +1 composite longbow(+2)); SA ; SQ Darkvision 60 ft.; AL LE; SV Fort +12, Ref +8, Will +4; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 10

*Skills and Feats:* Intimidate +4, Knowledge(nature) +7, Listen +3, Sense Motive +2, Spot +4, Survival +7; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow)

*Possessions:* +1 studded leather armor, +1 battleaxe, +1 buckler, +1 composite longbow(+2), +1 vest of resistance, +1 ring of protection, potion cure serious wounds

**Tribal Frenzy(Ex):** Mazrok can inspire a frenzy to members of his race and tribe that are within 30 feet of him and are able to hear him. So doing grants them a +4 enhancement bonus to their Strength, but deals 1 point of damage for each Hit Die they have per round.

*Languages:* Common, Gnoll

\*\* see Appendix 2: New Rules Items

**Brask:** Male Gnoll barbarian 3; CR 4; Medium humanoid (gnoll); HD 2d8+3d12+15; hp 45; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 18 (+6 from +1 breastplate, +1 Dex, +1 natural); Base Atk +4; Grp +8; Atk +9 melee (1d12+7/x3, +1 longaxe); Full Atk +9 melee (1d12+7/x3, +1 longaxe); SA Rage 1/day; SQ Darkvision 60 ft., uncanny dodge, trap sense, fast movement; AL NE; SV Fort +10, Ref +3, Will +3; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 6

*Skills and Feats:* Jump +7, Listen +9; Exotic Weapon Proficiency (longaxe), Power Attack

*Possessions:* +1 breastplate, +1 longaxe, +1 cloak of resistance, gloves of fortunate striking\*\*, potion cure moderate wounds

*Languages:* Gnoll

\*\* see Appendix 2: New Rules Items

**Arrna:** Female Gnoll Bard 4: CR 4; Medium humanoid (gnoll); HD 2d8+4d6+12; hp 38; Init +2; Spd 30 ft.; AC 17, touch 12, flat footed 15 (+4 from +1 studded leather armor, +2 Dex, +1 natural); Base Atk +4; Grp +4; Atk +7 ranged (1d6/x3, masterwork shortbow) or +5 melee (1d8/19-20, masterwork longsword); Full Atk +7 ranged (1d6/x3, masterwork shortbow) or +5 melee (1d8/19-20, masterwork longsword); SA ; SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +7, Will +5; Str 10, Dex 14, Con 15, Int 10, Wis 10, Cha 16

*Skills and Feats:* Concentration +11, Knowledge(arcana) +5, Perform(oratory) +12, Spellcraft +7; Chant of Fortitude\*\*, Extra Music\*\*, Lingering Song\*\*

*Spells Known:* (3/3/1; DC=13+spell level); 0 - *dancing lights, daze, flare, ghost sound, lullaby, prestidigitation; 1st - cure light wounds, inspirational boost tasha's hideous laughter; 2nd - cure moderate wounds, glitterdust*

*Possessions:* +1 studded leather armor, masterwork shortbow, masterwork longsword, spell component pouch, masterwork dagger, +2 cloak of charisma, +1 vest of resistance, *potion of invisibility*

*Languages:* Common, Gnoll

\*\* see Appendix 2: New Rules Items

## APL 8

### Encounter 8

**Wild Elf:** Ranger 4; CR 4; Medium humanoid (elf); HD 4d8+4; hp 27; Init +4; Spd 30 ft. AC 18, touch 14, flat-footed 14 (+4 from +1 studded leather armor, +4 Dex); Base Atk +4; Grp +6; Atk +7 melee (1d8+3/19-20, masterwork longsword) or +9 ranged (1d8+2, masterwork composite longbow(+2)); Full Atk +7 melee (1d8+3/19-20, masterwork longsword) or +9 ranged (1d8+2, masterwork composite longbow(+2)); SQ Favored enemy +2 (human); AL CN; SV Fort +5, Ref +8, Will +2; Str 14, Dex 18, Con 13, Int 8, Wis 12, Cha 8

*Skills and Feats:* Hide +16, Listen +10, Move Silently +16, Spot +10, Survival +8; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track

*Possessions:* +1 studded leather armor, masterwork composite longbow (+2), masterwork longsword, masterwork dagger, spell component pouch, *cloak of elvenkind*, *boots of elvenkind*

*Spells Prepared:* (1; Base DC=11+spell level); 1st - *resist energy*

*Languages:* Elven

**Wild Elf:** Scout 4; CR 4; Medium humanoid (elf); HD 4d8+8; hp 31; Init +9; Spd 40 ft. AC 16, touch 12, flat-footed 16 (+4 from +1 studded leather armor, +2 Dex); Base Atk +3; Grp +6; Atk +7 melee (1d8+5/19-20, masterwork longsword) or +6 ranged (1d8+2, masterwork composite longbow(+2)); Full Atk +7 melee (1d8+5/19-20, masterwork longsword) or +6 ranged (1d8+2, masterwork composite longbow(+2)); SA Skirmish; SQ fast movement, uncanny dodge, trackless step; AL CN; SV Fort +5, Ref +7, Will +2; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 8

*Skills and Feats:* Disable Device +8, Hide +9, Jump +14, Listen +8, Move Silently +9, Search +7, Speak Language (Draconic), Spot +9, Survival +5, Tumble +11; Improved Initiative, Quick Reconnoiter\*\*, Distracting Attack\*\*

*Possessions:* +1 studded leather armor, masterwork composite longbow(+2), +1 longsword, masterwork dagger, masterwork thieves tools, +1 vest of resistance

*Languages:* Elven

*Uncanny Dodge(Ex):* retains Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

*Trackless Step(Ex):* leaves no trail in natural surroundings, and cannot be tracked unless he chooses to.

*Fast Movement(Ex):* speed increases (limited by armor and encumbrance)

*Trapfinding(Ex):* can use the Search skill to locate traps when the task has a DC higher than 20. Can use the Disable Device skill to disarm magic traps.

*Skirmish(Ex):* For any round in which he moves at least 10' away from where he was at the start of his turn he gains 1d6 damage and a +1 competence bonus to AC. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted.

*Battle Fortitude(Ex):* gains a +1 competence on Fortitude saves and initiative checks

\*\* see Appendix 2: New Rules Items

**Wild Elf:** Druid 4; CR 4; Medium humanoid (elf); HD 4d8+8; hp 31; Init +0; Spd 30 ft. AC 15, touch 10, flat-footed 15 (+3 from +1 leather armor, +2 from caster's shield); Base Atk +3; Grp +3; Atk +4 melee (1d6/18-20, masterwork scimitar); Full Atk +4 melee (1d6/18-20, masterwork scimitar); SQ Nature sense, wild empathy, trackless step, woodland stride, resist nature's lure; AL CN; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 10

*Skills and Feats:* Concentration +9, Handle Animal +4, Heal +8, Knowledge(nature) +12, Spellcraft +8, Survival +12; Combat Casting, Scribe Scroll

*Possessions:* +1 leather armor, *caster's shield* (with *scroll of cure light wounds*), masterwork scimitar, *scroll speak with animals*, 1 x scroll *faerie fire*, 1 x scroll *lesser restoration*, 1 x scroll *resist energy*, 1 x wand *lesser vigor* (20 charges); healer's kit x2

*Spells Prepared:* (5/4/3; Base DC=13+spell level); 0 - *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*; 1st - *entangle*, *cure light wounds*, *produce flame*, *obscuring mist*; 2nd - *chill metal*, *flame blade*, *barkskin*

*Languages:* Elven, Sylvan, Druidic

### Druid's animal companion:

**Dire badger:** Medium Animal; HD 3d8+15, hp 28; Init +3; Spd 30 ft., burrow 10 ft; AC 19, touch 13, flat-footed 16 (+3 from masterwork studded leather barding, +3 Dex, +3 natural); Base Atk +2; Grp +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, claw) and +4 melee (1d4+2, claw) and -1 melee (1d6+1, bite); SA Rage; SQ low-light vision, scent; AL N; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10

*Skills and Feats:* Listen +6, Spot +6; Alertness, Toughness, Track

*Possessions:* *Collar of Obedience\*\**, masterwork studded leather barding

\*\* see Appendix 2: New Rules Items

**Wild Elf:** Sorcerer 4; Medium Humanoid (elf); HD 4d4+8, hp 24; Init +1; Spd 30 ft; AC 16, touch 12, flat-footed 15 (+4 precast mage armor, +1 ring of protection); Base Atk +2; Grp +2; Atk +3 melee (1d4, masterwork dagger) or +4 ranged (1d8, masterwork longbow); SQ familiar; AL CN; SV Fort +4, Ref +3, Will +4; Str 10, Dex 12, Con 14, Int 8, Wis 8, Cha 19

*Skills and Feats:* Concentration +7; Alertness (if within 5' of familiar), Draconic Heritage (red)\*\*; Draconic Power\*\*

*Possessions:* masterwork dagger, masterwork longbow, 20 arrows, +1 vest of resistance, +1 ring of protection, spell component pouch, memento magica (1st)!

*Spells known:* (6/6/4, base DC=14+spell level, +1 for fire spells); 0 - *acid splash, detect magic, flare, message, prestidigitation, ray of frost; 1st - burning hands, mage armor, magic missile; 2nd - scorching ray*

*Familiar:* toad familiar

*Languages:* Elven, Draconic

\*\* see Appendix 2: New Rules Items

## Encounter 9

**Yiska:** Female Wood Elf Druid 9 CR 9; Medium humanoid (elf); HD 9d8+18; hp 66; Init +1; Spd 20 ft. AC 21, touch 12, flat-footed 20 (+6 from +1 dragonhide breastplate, +3 from +1 heavy darkwood shield, +1 ring of protection, +1 Dex); Base Atk +6; Grp +6; Atk +6 melee (1d6+1, +1 sickle); Full Atk +7/+2 melee (1d6+1, +1 sickle); SQ Wild shape, venom immunity, trackless step, resist nature's lure, woodland stride, wild empathy; AL N; SV Fort +9, Ref +5, Will +12; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 8

*Skills and Feats:* Concentration +14, Handle Animal +6, Knowledge(nature) +10, Spellcraft +12, Survival +18; Combat Casting, Elephant's Hide\*\*, Natural Spell, Shielded Casting\*\*

*Possessions:* +1 dragonhide breastplate, +1 heavy darkwood shield, +1 sickle, masterwork dagger, +1 ring of protection, +1 cloak of resistance, +2 periapt of wisdom, spell component pouch, pearl of power (1st)

*Spells Prepared:* (6/6/5/4/3/2; Base DC=15+spell level); 0 - *create water, cure minor wounds, detect magic, guidance, flare, naturewatch; 1st - cure light wounds (x2), faerie fire, produce flame, entangle, magic fang; 2nd - barkskin, bull's strength, bear's endurance, chill metal, flame blade; 3rd - call lightning, cure moderate wounds, greater magic fang, spikes\* 4th - arc of lightning\*\*, cure serious wounds, ice storm; 5th - animal growth, wall of fire*

\*\* see Appendix 2: New Rules Items

**Snarl:** Dire Wolf animal companion; Large animal; HD 8d8+24; hp 60; Init +3; Spd 50 ft; AC 19, touch 11, flat-footed 17 (-1 size, +4 from +1 studded leather barding, +3 Dex, +3 natural); Base Atk +6; Grp +18; Atk +14 melee (1d8+12, bite); Full Atk +14 melee (1d8+12, bite); SA Trip; SQ Low-light vision, Link, Share Spells, Evasion, scent; AL N; SV Fort +10, Ref +10, Will +8; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10

*Skills and Feats:* Hide +1, Listen +8, Move Silently +5, Spot +8, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

