

YEO8-03

Wanted: Citizen – Dead or Alive

A One-Round D&D[®] LIVING GREYHAWK[™] Yeomanry Regional Adventure

Version 1.0

by **Matthew Crook and Rick Middlebrooks**

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A young militiaman has gone missing and is feared captured or killed by forces bent on destruction. The hero's family is in dire need of his rescue. Do you have the courage and strength to make the attempt? A one-round Yeomanry regional adventure for APLs 6 to 14.

Note: This adventure will be of particular interest to PCs belonging to the Yeomanry Military and Citizen PCs.

Resources: *Complete Warrior* [Andy Collins, et al], *Magic Item Compendium* [Andy Collins, et al], *Sandstorm* [Bruce R. Cordell, et al], *Spell Compendium* [Matthew Sernett, et al].

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

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

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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

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

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

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

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's

kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a Promotion-Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a short summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

Other preparation

Prior to play, make Spot and Listen checks for Encounter 4; have the PCs make these checks as well. The ogres for Encounter 4 also need Hide and Move Silently checks.

For Encounter 6, the judge should read the *DMG*, pages 23-24, for adding new combatants to a fight.

For Encounters 4 and 8, the judge should familiarize himself with the Tactical Aerial Movement section of the *DMG* (page 20).

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

BACKGROUND

Jubail Tancer, a long-time citizen of the Yeomanry, died of old age three years ago, leaving his large family without any means to keep their farm. His wife, a much younger woman, did not have the service in either the militia or a trade guild to insure their family could keep the land. The family had several children, but all were under 15 except one. His oldest son, Efram had just reached his seventeenth birthday and was preparing to join the militia to secure his own citizenship and a farm of his own. Instead, Efram now has to serve his time in the militia to insure that his mother and much younger siblings will have a place to live.

Efram Tancer served the militia well as a scout and guard along the northern border. When the giants invaded the Sheldomar Valley, Efram went to war as a member of the Army of Liberation. He served with distinction and was promoted to Serjeant for his skill and leadership under harsh conditions. Serjeant Efram Tancer returned from the war as a hero and was stationed on the northern border of the Yeomanry to help watch for another incursion of the giant menace.

A few weeks ago, a routine patrol in the Jotens uncovered a band of giants fortifying a position from which to begin raiding the northern farms. Serjeant Tancer was assigned to lead a large patrol to locate the tribe of giants that have invaded. The patrol was lost in the mountains.

The loss of the patrol has not only caused the militia some concern, but has also caused some concern for the Tancer family. The family farm is scheduled to revert back to the control of the government or a designate.

Chirus Tancer, the matriarch and mother to Efram, has been fighting off the attentions of a suitor, a well connected land-owner. She suspects he is interested in marrying her primarily to increase his holdings, bringing him closer to becoming a member of the Great Landholders. The disappearance of Efram has Chirus Tancer feeling more and more pressure to consent to the advances of the unsavory Rosthan Wantha.

The areas of the Yeomanry that will be utilized will be Whurgrin and the reaches of the Joten Mountains. The scenario does not directly tie into any of the previous scenarios in the Yeomanry. Most closely it deals with giants in the Yeomanry – a topic that was central to *YEO3-06 Rhythm of Drums*. The hook for this adventure will be

militaristic in nature and will tie into any scenario that involved a PC receiving the gratitude of the Yeoman Militia. Any PC not from the region without any militia contact will receive a general summons.

ADVENTURE SUMMARY

Introduction: The PCs are sitting at an inn in Whurgrin when a young woman approaches them and asks for their assistance to help solve her best friend's problem.

Encounter 1: The PCs are brought to the Spokesman of Whurgrin, Raquel Strongbow. She is a friend of Chirus Tancer and would appreciate it if the PCs would investigate the disappearance of Efram Tancer. She has arranged for them to meet with Free Captain of Battles, Aemos Farsh, the commander of forces in the Whurgrin area.

Encounter 2: The PCs meet with Free Captain of Battles Aemos Farsh. He thanks them for helping investigate the disappearance of the missing patrol. He tells the PCs that if they find the giant encampment, do not attack it under any circumstances; make note of its location, but do not attack the position. He does not want the giants to know the Yeomanry is aware of them. He provides directions to the area of the mountains the patrol was investigating and provides them with any mundane equipment within reason for their foray into the mountains.