*Possessions:* +1 studded leather barding, +1 cloak of resistance

**Bodyguard 1:** Male Wood Elf Barbarian 5; CR 5; Medium humanoid (elf); HD 5d12+5; hp 45; Init +2; Spd 40 ft. AC 17, touch 12, flat-footed 17 (+5 from +1 Mithral chain shirt, +2 Dex); Base Atk +5; Grp +9; Atk +11 melee (1d10+7, +1 greatclub); Full Atk +11 melee (1d10+7, +1 greatclub); SA Rage 1/day; SQ Fast movement, uncanny dodge, improved uncanny dodge, trap sense; AL CN; SV Fort +6, Ref +4, Will +3; Str 18, Dex 15, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Climb +7, Jump +13, Listen +11, Survival +8; Weapon Focus (greatclub), Power Attack

*Possessions:* +1 Mithral chain shirt, +1 greatclub, +1 cloak of resistance, masterwork dagger

**Bodyguard 2:** Male Wood Elf Ranger 5; CR 5; Medium humanoid (elf); HD 5d8+5; hp 33; Init +3; Spd 30 ft. AC 18, touch 13, flat-footed 15 (+5 from +1 Mithral chain shirt, +3 Dex); Base Atk +5; Grp +8; Atk +10 melee (1d8+4/19-20, +1 longsword); Full Atk +8 melee (1d8+4/19-20, +1 longsword) and +8 melee (1d4+2/18-20, +1 kukri); SA Favored enemy (human +4, orc +2); AL CN; SV Fort +5, Ref +7, Will +2; Str 16, Dex 17, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Handle Animal +3, Hide +9, Listen +11, Move Silently +9, Spot +11, Survival +9; Endurance, Track, Two-weapon Fighting, Weapon Focus (longsword), Weapon Focus (kukri)

*Possessions:* +1 Mithral chain shirt, +1 longsword, +1 kukri

*Spells prepared:* (1; Base DC=11+spell level) 1st - *resist energy*

## Encounter 10

**Mazrok:** Male Gnoll Ranger 2/Warchief<sup>®</sup> 4; CR 7; Medium humanoid (gnoll); HD 4d8+4d10+16; hp 59; Init +4; Spd 30 ft. AC 22, touch 15, flat-footed 18 (+4 from +1 studded leather armor, +2 from +1 buckler, +1 ring of protection, +4 Dex, +1 natural); Base Atk +6; Grp

+8; Atk +9 melee (1d8+3/x3, +1 battleaxe) or +12 ranged (1d8+3/x3, +1 composite longbow(+2)); Full Atk +9/+4 melee (1d8+3/x3, +1 battleaxe) or +12/+7 ranged (1d8+3/x3, +1 composite longbow(+2)); SA Favored enemy (human +2); SQ Darkvision 60 ft.; AL LE; SV Fort +13, Ref +9, Will +5; Str 15, Dex 19, Con 14, Int 10, Wis 10, Cha 10

*Skills and Feats:* Intimidate +5, Knowledge(nature) +7, Listen +3, Sense Motive +3, Spot +4, Survival +7; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow)

*Possessions:* +1 studded leather, +1 battleaxe, +1 buckler, +1 composite longbow(+2), +1 vest of resistance, +1 ring of protection, +2 gloves of dexterity, *potion cure serious wounds*

*Tribal Frenzy* (Ex): Mazrok can inspire a frenzy to members of his race and tribe that are within 30 feet of him and are able to hear him. So doing grants them a +4 enhancement bonus to their Strength, but deals 1 point of damage for each Hit Die they have per round.

*Languages:* Common, Gnoll

\*\* see Appendix 2: New Rules Items

**Brask:** Male Gnoll barbarian 5: CR 6; Medium humanoid (gnoll); HD 2d8+5d12+21; hp 65; Init +1; Spd 40 ft.; AC 18, touch 11, flat-footed 18 (+6 from +1 Mithral breastplate, +1 Dex, +1 natural); Base Atk +6; Grp +10; Atk +11 melee (1d12+7/x3, +1 longaxe); Full Atk +11/+6 melee (1d12+7/x3, +1 longaxe); SA Rage 1/day; SQ Darkvision 60 ft., uncanny dodge, improved uncanny dodge, trap sense; AL NE; SV Fort +11, Ref +3, Will +3; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 6

*Skills and Feats:* Jump +17, Listen +11; Gnoll Ferocity\*\*, Exotic Weapon Proficiency (longaxe), Power Attack

*Possessions:* +1 Mithral breastplate, +1 longaxe, +1 cloak of resistance, *gloves of fortunate striking\*\**, *potion cure serious wounds*

\*\* see Appendix 2: New Rules Items

**Arrna:** Female Gnoll Bard 6: CR 6; Medium humanoid (gnoll); HD 2d8+6d6+24; hp 58; Init +2; Spd 30 ft.; AC 18, touch 13, flat footed 16 (+4 from +1 studded leather armor, +1 ring of protection, +2 Dex, +1 natural); Base Atk +5; Grp +5; Atk +8 ranged (1d6/x3, masterwork shortbow) or +6 melee (1d8/19-20, masterwork longsword); Full Atk +8 ranged (1d6/x3, masterwork shortbow) or +6 melee (1d8/19-20, masterwork longsword); SQ Darkvision 60 ft.; AL NE; SV Fort +9, Ref +8, Will +6; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 16

*Skills and Feats:* Concentration +14, Knowledge(arcana) +5, Perform(oratory) +14, Spellcraft

+9, Use Magic Device +9; Chant of Fortitude\*\*, Extra Music\*\*, Linger Song\*\*

*Languages:* Common, Gnoll

*Spells Known:* (3/4/3; DC=13+spell level); 0 - *dancing lights, daze, flare, ghost sound, lullaby, prestidigitation; 1st - cure light wounds, grease, inspirational boost, tasha's hideous laughter; 2nd - calm emotions, cure moderate wounds, glitterdust*

*Possessions:* +1 studded leather armor, masterwork shortbow, masterwork longsword, spell component pouch, masterwork dagger, +2 cloak of charisma, +1 vest of resistance, +1 ring of protection, *potion of invisibility*

\*\* see Appendix 2: New Rules Items

**Trgh:** Male Troll: CR 5; Large Giant; HD 6d8+36;hp 63; Init +2; Speed 30'; AC 21 (-1 size, +5 from rhinohide armor, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk: +4; Grp +14; Attack +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, claw) and +9 melee (1d6+6 claw) and +4 melee (1d6+3, bite). Space/Reach 10ft./10ft., SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL NE; Save Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

*Skills and Feats:* Listen +4, Spot +5; Alertness, Iron Will, Track

*Possessions:* *rhinohide armor, +1 cloak of resistance*

## Encounter 8

**Wild Elf:** Ranger 7: CR 7; Medium humanoid (elf); HD 7d8+7; hp 45; Init +4; Spd 30 ft. AC 19, touch 15, flat-footed 16 (+4 from +1 studded leather armor, +1 ring of protection, +4 Dex); Base Atk +7; Grp +9; Atk +10 melee (1d8+3/19-20, masterwork longsword) or +13 ranged (1d8+3, +1 composite longbow(+2)); Full Atk +9/+4 melee (1d8+3/19-20, masterwork longsword) or +13/+8 range (1d8+3, +1 composite longbow(+2)); SQ Favored enemy (human[+4]), (orc[+2]); AL CN; SV Fort +7, Ref +10, Will +4; Str 14, Dex 18, Con 13, Int 8, Wis 12, Cha 8

*Skills and Feats:* Hide +19, Listen +13, Move Silently +19, Spot +18, Survival +11; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Manyshot, Track, Weapon Focus (longbow)

*Possessions:* +1 studded leather armor, +1 composite longbow (+2), masterwork longsword, masterwork dagger, spell component pouch, +1 ring of protection, +1 vest of resistance, cloak of elvenkind, boots of elvenkind, eyes of the eagle

*Spells Prepared* (2; Base DC=11+spell level); 1st - resist energy, entangle

*Languages:* Elven

**Wild Elf:** Scout 7: Medium humanoid (elf); HD 7d8+14; hp 52; Init +9; Spd 40 ft. AC 16, touch 12, flat-footed 16 (+4 from +1 studded leather armor, +2 Dex); Base Atk +5; Grp +8; Atk +9 melee (1d8+5/19-20, +1 longsword bane vs. humans) or +8 ranged (1d8+2, masterwork composite longbow(+2)); Full Atk +9 melee (1d8+5/19-20, +1 longsword bane vs. humans) or +8 ranged (1d8+2, masterwork composite longbow(+2)); AL CN; SV Fort +6, Ref +8, Will +3; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 8

*Skills and Feats:* Disable Device +11, Hide +12, Jump +14, Listen +11, Move Silently +12, Search +10, Speak Language (Draconic), Spot +12, Survival +8, Tumble +14; Dodge, Improved Initiative, Quick Reconnoiter\*\*, Distracting Attack\*

*Possessions:* +1 studded leather armor, masterwork composite longbow(+2), +1 longsword (bane vs. humans), masterwork dagger, masterwork thieves tools, +1 vest of resistance

*Languages:* Elven

*Uncanny Dodge*(Ex): Retains Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

*Trackless Step*(Ex): Leaves no trail in natural surroundings, and cannot be tracked unless he chooses to.

*Evasion*(Ex): On a successful Reflex save against a magical attack takes no damage

*Fast Movement*(Ex): speed increases (limited by armor and encumbrance)

*Trapfinding*(Ex): Can use the Search skill to locate traps when the task has a DC higher than 20. Can use the Disable Device skill to disarm magic traps.

*Skirmish*(Ex): For any round in which he moves at least 10' away from where he was at the start of his turn he gains 2d6 damage and a +2 competence bonus to AC. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted.

*Battle Fortitude*(Ex): Gains a +1 competence on Fortitude saves and initiative checks

*Flawless Stride*(Ex): Can move through any terrain that slows movement at full speed and without suffering damage or impairment. Magically manipulated areas still hamper him.

**Wild Elf** Druid 7: CR 7; Medium humanoid (elf); HD 7d8+14; hp 52; Init +0; Spd 30 ft. AC 16, touch 11, flat-footed 16 (+3 from +1 leather armor, +2 caster's shield, +1 ring of protection); Base Atk +5; Grp +5; Atk +5 melee (1d6/18-20, masterwork scimitar); Full Atk +5 melee (1d6/18-20, masterwork scimitar); SA ; SQ Wild shape, resist nature's lure, woodland stride, wild empathy, nature sense, trackless step; AL CN; SV Fort +8, Ref +3, Will +10; Str 10, Dex 10, Con 14, Int 12, Wis 19, Cha 10

*Skills and Feats:* Concentration +12, Handle Animal +6, Heal +10, Knowledge(nature) +15, Speak Language (Draconic), Spellcraft +11, Survival +16; Combat Casting, Scribe Scroll, Natural Spell

*Possessions:* +1 leather armor, caster's shield (with scroll of cure moderate wounds (3<sup>rd</sup>) level), masterwork scimitar, scroll speak with animals, scroll faerie fire, scroll lesser restoration, scroll resist energy, wand lesser vigor (20 charges), healer's kit x2, +1 ring of protection, +2 periapt of wisdom, +1 cloak of resistance

*Spells Prepared:* (6/5/4/3/2; Base DC=14+spell level); 0 - create water, cure minor wounds, detect magic, detect poison, guidancex2; 1st - entanglex2, cure light wounds, produce flame, obscuring mist; 2nd - barkskin, bear's endurance, chill metal, flame blade; 3rd - cure moderate wounds, greater magic fang, wind wall; 4th - freedom of movement, ice storm

*Languages:* Elven, Sylvan, Druidic

Druid's animal companion:



**Dire wolf:** Large Animal; HD 6d8+18, hp 45; Init +2; Spd 50 ft.; AC 18, touch 11, flat-footed 16 (-1 size, +4 from +1 studded leather barding, +2 Dex, +3 natural); Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Face/Reach: 10'/5'; SA Trip; SQ low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

*Skills and Feats:* Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

*Possessions:* Collar of obedience\*\*, +1 studded leather barding

\*\* see Appendix 2: New Rules Items

**Wild Elf:** Medium Humanoid (elf); HD 7d4+14, hp 39; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15 (+4 precast mage armor, +1 ring of protection, +1 Dex); Base Atk +2; Grp +2; Atk +4 melee (1d4, masterwork dagger) or +5 ranged (1d8, masterwork longbow); SQ familiar; AL CN; SV Fort +5, Ref +4, Will +5; Str 10, Dex 12, Con 14, Int 8, Wis 8, Cha 21

*Skills and Feats:* Concentration +10; Alertness (if within 5' of familiar), Draconic Heritage (red) \*\*, Draconic Power\*\*, Spell Focus (evocation)

*Possessions:* masterwork dagger, masterwork longbow, 20 arrows, +1 vest of resistance, +1 ring of protection, spell component pouch, +2 cloak of charisma, memento magica (1st)\*\*

*Spells known:* (6/7/7/5, base DC=15+spell level, +1 for fire spells, +1 for evocation spells); 0 - acid splash, detect magic, flare, message, prestidigitation, ray of frost, touch of fatigue; 1st - burning hands, mage armor, magic missile, ray of enfeeblement, shield; 2nd - flaming sphere, glitterdust, scorching ray; 3rd - fireball, haste

*Languages:* Elven, Draconic

Familiar: toad familiar

diminutive magical beast; HD 7, hp 19; Init +1; Spd 5 ft.; AC 19, touch 15, flat-footed 18; Base Atk: +3; Grp -14; Atk -; SA ;SQ deliver touch spells, share spells, empathic link, improved evasion, speak with animals of its kind, speak with master, low-light vision; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4

*Skills and Feats:* Hide +21, Listen +4, Spot +4; Alertness

\*\* see Appendix 2: New Rules Items

## Encounter 9

**Yiska:** Female Wood Elf Druid 11 CR 11; Medium humanoid (elf); HD 11d8+22; hp 80; Init +1; Spd 20 ft. AC 21, touch 12, flat-footed 20 (+6 from +1 dragonhide

breastplate, +3 from +1 heavy darkwood shield, +1 ring of protection, +1 Dex); Base Atk +8; Grp +8; Atk +9 melee (1d6+1, +1 sickle); Full Atk +9/+4 melee (1d6+1, +1 sickle); SQ Wild shape, resist nature's lure, woodland stride, wild empathy, nature sense, trackless step; AL N; SV Fort +10, Ref +5, Will +13; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 8

*Skills and Feats:* Concentration +16, Handle Animal +6, Knowledge(nature) +12, Spellcraft +14, Survival +20; Combat Casting, Elephant's Hide\*\*, Natural Spell, Shielded Casting\*\*

*Possessions:* +1 dragonhide breastplate, +1 heavy darkwood shield, +1 sickle, masterwork dagger, +1 ring of protection, +1 cloak of resistance, +2 periapt of wisdom, spell component pouch, pearl of power (1st)

*Spells Prepared:* (6/7/5/5/4/3/1; Base DC=15+spell level); 0 - create water, cure minor wounds, detect magic, guidance, flare, naturewatch; 1st - cure light wounds (x2), faerie fire, produce flame, entangle, magic fang, snake's swiftness\*\*, 2nd - barkskin, bull's strength, bear's endurance, chill metal, flame blade; 3rd - call lightning, cure moderate wounds, greater magic fang, poison, spikes\*\*, 4th - arc of lightning\*\*, cure serious wounds, flame strike, ice storm; 5th - animal growth, stonewall, wall of fire; 6th - fires of purity\*\*

\*\* see Appendix 2: New Rules Items

**Snarl:** Dire Wolf animal companion; Large animal; HD 8d8+32; hp 68; Init +3; Spd 50 ft.; AC 21, touch 12, flat-footed 18 (-1 size, +4 from +1 studded leather barding, +3 Dex, +5 natural); Base Atk +6; Grp +18; Atk +14 melee (1d8+12, bite); Full Atk +14 melee (1d8+12, bite); SA Trip; SQ Low-light vision, Link, Share Spells, Evasion, scent; AL N; SV Fort +10, Ref +10, Will +8; Str 26, Dex 16, Con 19, Int 2, Wis 12, Cha 10

*Skills and Feats:* Hide +1, Listen +8, Move Silently +5, Spot +8, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

*Possessions:* +1 studded leather barding, +1 cloak of resistance, +2 amulet of health

Tricks: Combat riding, Attack all, track

**Bodyguard 1:** Male Wood Elf Barbarian 7 CR 7; Medium humanoid (elf); HD 7d12+7; hp 61; Init +2; Spd 40 ft. AC 18, touch 13, flat-footed 18 (+5 from +1 Mithral chain shirt, +1 ring of protection, +2 Dex); Base Atk +7; Grp +12; Atk +14 melee (1d10+8, +1 greatclub); Full Atk +14/+9 melee (1d10+8, +1 greatclub); SA Rage 2/day; SQ DR 1/-; AL CN; SV Fort +7, Ref +5, Will +4; Str 20, Dex 15, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Climb +10, Jump +14, Listen +13, Survival +11; Weapon Focus (greatclub), Power Attack, Instantaneous Rage\*\*

*Possessions:* +1 Mithral chain shirt, gauntlets of ogre power, +1 ring of protection, +1 greatclub, +1 cloak of resistance, masterwork dagger

\*\* see Appendix 2: New Rules Items

**Bodyguard 2:** Male Wood Elf Ranger 7 CR 7; Medium humanoid (elf); HD 7d8+7; hp 45; Init +3; Spd 30 ft. AC 18, touch 13, flat-footed 15 (+5 from +1 Mithral chain shirt, +3 Dex); Base Atk +7; Grp +10; Atk +12 melee (1d8+4/19-20, +1 longsword); Full Atk +10/+5 melee (1d8+4/19-20, +1 longsword) and +10/+5 melee (1d4+2/15-20, +1 keen kukri); SA Favored enemy (human +4), (elf +2); AL CN; SV Fort +7, Ref +9, Will +4; Str 16, Dex 17, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats:* Handle Animal +4, Hide +11, Listen +13, Move Silently +10, Spot +13, Survival +11; Endurance, Improved Favored Enemy\*\*, Track, Two-weapon Fighting, Improved Two-weapon Fighting, Weapon Focus (longsword), Weapon Focus (kukri)

*Possessions:* +1 Mithral chain shirt, +1 longsword, +1 keen kukri, +1 vest of resistance

*Spells prepared:* (2; Base DC=11+spell level) 1st - cure light wounds, resist energy

\*\* see Appendix 2: New Rules Items

## Encounter 10

**Mazrok:** Male Gnoll Ranger 2/Warchief\*\* 5: CR 8; Medium humanoid (gnoll); HD 4d8+5d10+18; hp 67; Init +4; Spd 30 ft. AC 22, touch 15, flat-footed 18 (+4 from +1 studded leather of light fortification, +2 from +1 buckler, +1 ring of protection, +4 Dex, +1 natural); Base Atk +6; Grp +8; Atk +9 melee (1d8+3/x3, +1 battleaxe) or +13 ranged (1d8+4/x3, +2 composite longbow(+2)); Full Atk +9/+4 melee (1d8+3/x3, +1 battleaxe) or +13/+8 range (1d8+4/x3, +2 composite longbow(+2)); SQ Darkvision 60 ft.; AL LE; SV Fort +13, Ref +9, Will +5; Str 15, Dex 19, Con 14, Int 10, Wis 10, Cha 10

*Skills and Feats:* Intimidate +6, Knowledge(nature) +7, Listen +3, Sense Motive +4, Spot +4, Survival +7; Improved Favored Enemy(human), Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow)

*Possessions:* +1 studded leather of light fortification, +1 battleaxe, +1 buckler, +2 composite longbow(+2), +1 vest of resistance, +1 ring of protection, +2 gloves of dexterity, potion of cure serious wounds

*Tribal Frenzy(Ex):* Mazrok can inspire a frenzy to members of his race and tribe that are within 30 feet of him and are able to hear him. So doing grants them a +6 enhancement bonus to their Strength, but deals 1 point of damage for each Hit Die they have per round.

*Languages:* Common, Gnoll

**Brask:** Male Gnoll Barbarian 6: CR 7; Medium humanoid (gnoll); HD 2d8+6d12+32; hp 83; Init +2; Spd 40 ft.; AC 19, touch 12, flat-footed 19 (+6 from +1 Mithral breastplate, +1 ring of protection, +2 Dex, +1 natural); Base Atk +7; Grp +11; Atk +12 melee (1d12+7/x3, +1 longaxe); Full Atk +12/+7 melee (1d12+7/x3, +1 longaxe); SA Rage 2/day; SQ Darkvision 60 ft.; AL NE; SV Fort +13, Ref +5, Will +3; Str 18, Dex 14, Con 18, Int 8, Wis 12, Cha 6

*Skills and Feats:* Climb +4, Jump +18, Listen +12; Gnoll Ferocity\*\*, Exotic Weapon Proficiency (longaxe), Power Attack

*Possessions:* +1 Mithral breastplate, +1 longaxe, +1 cloak of resistance, +2 amulet of health, +1 ring of protection, gloves of fortunate striking\*\*, potion of enlarge person, potion of cure serious wounds

\*\* see Appendix 2: New Rules Items

**Arrna:** Female Gnoll Bard 8: CR 8; Medium humanoid (gnoll); HD 2d8+8d6+30; hp 72; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+4 from +1 studded leather armor, +1 ring of protection, +2 Dex, +1 natural); Base Atk +7; Grp +7; Atk +10 ranged (1d6/x3, masterwork shortbow) or +8 melee (1d8/19-20, masterwork longsword); Full Atk +10/+5 ranged (1d6/x3, masterwork shortbow) or +8/+3 melee (1d8/19-20, masterwork longsword); SA ; SQ Darkvision 60 ft.; AL NE; SV Fort +9, Ref +9, Will +7; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 16

*Skills and Feats:* Concentration +16, Knowledge(arcana) +5, Perform(oratory) +16, Spellcraft +11, Use Magic Device +15; Chant of Fortitude\*\*, Extra Music\*\*, Ironskin Chant\*\*, Lingering Song\*\*

*Spells Known:* (3/4/4/2; DC=13+spell level); 0 - dancing lights, daze, flare, ghost sound, lullaby, prestidigitation; 1st - cure light wounds, grease, inspirational boost, tasha's hideous laughter; 2nd - calm emotions, cure moderate wounds, glitterdust, invisibility, sound burst; 3rd - cure serious wounds, dispel magic, haste

*Possessions:* +1 studded leather armor, masterwork shortbow, masterwork longsword, spell component pouch, masterwork dagger, +2 cloak of charisma, +1 vest of resistance, +1 ring of protection, potion of invisibility

*Languages:* Common, Gnoll

\*\* see Appendix 2: New Rules Items

**Trgh:** Male Troll Barbarian1/WarHulk\*\*3; CR 9; Large Giant; HD 6d8+4d12+80; hp 141; Init +3; Spd 30 ft/x4; AC 22, touch 12, flat-footed 19 (-1 size, +5 from rhinohide armor, +3 Dex, +5 natural); Base Atk +5; Grp

+21; Atk +17 melee (3d6+19+1d6, *large +1 merciful Adamantine warmace*) or +16 melee (1d6+12, claw) or +16 range (2d8+12, rock); Full Atk +17 melee (3d6+19+1d6, *large +1 merciful Adamantine warmace*) or +16 (1d6+12, claw) and +16 (1d6+12, claw) and +11 melee (1d6+6, bite) or +16 range (2d8+12, rock); Space/Reach 10ft./10ft.; SA Rend 2d6+18;SQ Darkvision 90 ft., low-light vision, regeneration 5, Fast Movement(Ex), Rage, Ability Boost(Ex), No Time to Think(Ex), Great Swing(Ex), Mighty Rock Throwing(Ex), Scent; AL NE; SV Fort +19, Ref +7, Will +6; Str 34, Dex 17, Con 26, Int 6, Wis 10, Cha 4

*Skills and Feats:* Intimidate +0, Jump +16; Iron Will, Power Attack, Cleave, Reckless Rage\*\*

*Possessions:* *rhinohide armor*, *large +1 merciful adamantine warmace*, *+1 cloak of resistance*, pouch with five 50 lb. rocks

*Rage(Ex):* Trgh can fly into a screaming frenzy once per encounter, up to 1 time per day. This gives +6 to Strength and Constitution, +30 hit points, and a +2 morale bonus to Will saves, but gives a -4 penalty to AC. Cannot use any skills that require patience or concentration while enraged. His rage lasts up to 13 rounds.