Encounter 3: The PCs meet a Dark Stranger requesting they bring back Tancer---dead. He offers them a future favor if they do so.

Encounter 4: The trip into the mountains is not without event as the party encounters a patrol of giant kin. The encounter is based on mutual Spot and Listen checks to determine the encounter distance before combat begins.

Encounter 5: After several days of searching the area, the group stumbles upon a battle site. Partial bodies litter the field. There are tracks leading further into the mountains. The PCs find the survivors of the raid in the hands of a party of goblins. Up the valley they see a big camp of giants. There are two remaining prisoners being tortured to death, with a large simmering pot off to one side. The PCs may watch the goblins torture and butcher the prisoners or may attack the goblins.

Encounter 6: The PCs must decide how to rescue Serjeant Tancer. Depending on how they do it, they may or may not alert the giants, possibly leading to a fateful battle for the PCs. Following the rescue of Tancer from the goblin party, the PCs will spend several days dodging patrols of goblinoids and giants. There will be several days of setting watches and making the party paranoid.

Encounter 7: Eventually, the PCs get back to the military outpost to make a report. If Efram is with them, he is given his mustering out papers; if he did not come out of the mountains alive, Free Captain of Battles Aemos Farsh asks the PCs to notify the next of kin.

Encounter 8: On the road back to Spokesman Raquel Strongbow to inform her as to the health of Efram Tancer, the PCs are met by the Dark Stranger whose employer is interested in Tancer not returning alive. They are asked to leave Tancer if he is still alive and he will "take care of everything." If the PCs do not hand him over, the Dark Stranger will try to take him. Whether or not the PCs take the deal from the Dark Stranger, they are set upon by his minions as he does not want to have to pay the PCs.

Conclusion: If the PCs are successful in returning Serjeant Tancer alive, his family, the Yeomanry military, and Raquel Strongbow will be grateful and offer them rewards. If the PCs return with the body of Serjeant Tancer, the family will pay to have him raised but will not be able to offer the PCs rewards expressing their gratitude. If the PCs fail to return with Serjeant Tancer or the body is too mangled to be raised, the family will be in serious trouble and the marriage between Chirus Tancer and Rosthan Wantha will take place.

INTRODUCTION

The late summer heat has you happy your travels have led you to the small settlement of Whurgrin in the Crystalmists. The ale is cool and the food is good at the Inn of the Dancing Dragon. As you finish your meal, a comely young woman of about sixteen approaches your table, "May I join you?"

She will stand looking expectantly at the PCs until they offer her a seat at their table.

"I am Quinette. From your appearance, I can see you all must be the type of folks who

spend your time seeking excitement and glory. I have a friend who needs your help."

She will wait for the PCs to respond to her statement before continuing.

"My friend...has disappeared. Actually, it is my best friend's brother, but she is as dear to me as a sister. So I feel her problem is my problem. I don't know much of what happened to him, but my mother has a good idea of what may have happened. She said that if I found someone to look into it, she would meet with them at her office...the Spokesman's office. I would really appreciate it if you would be willing to help. If something has happened to him, I don't know what Gwinnie and her family will do. You will meet with her and find out what happened to her brother, Efram, won't you?" She looks at you with pleading eyes on the verge of tears.

She waits for the PCs to answer. If the PCs mention they need payment, tears begin to run down her cheeks and she begins wringing her hands, saying she doesn't have any money. She was hoping they were heroes and would go because it is the right thing to do. If the PCs do NOT consent to seeing her mother, the adventure is over. If they do agree, read:

She rises from the table, pulls out a white handkerchief, and softly brushes the tears from her eyes. "Thank you. I will let my mother know to expect you in the morning."

If the PCs attempt to Gather Information at the bar regarding Quinette, Gwinnie, or Efram, they can get (DC 15):

- Quinette is the daughter of the Spokesman, Raquel Strongbow
- Gwinnie is about Quinette's age and lives on her family's large farm not too far from here. She has a brother serving in the militia named Efram.
- Efram Tancer is a member of the militia who served abroad in the Giant Wars in Geoff. He is due to receive his Citizen status soon.
- A very wealthy landowner, Rosthan Wantha, is attempting to court Efram's widowed mother, but, it is said that she is not too thrilled about being courted by this particular man.