*Rend(Ex):* If Trgh hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+18 points of damage.

*Ability Boost(Ex):* Trgh's strength is boosted by +6.

*No Time to Think(Ex):* Trgh is considered to have 0 ranks in Intelligence-, Wisdom-, and Charisma-based skills, except the Intimidate skill.

*Great Swing(Ex):* Trgh can make a great sweeping swing with a melee weapon. As a full-round action, he can choose three squares adjacent to one another that he threatens. His attack applies to all creatures in those squares. He makes one attack roll, which applies to each defender.

*Mighty Rock Throwing(Ex):* Trgh can throw rocks that deal 2d8 points of damage with a range increment of 50 ft. He uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

*Languages:* Giant, Gnoll

\*\* see Appendix 2: New Rules Items

## Encounter 8

**Wild Elf:** Ranger 9: Medium Humanoid (elf); HD 9d8+18; hp 66; Init +5; Spd 30 ft. AC 21, touch 16, flat-footed 16 (+4 from +1 studded leather armor, +1 ring of protection, +5 Dex, +1 natural); Base Atk +9; Grp +11; Atk +12 melee (1d8+4/19-20, +1 *longsword*) or +16 range (1d8+3, +1 *composite longbow*(+2)); Full Atk +12/+7 melee (1d8+4/19-20, +1 *longsword*) or +16/+11 range (1d8+3, +1 *composite longbow*(+2)); SQ Favored enemy (human[+4]), (orc[+2]), evasion, woodland stride, wild empathy, swift tracker; AL NG; SV Fort +9, Ref +12, Will +5; Str 14, Dex 20, Con 14, Int 8, Wis 12, Cha 8

*Skills and Feats:* Hide +22, Listen +15, Move Silently +22, Spot +20, Survival +13; Endurance, Die Hard, Point Blank Shot, Precise Shot, Rapid Shot, Manyshot, Track, Weapon Focus (longbow)

*Possessions:* +1 *studded leather armor*, +1 *composite longbow* (+2), +1 *longsword*, masterwork dagger, spell component pouch, +1 ring of protection, +1 *vest of resistance*, *cloak of elvenkind*, *boots of elvenkind*, +1 *amulet of natural armor*, +2 *gloves of dexterity*, eyes of the eagle

*Spells Prepared* (2; Base DC=11+spell level); 1st - *resist energy*, *entangle*

Languages: Elven

**Wild Elf:** Scout 9 Medium humanoid (elf); HD 9d8+18; hp 66; Init +10; Spd 40 ft. AC 20, touch 14, flat-footed 19 (+5 from +2 studded leather armor, +1 ring of protection, +3 Dex, +1 natural); Base Atk +6; Grp +10; Atk +11 melee (1d8+7/19-20, +1 *longsword bane vs. humans*) or +10 ranged (1d8+2, masterwork composite longbow(+2)); Full Atk +11/+6 melee (1d8+7/19-20, +1 *longsword bane vs. humans*) or +10/+5 range (1d8+2, masterwork composite longbow(+2)); SA skirmish +3d6; SQ Uncanny dodge, evasion, trackless step, trapfinding, battle fortitude, flawless stride; AL CN; SV Fort +7, Ref +10, Will +4; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 8

*Skills and Feats:* Disable Device +13, Hide +15, Jump +15, Listen +13, Move Silently +15, Search +12, Speak Language (Draconic), Spot +14, Survival +10, Tumble +17; Dodge, Mobility, Spring Attack, Improved Initiative, Quick Reconnoiter\*\*, Distracting Attack\*\*

*Possessions:* +2 studded leather, masterwork composite longbow(+2), +1 *longsword* (bane vs. humans), masterwork dagger, masterwork thieves tools, +1 *vest of resistance* +1, +1 ring of protection, gauntlets of ogre power, +1 *amulet of natural armor*

Languages: Elven

\*\* see Appendix 2: New Rules Items

**Wild Elf:** Druid 9: Medium humanoid (elf); HD 9d8+18; hp 66; Init +0; Spd 30 ft. AC 16, touch 11, flat-footed 16 (+3 from +1 leather armor, +2 from caster's shield, +1 ring of protection); Base Atk +6; Grp +6; Atk +7 melee (1d6/18-20, masterwork scimitar); Full Atk +7/+2 melee (1d6/18-20, masterwork scimitar); SA ; SQ Nature sense, wild empathy, wild shape, trackless step, resist nature's lure, venom immunity, woodland stride; AL CN; SV Fort +9, Ref +4, Will +13; Str 10, Dex 10, Con 14, Int 12, Wis 22, Cha 10

*Skills and Feats:* Concentration +14, Handle Animal +7, Heal +13, Knowledge(nature) +17, Speak Language (Draconic), Spellcraft +13, Survival +20; Combat Casting, Elephant's Hide\*\*, Scribe Scroll, Natural Spell

*Possessions:* +1 *leather armor*, *caster's shield* (with scroll of *cure moderate wounds*@3rd level), masterwork scimitar, scroll *speak with animals*, scroll *faerie fire*, scroll *lesser restoration*, scroll *resist energy*, wand *lesser vigor* (20 charges); healer's kit x2, +1 *ring of protection*, +4 *periapt of wisdom*, +1 *cloak of resistance*

*Spells Prepared:* (6/6/6/4/3/2; Base DC=16+spell level); 0 - *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidancex2*; 1st - *entanglex2*, *cure light wounds*, *faerie fire*, *produce flame*, *obscuring mist*; 2nd - *barkskinx2*, *bear's endurance*, *chill metal*, *flame blade*, *resist energy*; 3rd - *call lightning*, *cure moderate wounds*, *greater magic fang*, *wind wall*; 4th - *arc of lightning*\*\*, *dispel magic*, *freedom of movement*, *ice storm*; 5th - *animal growth*, *stoneskin*

Languages: Elven, Sylvan, Druidic

\*\* see Appendix 2: New Rules Items

### Druid's animal companion:

**Dire wolf:** Large Animal; HD 8d8+24, hp 45; Init +2; Spd 50 ft.; AC 21, touch 12, flat-footed 18 (-1 size, +4 from +1 studded leather barding, +3 Dex, +4 natural); Base Atk +4; Grp +16; Atk +12 melee (1d8+12, bite); Full Atk +12 melee (1d8+12, bite); SA Trip; SQ evasion, low-light vision, scent; AL N; SV Fort +8, Ref +8, Will +6; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10

*Skills and Feats:* Hide +1, Listen +7, Move Silently +1, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

*Possessions:* *Collar of obedience*\*\*, +1 *studded leather barding*

\*\* see Appendix 2: New Rules Items

**Wild Elf:** Sorcerer 9; Medium Humanoid (elf); HD 9d4+18, hp 49; Init +1; Spd 30 ft; AC 16, touch 12, flat-footed 15 (+4 precast mage armor, +1 ring of protection, +1 Dex); Base Atk +2; Grp +2; Atk +4 melee (1d4, masterwork dagger) or +5 ranged (1d8, masterwork longbow); SA ; SQ familiar; AL CN; SV Fort +6, Ref +5, Will +6; Str 10, Dex 12, Con 14, Int 8, Wis 8, Cha 24

*Skills and Feats:* Concentration +12; Alertness (if within 5' of familiar), Draconic Heritage (red)\*\*; Draconic Power\*\*, Spell Focus (evocation), Greater Spell Focus (evocation)

*Possessions:* masterwork dagger, masterwork longbow, 20 arrows, +1 vest of resistance, +1 ring of protection, spell component pouch, +4 cloak of charisma, metamagic rod of sculpting, lesser\*\*, memento magica (1st)\*\*

*Spells known:* (6/7/8/8/5, base DC=17+spell level, +1 for fire spells, +2 for evocation spells); 0 - acid splash, detect magic, flare, light, message, prestidigitation, ray of frost, touch of fatigue; 1st - burning hands, mage armor, magic missile, ray of enfeeblement, shield; 2nd - flaming sphere, glitterdust, invisibility, scorching ray; 3rd - dispel magic, fireball, haste; 4th - fire shield, wall of fire

*Languages:* Elven, Draconic

\*\* see Appendix 2: New Rules Items

**Familiar:** toad familiar diminutive magical beast; HD 9, hp 24; Init +1; Spd 5 ft; AC 20, touch 15, flat-footed 19; Base Atk: +4; Grp -13; Atk -; SA ;SQ deliver touch spells, share spells, empathic link, improved evasion, speak with animals of its kind, speak with master, low-light vision; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4

*Skills and Feats:* Hide +21, Listen +4, Spot +4; Alertness

## Encounter 9

**Yiska:** Female Wood Elf Druid 13 CR 13; Medium humanoid (elf); HD 13d8+26; hp 94; Init +1; Spd 20 ft. AC 21, touch 12, flat-footed 20 (+6 from +1 dragonhide breastplate, +3 from +1 heavy darkwood shield, +1 ring of protection, +1 Dex); Base Atk +9; Grp +9; Atk +10 melee (1d6+1, +1 sickle); Full Atk +10/+5 melee (1d6+1, +1 sickle); SQ animal companion, nature sense, wild empathy, woodland stride, a thousand faces, wild shape, venom immunity, trackless step, resist nature's lure; AL N; SV Fort +11, Ref +6, Will +15; Str 10, Dex 12, Con 14, Int 10, Wis 23, Cha 8

*Skills and Feats:* Concentration +18, Handle Animal +7, Knowledge(nature) +13, Spellcraft +16,

Survival +23; Combat Casting, Elephant's Hide\*\*, Mobile Spellcasting\*\*, Natural Spell, Shielded Casting\*\*

*Possessions:* +1 dragonhide breastplate, +1 heavy darkwood shield, +1 sickle, masterwork dagger, +1 ring of protection, +1 cloak of resistance, +4 periapt of wisdom, spell component pouch, pearl of power (1st)

*Spells Prepared:* (6/7/7/5/5/4/3/1; Base DC=16+spell level); 0 - create water, cure minor wounds, detect magic, guidance, flare, naturewatch; 1st - cure light wounds (x2), faerie fire, produce flame, entangle, magic fang, snake's swiftness\*\*, 2nd - barkskin, bull's strength, bear's endurance, chill metal, flame blade, nature's favor\*\*, mass snake's swiftness\*\*, 3rd - call lightning, cure moderate wounds, greater magic fang, poison, spikes\*\*, 4th - arc of lightning\*\*(x2), cure serious wounds, flame strike, ice storm; 5th - animal growth, baleful polymorph, stonewall, wall of fire; 6th - antilife shell, fires of purity\*\*, wall of stone; 7th - heal

\*\* see Appendix 2: New Rules Items

**Snarl:** Dire Wolf animal companion; Large animal; HD 10d8+40; hp 85; Init +3; Spd 50 ft.; AC 23, touch 13, flat-footed 20 (-1 size, +4 from +1 studded leather barding, +3 Dex, +7 natural); Base Atk +7; Grp +18; Atk +15 melee (2d6+12, bite); Full Atk +15 melee (2d6+12, bite); SA Trip; SQ Low-light vision, Link, Share Spells, Evasion, scent; AL N; SV Fort +12, Ref +11, Will +9; Str 27, Dex 17, Con 19, Int 2, Wis 12, Cha 10

*Skills and Feats:* Hide +1, Listen +9, Move Silently +5, Spot +9, Survival +2; Alertness, Improved Natural Attack (bite), Run, Track, Weapon Focus (bite)

*Possessions:* +1 leather armor barding, +1 cloak of resistance, +2 amulet of health

*Tricks:* Combat riding, Attack all, Seek, Track

**Bodyguard 1:** Male Wood Elf Barbarian 9; CR 9; Medium humanoid (elf); HD 9d12+14; hp 86; Init +3; Spd 40 ft. AC 19, touch 14, flat-footed 19 (+5 from +1 Mithral chain shirt, +1 ring of protection, +3 Dex); Base Atk +9; Grp +14; Atk +16 melee (1d10+8, +1 greatclub); Full Atk +16/+11 melee (1d10+8, +1 greatclub); SA Rage 3/day; SQ DR 2/-, fast movement, uncanny dodge, improved uncanny dodge, trap sense; AL CN; SV Fort +9, Ref +7, Will +5; Str 20, Dex 16, Con 14, Int 8, Wis 12, Cha 8

*Skills and Feats:* Climb +10, Intimidate +1, Jump +14, Listen +5, Survival +13; Weapon Focus (greatclub), Power Attack, Instantaneous Rage\*\*, Greater Resiliency\*\*

*Possessions:* +1 Mithral chain shirt, gauntlets of ogre power, +2 amulet of health, +1 ring of protection, +1 greatclub, +1 cloak of resistance, masterwork dagger

*Rage*. can fly into a screaming frenzy once per encounter, up to 3 times per day. This gives +4 to Strength and Constitution, +18 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. The rage lasts up to 7 rounds.