ENCOUNTER 1: BIG MOMMA'S HOUSE

The new morning has you waking to the smells of a fantastic breakfast of axebeak pie. Following a most filling meal, you make your way to the office of Spokesman Raquel Strongbow. As you enter the office, you see a man behind a desk making notes on some parchment. He asks, "May I help you?"

He sits waiting on a response from the PCs. Once they state their business, he tells them he will announce their presence to the Spokesman.

You enter the office of Spokesman Strongbow. A striking blond woman of middle years stands to greet you. "I am Raquel Strongbow. My daughter said she recruited some heroes willing to put their lives on the line in the service of one in need. The woman you will be assisting, Chirus Tancer, is a friend of mine and the mother of my daughter's best friend. She was widowed a few years ago and her family will lose their farm if her son is not found so he can claim the land. Her son, Efram, is in his third year of militia service and is missing. Her other children are not old enough to complete their service in the five years between the death of her husband and the claiming of the land by a member of the family. She will be forced to leave the farm and will be given a cottage and her widow's pension."

"Efram disappeared a week ago. He was leading a large patrol in the mountains looking for a group of giants rumored to have a fortified encampment, but the patrol didn't return. If you will take on this task to help my friend Chirus and her family, you will have my gratitude. I have arranged for you to meet with Free Captain of Battles Aemos Farsh. He will provide you with additional information on the nature of Serjeant Tancer's mission and where he may be found."

She will talk politely with the party about anything they like, but she has no knowledge of the details of the mission Efram Tancer was on. Before the party departs, she provides them with a Letter of Introduction to Captain of Battles Aemos Farsh.

ENCOUNTER 2: OH CAPTAIN, MY CAPTAIN!

You make your way across the small town of Whurgrin to a two-story stone structure bracketed by a pair of round towers. Two young men stand guard at the front of a fifteen-foot wide arch entry into the building. An argent banner with a fox rampant can be seen atop one of the towers. Atop the other tower is the banner of the Yeomanry League. As you get closer, the young men lower their longswords across the entryway and one of them calls to you, "What business have you?"

The guards will wait until the PCs show them the Letter of Introduction or if any militia or army members of the party say they have business with Free Captain of Battles Farsh.

The guards raise their longswords in a crisp manner to their shoulders and call to a third guard just inside the arch to escort you to Free Captain of Battles Farsh's office.

You are lead into a tower and up a winding staircase to a landing with a door to your right. The staircase leads further up. A young man is seated at a desk pouring over some paperwork. Your guide informs him that you are here to see the Free Captain of Battles and the young man moves to open the door and announce you.

Once inside, you see a well-appointed room with a big desk. Large maps hang on either side of the door. A man wearing a chain shirt and a tabard of the Yeomanry Army is seated at the desk, looking over a report. As you all enter, he rises, glances at his aide, and says, "That will be all, Jors." His aide exits the room, closing the door, and the man motions for you to be seated.

"I see Spokesman Strongbow has found someone to champion her cause to locate Serjeant Tancer. We would have done it ourselves, but much later on. Resources are fairly tight in our little corner of the Yeomanry, especially now that we are pretty sure there is a giant encampment somewhere nearby. I can tell you what you need to know about where the patrol Serjeant Tancer lead was headed and what we have learned from other patrols. I ask you to do a bit of scouting for us in the area where the patrol was lost. That patrol was covering the area in which we expect the giants and their allies to be building a base of

operations. If you find their fortified encampment, do not attack it under any circumstances. There will be hundreds of giants and their minions. Make note of its location, but do not let them know they were found. We don't want them alerted that we know about them or they'll move their camp."

"My staff assistant outside will give you a map of the general route the patrol took and descriptions of Tancer and his patrol. I'll be at the militia outpost on your route out of the mountains awaiting your report."

If the PCs ask for any mundane equipment, Free Captain of Battles Farsh will have his staff assistant gather the necessary equipment.

ENCOUNTER 3: LET'S MAKE A DEAL!