\*\* see Appendix 2: New Rules Items

**Bodyguard 2:** Male Wood Elf Ranger 9; CR 9; Medium humanoid (elf); HD 9d8+9; hp 57; Init +4; Spd 30 ft. AC 19, touch 14, flat-footed 15 (+5 from +1 Mithral chain shirt, +4 Dex); Base Atk +9; Grp +12; Atk +14 melee (1d8+4/17-20, +1 *longsword*); Full Atk +12/+7 melee (1d8+4/17-20, +1 *longsword*) and +12/+7 melee (1d4+2/15-20, +1 *keen kukri*); SA Favored enemy (human +4, elf +2); SQ animal companion, woodland stride, swift tracker, wild empathy, evasion; AL CN; SV Fort +9, Ref +12, Will +6; Str 16, Dex 18, Con 12, Int 8, Wis 12, Cha 8

*Skills and Feats*: Handle Animal +4, Hide +14, Listen +15, Move Silently +13, Spot +15, Survival +13; Endurance, Improved Critical (*longsword*), Improved Favored Enemy\*\*, Track, Two-weapon Fighting, Improved Two-weapon Fighting, Weapon Focus (*longsword*), Weapon Focus (*kukri*)

*Possessions*: +1 *Mithral chain shirt*, +1 *longsword*, +1 *keen kukri*, +2 *vest of resistance*

*Spells prepared*: (2; Base DC=11+spell level) 1st - *cure light wounds*, *resist energy*

\*\* see Appendix 2: New Rules Items

## Encounter 10

**Mazrok:** Male Gnoll Ranger 2/Warchief\*\* 8; CR 11; Medium humanoid (gnoll); HD 4d8+8d10+36; hp 103; Init +5; Spd 30 ft. AC 23, touch 16, flat-footed 18 (+4 from +1 studded leather armor, +2 from +1 buckler, +1 ring of protection, +5 Dex, +1 natural); Base Atk +9; Grp +11; Atk +12 melee (1d8+3/x3, +1 *battleaxe*) or +17 range (1d8+4/x3, *oathbow*); Full Atk +12/+7 melee (1d8+3/x3, +1 *battleaxe*) or +17/+12 range (1d8+4/x3, *oathbow*); SA Favored enemy (human +2) ; SQ Darkvision 60 ft. ; AL LE; SV Fort +16, Ref +11, Will +7; Str 15, Dex 20, Con 16, Int 10, Wis 10, Cha 12

*Skills and Feats*: Intimidate +10, Knowledge(nature) +7, Listen +3, Sense Motive +7, Spot +4, Survival +7; Improved Favored Enemy(human), Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Woodland Archer\*\*

*Languages*: Common, Gnoll

*Possessions*: +2 *amulet of health*, +1 *studded leather armor of light fortification*, +1 *battleaxe*, +1

*buckler*, *oathbow*, +1 *vest of resistance*, +1 *ring of protection*, +2 *gloves of dexterity*, *potion of cure serious wounds*x2

*Tribal Frenzy*(Ex): Mazrok can inspire a frenzy to members of his race and tribe that are within 30 feet of him and are able to hear him. So doing grants them a +8 enhancement bonus to their Strength, but deals 1 point of damage for each Hit Die they have per round.

*Devoted Bodyguards*(Ex): Once per round, whenever Mazrok is hit by an attack, he may make a DC 15 Reflex save to have that attack affect an adjacent tribe member instead.

\*\* see Appendix 2: New Rules Items

**Brask:** Male Gnoll barbarian 8; CR 9; Medium humanoid (gnoll); HD 2d8+8d12+40; hp 105; Init +2; Spd 40 ft.; AC 20, touch 13, flat-footed 18 (+6 from +1 Mithral breastplate, +1 ring of protection, +2 Dex, +1 natural); Base Atk +9; Grp +13; Atk +15 melee (1d12+7/x3, +1 *longaxe*); Full Atk +15/+10 melee (1d12+7/x3, +1 *longaxe*); SA Rage 3/day; SQ Darkvision 60 ft., DR 1/-, uncanny dodge, improved uncanny dodge, trap sense; AL NE; SV Fort +14, Ref +5, Will +4; Str 18, Dex 14, Con 18, Int 8, Wis 12, Cha 6

*Skills and Feats*: Climb +6, Jump +20, Listen +14; Gnoll Ferocity\*\*, Exotic Weapon Proficiency (*longaxe*), Power Attack, Weapon Focus (*greataxe*)

*Languages*: Gnoll

*Possessions*: +1 *Mithral breastplate*, +1 *longaxe*, +1 *cloak of resistance*, +2 *amulet of health*, +1 *ring of protection*, *gloves of fortunate striking*\*\*, *potion of enlarge person*, *potion of cure serious wounds*

*Rage*(Ex): Brask can fly into a screaming frenzy once per encounter 3 times per day. This gives +4 to Strength and Constitution, +20 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. Brask cannot use any skills that require patience or concentration while enraged. His rage lasts up to 9 rounds.

\*\* see Appendix 2: New Rules Items

**Arrna:** Female Gnoll Bard 9; CR 9; Medium humanoid (gnoll); HD 2d8+9d6+44; hp 90; Init +2; Spd 30 ft.; AC 18, touch 13, flat footed 16 (+4 from +1 studded leather armor, +1 ring of protection, +2 Dex, +1 natural); Base Atk +7; Grp +7; Atk +10 ranged (1d6/x3, *masterwork shortbow*) or +8 melee (1d8/19-20, *masterwork longsword*); Full Atk +10/+5 ranged (1d6/x3, *masterwork shortbow*) or +8/+3 melee (1d8/19-20, *masterwork longsword*); SA ; SQ Darkvision 60 ft.; AL NE; SV Fort +11, Ref +9, Will +7; Str 10, Dex 14, Con 18, Int 10, Wis 10, Cha 16

*Skills and Feats*: Concentration +18, Knowledge(arcana) +5, Perform(oratory) +17, Spellcraft

+13, Use Magic Device +17; Chant of Fortitude\*\*, Extra Music\*\*, Ironskin Chant\*\*, Lingering Song\*\*

*Languages:* Common, Gnoll

*Spells Known:* (3/4/4/3; DC=13+spell level); 0 - *dancing lights, daze, flare, ghost sound, lullaby, prestidigitation; 1st - cure light wounds, grease, inspirational boost, tasha's hideous laughter; 2nd - calm emotions, cure moderate wounds, glitterdust, invisibility, sound burst; 3rd - cure serious wounds, dispel magic, haste*

*Possessions:* +1 *studded leather armor*, masterwork shortbow, masterwork longsword, spell component pouch, masterwork dagger, +2 *cloak of charisma*, +1 *vest of resistance*, +1 *ring of protection*, +2 *amulet of health*, potion of *invisibility*, potion of *cure serious wounds*

**Trgh:** Male Troll Bbn1/WarHulk\*\*5; CR 11; Large Giant; HD 6d8+6d12+108; hp 183; Init +4; Spd 30 ft/x4; AC 23, touch 13, flat-footed 19 (-1 size, +5 rhinohide armor, +4 Dex, +5 natural); Base Atk +15; Grp +24; Atk +20 melee (3d6+23+1d6, *large +1 merciful Adamantine warmace*) or +19 melee (1d6+15, claw) or +19 range (2d8+15, rock); Full Atk +20 melee (3d6+23+1d6, *large +1 merciful Adamantine warmace*) or +19 (1d6+15, claw) and +19 (1d6+15, claw) and +14 melee (1d6+7, bite) or +19 range (2d8+15, rock); Space/Reach: 10ft./10ft.; SA Rend 2d6+22; SQ Darkvision 90 ft., low-light vision, regeneration 5, Fast Movement(Ex), Rage 1/day, Ability Boost(Ex), No Time to Think(Ex), Mighty Swing(Ex), Mighty Rock Throwing(Ex), Scent; AL NE; SV Fort +21, Ref +8, Will +6; Str 40, Dex 18, Con 28, Int 6, Wis 10, Cha 4

*Skills and Feats:* Intimidate +0, Jump +16; Combat Reflexes, Iron Will, Power Attack, Cleave, Reckless Rage\*\*

*Languages:* Giant, Gnoll

*Possessions:* *rhinohide armor*, large +1 *merciful adamantine warmace*, +1 *cloak of resistance*, pouch with five 50 lb. rocks, *gauntlets of ogre power*, +2 *amulet of health*

\*\* see Appendix 2: New Rules Items

## APPENDIX 2 – NEW RULES ITEMS

### NEW CLASSES

**Seeker of the Song** Prestige Class excerpt (from *Complete Adventurer* page 57)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeker Music
1 <sup>st</sup>	+0	+0	+0	+2	Rapture of the song (+2 AC), seeker music	Burning Melody

**Rapture of the Song (Su):** A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song. A seeker gains a +2 insight bonus to Armor Class when she uses her bardic music ability, seeker music, or a similar ability.

**Seeker Music:** A seeker of the song can use music or poetics to produce magical effects. Seeker music follows the same rules as bardic music (see page 29 of the *Player's Handbook*). Each use of seeker music costs one daily use of bardic music to activate. Seeker of the song levels stack with bard levels for purposes of determining how many daily uses of bardic music and seeker music the character has.

Some seeker music effects include a secondary effect, called a refrain. In any round when a seeker concentrates on a seeker music effect and expends another use of bardic music, she can activate the refrain associated with that seeker music effect. Using a refrain is a swift action (see page 86) that does not provoke attacks of opportunity. The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

**Burning Melody (Su):** A seeker of the song with 14 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over fire through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

**Burning Melody, Refrain:** When she uses the refrain with her burning melody, a seeker shoots a 30-foot cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC 10 + the seeker's ranks in the Perform skill) halves the damage.

**Scout** base class excerpt (from *Complete Adventurer* page 12)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2 <sup>nd</sup>	+1	+0	+3	+0	Battle fortitude +1, uncanny dodge
3 <sup>rd</sup>	+2	+1	+3	+1	Fast movement +10 ft, skirmish (1d6, +1 AC), trackless step
4 <sup>th</sup>	+3	+1	+4	+1	Bonus feat
5 <sup>th</sup>	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6 <sup>th</sup>	+4	+2	+5	+2	Flawless stride
7 <sup>th</sup>	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8 <sup>th</sup>	+6/+1	+2	+6	+2	Camouflage, bonus feat
9 <sup>th</sup>	+6/+1	+3	+6	+3	Skirmish (+3d6, +3 AC)

**Hit Die:** d8

**Class Skills:** A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (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), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level:** (8 x Int modifier) x 4.



**Skill Points at Each Individual Level:** 8 + Int modifier

#### Class Features

All of the following are class features of the scout.

**Weapons 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 relies on mobility to deal extra damage and improve her defence. 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. This extra damage increases by 1d6 for every four levels gained above 1<sup>st</sup> (2d6 at 5<sup>th</sup>, 3d6 at 9<sup>th</sup>, 4d6 at 13<sup>th</sup> and 5d6 at 17<sup>th</sup> level).

This 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 only apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level, a 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 lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3<sup>rd</sup> (+2 at 7<sup>th</sup>, +3 at 11<sup>th</sup>, +4 at 15<sup>th</sup> and +5 at 19<sup>th</sup> level.)

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

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

**Uncanny Dodge (Ex):** Starting at 2<sup>nd</sup> level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

**Fast Movement (Ex):** Starting at 3<sup>rd</sup> level, a scout gains a +10 foot enhancement bonus to her base land speed. At 11<sup>th</sup> level, this bonus increases to +20 feet. See the monk class feature page 41 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step (Ex):** Beginning at 3<sup>rd</sup> level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

**Bonus Feats:** At 4<sup>th</sup> level and every four levels thereafter (8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup> and 20<sup>th</sup> level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation, Combat Expertise, Danger Sense, Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen, Improved Initiative, Improved Swimming, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter, Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

**Evasion (Ex):** Beginning at 5<sup>th</sup> level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

**Flawless Stride (Ex):** Starting at 6<sup>th</sup> 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.

**Camouflage (Ex):** Beginning at 8<sup>th</sup> level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**War Hulk** Prestige Class excerpt (from *Miniatures Handbook* page 23)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+0	+0	No time to think, ability boost (Str +2)
2 <sup>nd</sup>	+0	+3	+0	+0	Great swing, ability boost (Str +2)
3 <sup>rd</sup>	+0	+3	+1	+1	Mighty rock throwing, ability boost (Str +2)
4 <sup>th</sup>	+0	+4	+1	+1	Mighty swing, ability boost (Str +2)
5 <sup>th</sup>	+0	+4	+1	+1	Ability boost (Str +2)

**Hit Die:** d12

### Class Skills

The war hulk's class skills (and the key ability for each skill) are: Climb (Str), Intimidate (Cha), Jump (Str)

**Skill Points at Each Level:** 2 + Int modifier

**Weapon and Armor Proficiency:** War hulks gain no proficiency with any weapon or armor.

**Ability Boost (Ex):** As a war hulk gains levels in this prestige class, his Strength score increases as noted in the table. These increases stack.

**No Time to Think (Ex):** A character with levels in the war hulk prestige class is considered to have 0 ranks in all Intelligence-, Wisdom-, and Charisma-based skills (whether or not he has bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

**Great Swing (Ex):** Starting at 2<sup>nd</sup> level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally.

Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing.

The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row – an enemy, and ally, and another enemy – the war hulk can choose those three squares for the great swing but strike only the two enemies.

If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

**Mighty Rock Throwing (Ex):** Starting at 3<sup>rd</sup> level, a war hulk gains a powerful rock throwing ability. The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments.) The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

**Mighty Swing (Ex):** Starting at 4<sup>th</sup> level, a war hulk can make a mighty swing. A mighty swing is like a great swing, except that it is a standard action rather than a full-round action. Thus the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.

## Warchief excerpt (from *Miniatures Handbook* page 24)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+0	+2	Tribal Frenzy (Str +2)
2 <sup>nd</sup>	+1	+3	+0	+3	Ability Boost (Cha +2)
3 <sup>rd</sup>	+2	+3	+1	+3	Tribal Frenzy (Str +4)
4 <sup>th</sup>	+3	+4	+1	+4	-----
5 <sup>th</sup>	+3	+4	+1	+4	Tribal Frenzy (Str +6)
6 <sup>th</sup>	+4	+5	+2	+5	Ability Boost (Cha +2)
7 <sup>th</sup>	+5	+5	+2	+5	Tribal Frenzy (Str +8)
8 <sup>th</sup>	+6	+6	+2	+6	Devoted Bodyguards

**Hit Die:** d10

### Class Skills

The warchief's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str)

**Skill Points at Each Level:** 2 + Int modifier

### Class Features

**Weapon and Armor Proficiency:** Warchiefs gain no proficiency with any weapon or armor.

**Tribal Frenzy (Ex):** A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate this frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it.

The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to hear the warchief.

The frenzy grants a +2 enhancement bonus to the Strength scores of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1<sup>st</sup> level warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect.

Every two levels (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup>), the bonus to Strength increases by +2.

**Ability Boost (Ex):** As a warchief gains level in this prestige class, his Charisma score increases as noted on the table. These increases stack.

**Devoted Bodyguards (Ex):** Beginning at 8<sup>th</sup> level, once per round, whenever a warchief is hit by an attack, he may make a DC 15 Reflex save to have that attack affect an adjacent tribe member instead. The attack is treated as though it had hit the chosen bodyguard instead of the leader, regardless of the bodyguard's Armor Class or any other defensive effects. A tribe member may not serve as a bodyguard if it is dazed, stunned, paralyzed, or otherwise unable to act.

## NEW ITEMS

### Blunt Arrows (from *Races of the Wild*)

These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Weapon	Cost	Dmg(S)	Dmg(M)	Critical	Range Increment	Weight <sup>1</sup>	Type
arrow, blunt(20)	1gp	1d6	1d8	x2	50 ft	3 lb	B

<sup>1</sup> Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

### Collar of Obedience (from *Complete Adventurer*)

Any animal or magical beast wearing this collar becomes easier to handle. The DC of any Handle Animal check to handle, push, teach, train, or rear the wearer is decreased by 5.

A collar occupies the same space on the body as an amulet, brooch, or other item meant to be worn around the neck. Faint enchantment; CL 3rd; Craft Wondrous Item, charm animal; Price 1,500 gp; Cost 750 gp + 60 XP

### **Gloves of Fortunate Striking** (from the *Miniatures Handbook*)

Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate strike to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must use the second result even if it's lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again after he uses the gloves. The gloves can be used only after they are worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint divination; CL 3rd; Craft Wondrous Item, true strike; Price 2000 gp

### **Longaxe** from *Complete Adventurer*

A longaxe looks like a greataxe with an elongated haft. This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with the weapon can use the haft's extra length to attack foes more than 5 feet away as long as they are willing to forgo precision in favor of dealing extra damage.

If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage. When you use a longaxe in this manner, you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn once you make the decision. You cannot wield it as both a reach weapon and a normal weapon in the same turn.

Characters proficient with the longaxe can treat it as a greataxe for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

2 Handed Exotic Melee Weapon	Cost	Dmg(S)	Dmg(M)	Crit	Type	Weight <sup>1</sup>
Longaxe	35gp	1d10	1d12	x3	Slashing	15 lb.

<sup>1</sup>Weight is for a Medium weapon. A Small weapon weighs half as much, and a Large weapon weights twice as much.

### **Memento Magica** (from *Races of the Dragon*)

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a memento magica.

**Description:** A memento magica appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

**Effect:** A memento magica is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls (see Complete Divine page 6), much as a pearl of power is to casters who prepare spells. Once per day on command, a memento magica enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A memento magica can only recall a spell slot of the level it was created to hold. Different mementos magica exist for recalling one spell slot per day of each level from 1st through 9th.

Strong transmutation; CL 17th, Craft Wondrous Item; Price: 1,500 gp (1st)

### **Metamagic Rod of Sculpting, Lesser** (from *Complete Arcane*)

The wielder can cast up to three spells per day of 3rd level or lower whose areas can be modified as though using the Sculpt Spell feat.

Strong (no school); CL 17th; Craft Rod, Sculpt Spell; Price 5,400 gp

### **Songblade** (from *Complete Adventurer*)

Every move made with this +1 rapier fills the air with sweet sounds. While holding a songblade unsheathed, the sword's wielder gains a +2 enhancement bonus on Perform checks. A bard wielding a songblade can use her bardic music abilities one additional time per day. The blade is scored in a beautiful, intricate pattern, and air moving across this magical etching generates the music of a songblade. The blade's musical qualities do not function underwater, in a vacuum, or in other environments where air cannot freely pass over the blade.

Moderate transmutation; CL 8th, Craft Magic Arms and Armor, sculpt sound, creator must have bardic music class feature; Price 6,400 gp; Cost 3,360 gp + 243 XP

### **Warmace** from *Complete Warrior*

Exotic Weapon	Cost	Dmg(S)	Dmg(M)	Critical	Weight <sup>†</sup>	Type
Warmace	25 gp	1d10	1d12	x2	10 lb.	Bludgeoning

<sup>†</sup>weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

Anyone wielding a warmace takes a -1 penalty to Armor Class because the weight of the weapon makes it difficult to recover quickly from swinging it. A warmace is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a warmace two-handed as a martial weapon.

## **NEW FEATS**

### **Chant of Fortitude** [Bardic Music] from *Complete Adventurer*

You can channel the power of your bardic music to sustain your allies, allowing them to function even after receiving wounds that would cause others to falter.

**Prerequisites:** Bardic music, Concentration 9 ranks, Perform 9 ranks

**Benefit:** You can expend one daily use of your bardic music ability as an immediate action to provide all allies (including yourself) the benefit of the Diehard feat (see page 93 of the Player's Handbook) until the end of your next turn. You can use this feat multiple times consecutively to keep yourself and your allies conscious. Even while this feat is active, you or your allies die if reduced to -10 hit points or lower.

This feat does not function in an area of magical *silence*.

### **Distracting Attack** [General] from the *Miniatures Handbook*

You are skilled interfering with opponents in melee.

**Prerequisite:** Base attack bonus +1

**Benefit:** When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

**Special:** A fighter may select Distracting Attack as one of his fighter bonus feats.

### **Draconic Heritage** [Draconic] excerpt from *Complete Arcane*

You have greater connection with your distant draconic bloodline.

**Prerequisite:** Sorcerer level 1st

**Benefit:** Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon Kind	Energy Type	Skill
Red	Fire	Intimidate

**Draconic Power** [Draconic] from *Complete Arcane*

You have greater power manipulating the energies of your heritage.

**Prerequisite:** Draconic Heritage

**Benefit:** Your caster level increases by 1, and you add 1 to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

**Special:** If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

**Elephant's Hide** [Wild] from *Complete Divine*

You can thicken your skin to the toughness of an elephant's.

**Prerequisite:** Ability to wild shape into a Large creature.

**Benefit:** You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

**Extra Music** from *Complete Adventurer*

You can use your bardic music more often than you otherwise could.

**Prerequisite:** Bardic music

**Benefit:** You can use your bardic music four extra times per day.

**Normal:** Bards without the Extra Music feat can use bardic music once per day per bard level.

**Special:** You can gain this feat multiple times. Its effects stack.

**Fiery Spell** [Metamagic] from *Sandstorm*

Your fire magic is bolstered, further scorching your enemies.

**Benefit:** A fiery spell deals an extra 1 point of fire damage for each die of damage the spell deals. This feat can be applied only to spells with the fire descriptor. For example, if a 9th-level wizard with this feat casts a fiery fireball, the fireball deals 9d6+9 points of damage. A fiery spell uses up a spell slot one level higher than the spell's actual level.

**Gnoll Ferocity** from *Races of the Wild*

You embody the savage ferocity of your people. When you fly into a berserk rage, you can bite opponents with your powerful jaws.

**Prerequisites:** Gnoll, rage or frenzy ability

**Benefit:** When you use your rage ability, you gain a bite attack. This attack deals 1d6 points of damage, scaling normally with size (see Table 5-1, page 296 of the Monster Manual), plus your Strength bonus. Alternatively, you can make the bite attack as part of a full attack as a secondary weapon with a -5 penalty on the attack roll (your other attacks take no penalty), but in this case you only add half your Strength bonus on damage.

**Improved Favored Enemy** from *Complete Warrior*

You know how to hit your favored enemies where it hurts.

**Prerequisite:** Favored enemy ability, base attack bonus +5

**Benefit:** You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

**Instantaneous Rage** from *Complete Warrior*

You activate your rage instantly.

**Prerequisites:** Rage or frenzy ability.

**Benefit:** Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you or casts a spell

at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed  
Normal: You enter a rage only during your turn.

#### **Ironskin Chant** [Bardic Music] from *Complete Adventurer*

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

**Prerequisites:** Bardic music, Concentration 12 ranks, Perform 12 ranks.

**Benefit:** As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

This feat does not function in the area of magical *silence*.

#### **Lingering Song** from *Complete Adventurer*

Your inspiration bardic music stays with the listeners long after the last note has died away.

**Prerequisite:** Bardic music

**Benefit:** If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

#### **Mobile Spellcasting** from *Complete Adventurer*

Your focused concentration allows you to move while casting a spell.

**Prerequisites:** Concentration 8 ranks

**Benefit:** You can make a special Concentration check (DC 20+spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25+spell level.

#### **Nonlethal Substitution** [Metamagic] from *Complete Adventurer*

You can modify an energy spell to deal nonlethal damage.

**Prerequisite:** Knowledge(arcana) 5 ranks, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt – for example, a nonlethal fireball has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

#### **Quick Reconnoiter** from *Complete Adventurer*

You can learn a lot of information from just a quick scan of an area.

**Prerequisite:** Listen 5 ranks, Spot 5 ranks.

**Benefit:** You can make one Spot check and one Listen check each round as a free action.

You also gain a +2 bonus on initiative checks

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

#### **Reckless Rage** from *Races of Stone*

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

**Prerequisites:** 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. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

**Shielded Casting** from *Races of Stone*

You are skilled at covering yourself with your shield when casting spells in combat.

**Prerequisite:** Concentration 5 ranks, Combat Casting, Shield Proficiency

**Benefit:** As long as you have a light shield, heavy shield, or tower shield ready, you do not provoke attacks of opportunity for casting spells in combat.

**Sculpt Spell** [Metamagic] from *Complete Arcane*

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

**Tongue of Mouqol** [General, Regional] from *Dragon Magazine* #315

You know your way around business negotiations

**Regions:** Baklunish, Bissel, Ket.

**Benefit:** You receive a +3 bonus on Bluff checks and Diplomacy checks related to business dealings.

**Woodland Archer** [Tactical] from *Races of the Wild*

You have honed your archery ability in the wilds of the forest.

**Prerequisites:** Point Blank Shot, base attack bonus +6

**Benefit:** The Woodland Archer feat enables the user of three tactical manoeuvres.

*Adjust for Range:* To use this manoeuvre, you must shoot a projective weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

*Pierce the Foliage:* To use this manoeuvre, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

*Moving Sniper:* To use this manoeuvre, you must succeed on a sniping attack (see the Hide skill description, page 76 of the Player's Handbook), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

**Special:** A fighter may select Woodland Archer as one of his fighter bonus feats.



## NEW SPELLS

### **Arc of Lightning** (from *Spell Compendium*)

Conjuration (Creation) [Electricity]

**Level:** Druid 4, sorcerer/wizard 5, Windstorm 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

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

**Area:** A line between two creatures

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

### **Brambles** (from *Spell Compendium*)

Transmutation

**Level:** Cleric 2, Druid 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

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and also gains a +1 enhancement bonus per caster level on melee damage rolls (maximum +10). This spell only works on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, and arrow, or a metal mace.

Material Component: A small thorn

### **Fires of Purity** (from *Spell Compendium*)

Evocation [Fire]

**Level:** Druid 6, Purification 6, sorcerer/wizard 6

**Components:** V,S,DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** see text

**Spell Resistance:** Yes (harmless); see text

The creature you touch bursts into magical flames that do not harm the subject, but are capable of harming anyone else who comes into the contact with the creature.

With a successful melee attack, the subject deals an extra 1 point of fire damage per caster level (maximum +15). If the defender has spell resistance, it applies to this effect. Creatures that make successful melee attacks against the subject are susceptible to the same damage unless they attack with weapons that have reach, such as longspears.

The subject of fires of purity takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, the subject takes no damage on a successful save.

**Inspirational Boost** (from *Spell Compendium*)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Bard 1

**Components:** V,S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round or special; see text

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

**Orb of Fire, Lesser** (from *Spell Compendium*)

Conjuration (Creation) [Fire]

**Level:** Sorcerer/Wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

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

**Effect:** One orb of fire

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

**Nature's Favor** (from *Spell Compendium*)

Evocation

**Level:** Druid 2, ranger 2

**Components:** V,S,DF

**Casting Time:** 1 swift action

**Range:** Touch

**Target:** Animal touched

**Duration:** 1 minute

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You grant the subject animal a +1 luck bonus on attack rolls and damage rolls for every three caster levels you possess (maximum +5)

**Snake's Swiftmess** (from *Spell Compendium*)

Transmutation

**Level:** Druid 1, sorcerer/wizard 2

**Components:** V,S,M/DF

**Casting Time:** 1 standard action

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

**Target:** One allied creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

**Snake's Swiftmess, Mass** (from *Spell Compendium*)

Transmutation

**Level:** Druid 2, sorcerer/wizard 3

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

**Targets:** Allied creatures in a 20-ft. radius burst.

This spell functions like snake's swiftmess, except that it affects multiple allies out to medium range.

**Spikes** (from *Spell Compendium*)

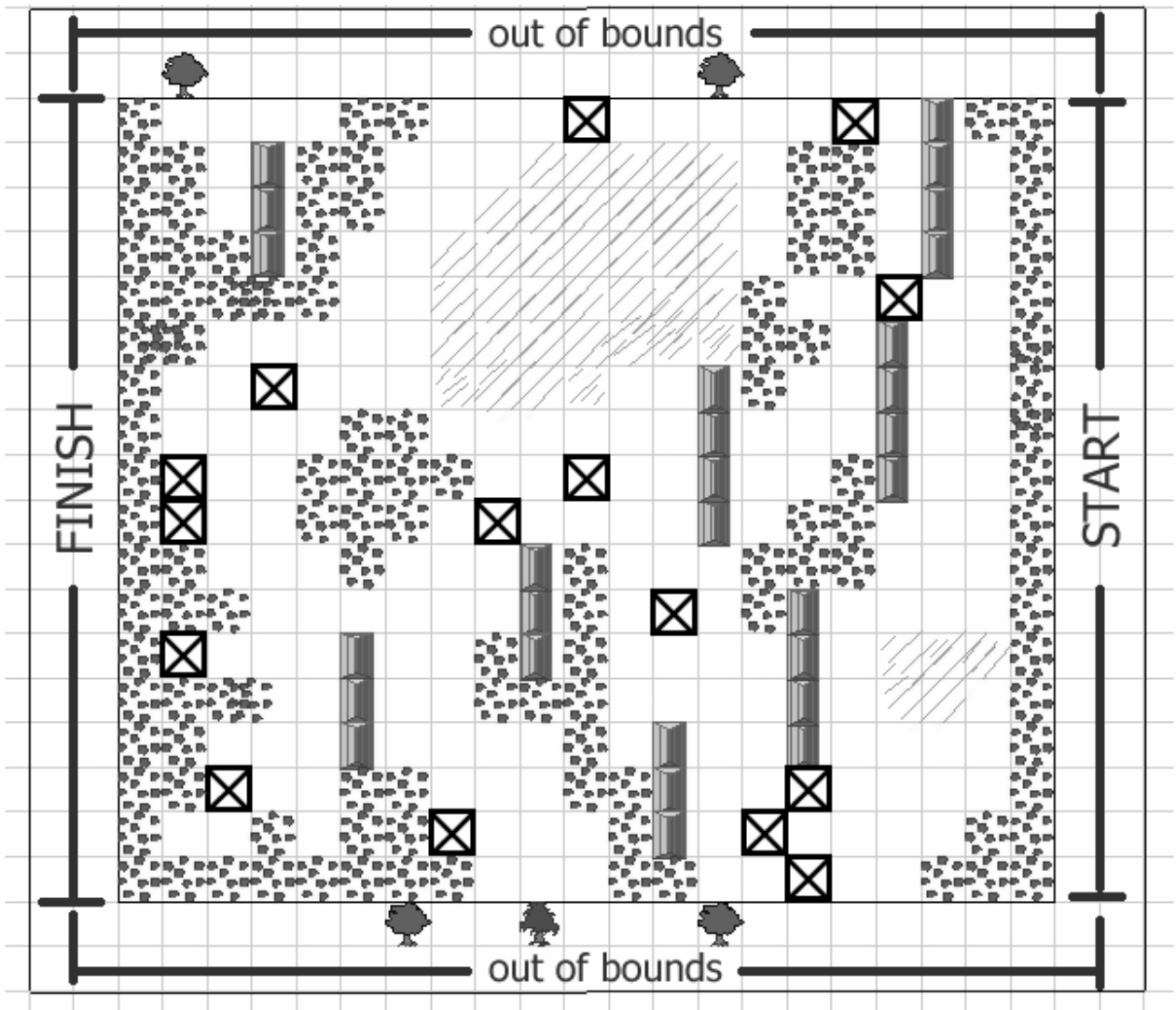
Transmutation

**Level:** Cleric 3, druid 3







This spell functions like brambles, except that the affected weapon gains a +2 enhancement bonus on its attack rolls, and its threat range is doubled. This effect does not stack with other effects that increase a weapon's threat range, such as the Improved Critical feat.

# APPENDIX 3 – MAPS

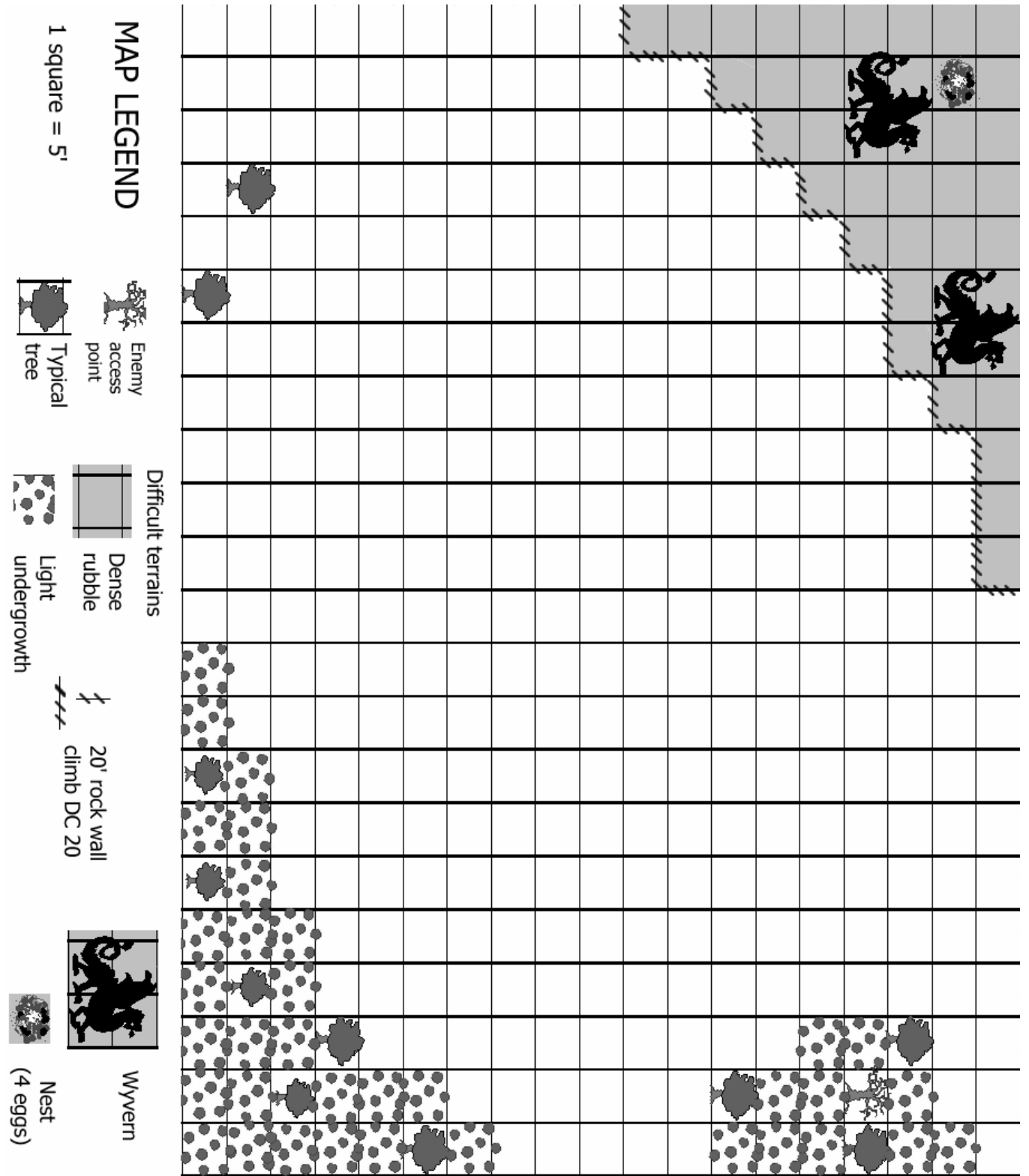
## Encounter 8 (APL 2 – 6) – The Obstacle Course



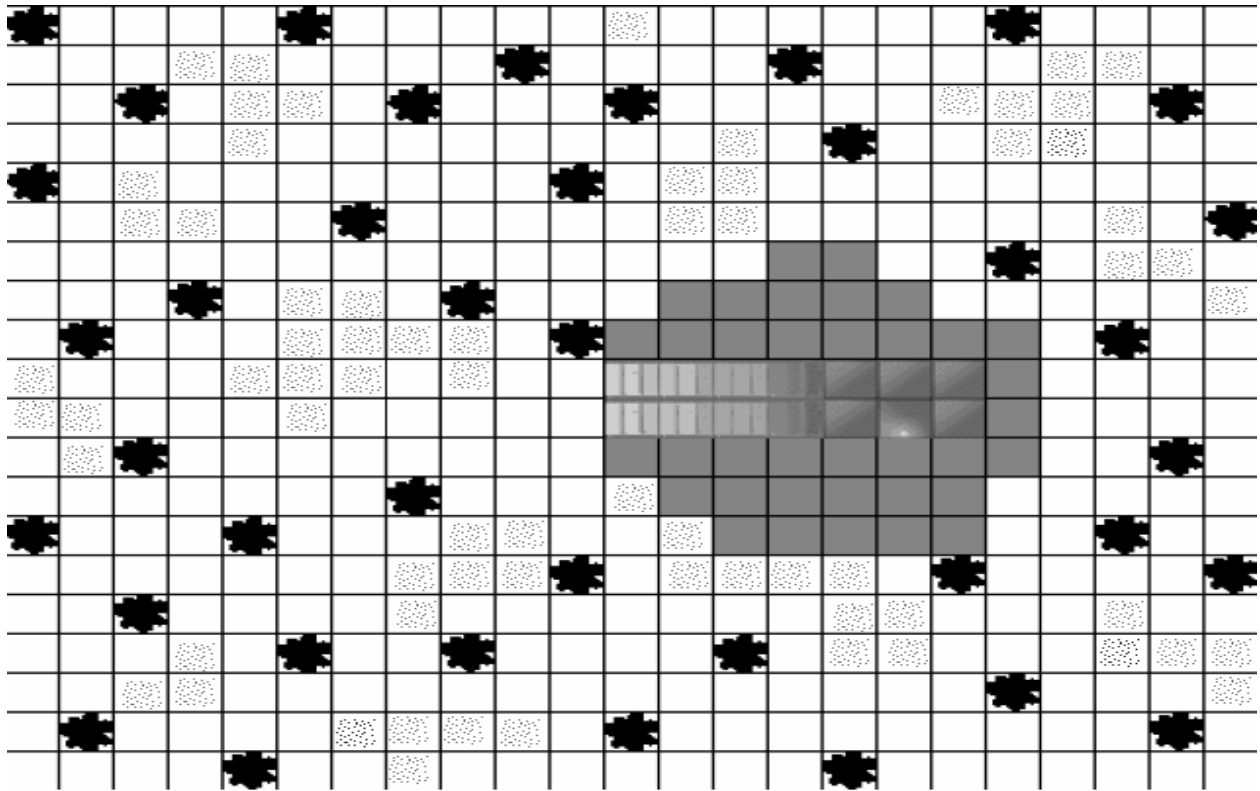
LEGEND (1 square = 5')

- |  |   |  |
|--|---|--|
|  10' wall         |  difficult terrain |  tree with sniper           |
|  5' deep pit trap |  5' deep water     |  tree with sorcerer (APL 6) |

## Encounter 8 (APL 8 – 12) – The Wyvern Eyrie

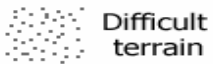


**Encounter 9 – The Sacred Cave (Outside)**



**LEGEND**

1 square = 5'



Difficult terrain

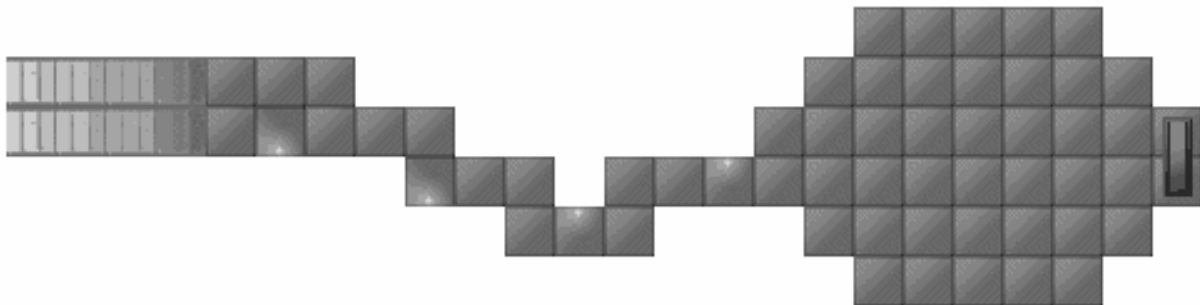


Tree



Outcropping (5' high off ground) treat as 'dense rubble' (DMG page 90)

**The Sacred Cave (Inside)**



**Legend**

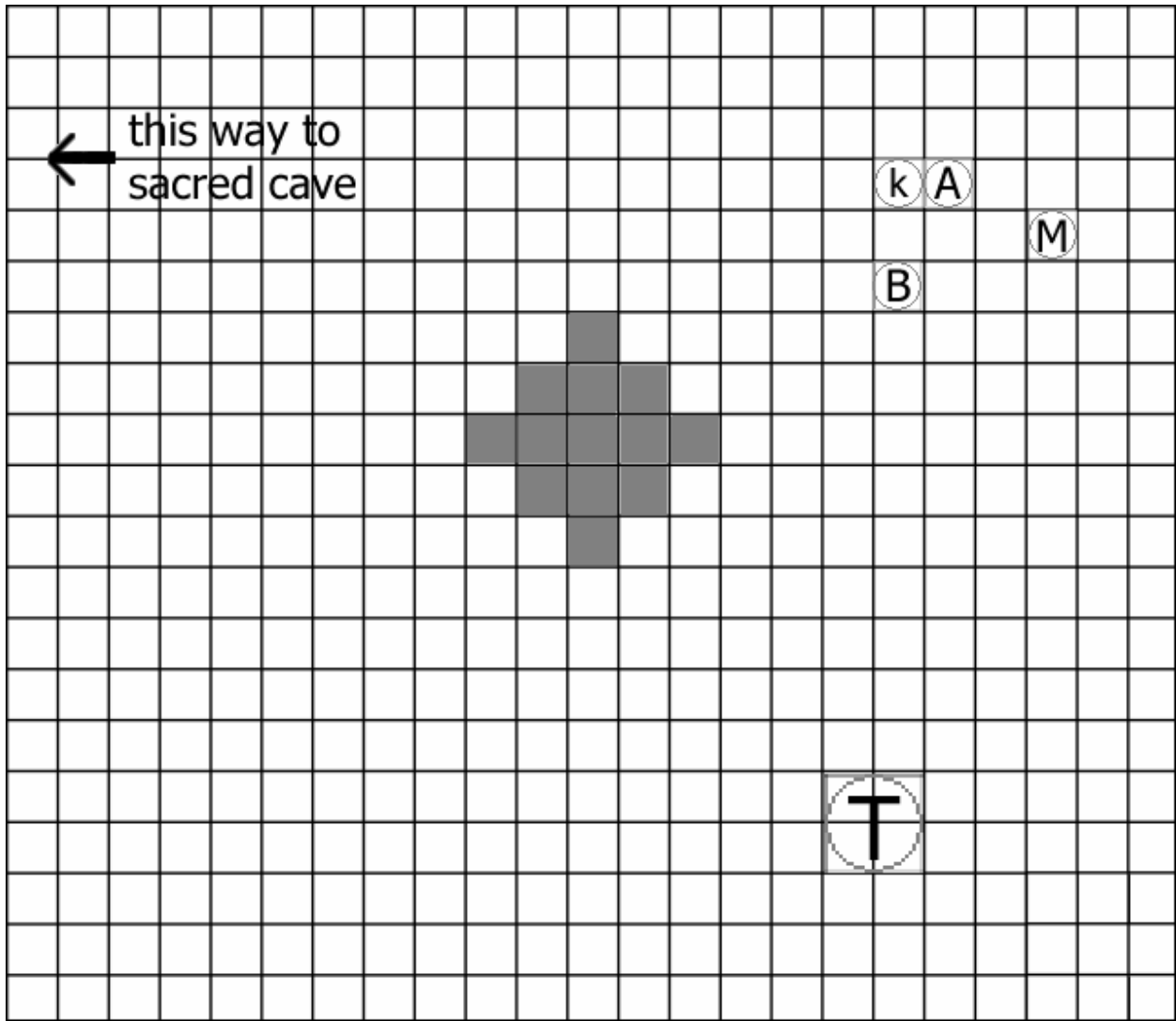
1 square = 5'



Candle



Table with stone key



Legend

1 square = 5'



Giant oak tree trunk

M = Mazrok

B = Brask

A = Arrna  
(APL 4+)

k = Kanti

T = Trgh  
(APL 8+)

## APPENDIX 4 – LAWS

These are a summary of some of the crimes, punishments, and play requirements for crimes that may occur during play. Crimes, punishments, and mitigating circumstances (in the case of a reduced sentence) should be recorded on the AR.

Play req's	Title	Definition	Penalty	Mitigating Circumstance
<b>The DM must ensure that the players know their actions will incur these penalties</b>	<b>Murder Kidnapping Rape Torture</b>	Death, kidnapping, torture or rape of a citizen of Ket.*	Life in the mines	
			26 TU in the mines	Self defence **
	<b>Manslaughter*** Kidnapping Rape Torture</b>	Death, kidnapping, torture or rape of a resident of Ket, or a horse.*	52 TU in the stocks	
			10 TU in the stocks	Self defence **
	<b>Aggravated Assault causing: Death Kidnapping Rape Torture</b>	Death, kidnapping, torture or rape of a person (not a citizen or resident).*	10 TU in the stocks	
			0 TU in the stocks	Self defence **
	<b>Aggravated Assault</b>	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
			5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
			2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	<b>Assault</b>	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
			0 TU in the stocks	Any reasonable excuse is provided where the PC did not initiate the combat.
	<b>Vandalism Property damage Tax Evasion Theft Killing an Elf</b>	Damage to property, earnings not reported, items stolen, killing of an elf.	GP fine equal to double amount stolen / damaged / not reported.	If PC has enough money to cover the fines.
			1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labour.	This is an alternative punishment for those who cannot pay the fines.

\* Paying for a successful *raise dead* automatically reduces the sentence to that of aggravated assault.

\*\* Or any other similarly reasonable excuse (DM's discretion)

\*\*\* Also include penalties of Theft/Property damage in the case of a horse.

NOTE: Characters who are not able to provide a suitable mitigating circumstance to reduce their penalty may instead try to reduce their sentence with legally wrangling and influence. A successful Diplomacy or Profession (law) check [DC 20+APL] will reduce the maximum TU penalty by half. Characters may not use both a mitigating circumstance and legal wrangling to reduce their sentence further.