You leave the town of Whurgrin, heading to the uncertainty and danger of the mountains. About two hours into your journey, you see a man in black sitting against a tree along your path, smoking and carving what appears to be a squirrel from a gnarled piece of some dark wood. He casually watches you approach and says, "I was wondering if I was going to be here all day." He looks you over and then continues. "My employer has heard of your mission and would like you to consider another option. It would be a great favor if you would complete your task with a bit of a different outcome. Make your way into the mountains. Find out what happened to young Serjeant Tancer. If he is dead, bring him home and give him a hero's funeral. But if he is still kickin', find a way to make it so... he isn't. Then take your time getting back. 'I'm not asking you to make him... dead. My employer simply would find it advantageous if he did not come home alive; we all know these mountains aren't safe and accidents happen. We trust that resourceful persons such as you can provide a creative way to make this come about. You can count on more than token gratitude if you make this happen. Can your support be counted upon?"

The woodcarver is not actually there. It is actually a *major image* cast by the Dark Stranger who is *invisible* and hiding behind rocks nearly 800 feet away using *clairaudience* and *clairvoyance* to operate the *major image*. If the PCs make no offensive moves and answer affirmatively, the woodcarver will say the following:

“You will hear from me later for your reward,” and the woodcarver disappears.

If the PCs attack the woodcarver or attempt any offensive action, he will *teleport* away. He is a messenger, not a fighter, and will do his best to escape.

Dark Stranger Male Sorcerer10 (Hide +58, Sense Motive +18).

Development: If he is somehow captured, he will freely admit he does not know the identity or motives of his employer, whom he has never met. His only communications are through messages that he burns afterward, as instructed. However Encounter 8 will not happen.

ENCOUNTER 4: BE VERY, VERY QUIET

Conditions: The weather is blustery and stormy, with hot winds whipping the cloudy skies---a perfect day to cast *call lightning* or *call lightning storm*. The terrain in the mountain valleys is rocky and covered with light undergrowth (grass, vines, roots, and short shrubs) and short trees, all of which provide concealment. Movement on the 10-foot wide path is at normal speed. Off the path, movement is half-speed. The DC of Tumble and Move Silently checks is increased by 2.

Your trip in the mountains is slow and arduous. Occasionally, you follow a path, only to have it dead end. After a couple of days, you find tracks on the rocky ground, nearly hidden under the vegetation. They are larger than human, but appear to be made by something humanoid in shape. The hot winds driving the clouds overhead bring the threat of late summer rains that could wash away the tracks. The tracks continue up the valley.

The tracks are recent, made in the last two hours. Ogres and ogre magi are lurking ahead along the path in ambush. The ogre magi are invisibly flying 40 feet high in a 100-foot diameter circle as lookouts. The pre-rolled Spot, Listen, Move Silently, and Hide checks come into play here. The distance begins at 250 feet and decreases until the groups are 50 feet apart. At 50 feet, if neither group has spotted the other, combat is initiated with no surprise round.

Creatures: This is a scouting patrol from the giant encampment. Their instructions are to find and destroy any humanoids and their allies in the area in order to maintain the secrecy of the

encampment's location. They greatly fear and despise the ruthless and merciless fire giants. They will never leave enemies and go report their presence to the giants because they will have failed to do their duty and risked leading the enemy to the encampment. The punishment for failure is a horrible death, so they will always fight to the finish.

APL 6 (EL 9)

Ogre Mage: hp 42; see *Monster Manual*, page 200.

Garsh, Male Ogre Fighter3: hp 68; see *Appendix 1*.

Rorn, Male Ogre Rogue3: hp 59; see *Appendix 1*.

Thar, Male Ogre Druid3: hp 58; see *Appendix 1*.

Wolf Animal Companion: hp 30; see *Appendix 1*.

APL 8 (EL 11)

Ogre Mage (2): hp 42 each; see *Monster Manual*, page 200.

Garsh, Male Ogre Fighter5: hp 96; see *Appendix 2*.

Rorn, Male Ogre Rogue5: hp 74; see *Appendix 2*.

Thar, Male Ogre Druid5: hp 75; see *Appendix 2*.

Wolf Animal Companion: hp 30; see *Appendix 2*.

APL 10 (EL 13)

Ogre Mage (4): hp 42 each; see *Monster Manual*, page 200.

Garsh, Male Ogre Fighter7: hp 118; see *Appendix 2*.

Rorn, Male Ogre Rogue7: hp 89; see *Appendix 3*.

Thar, Male Ogre Druid7: hp 91; see *Appendix 2*.

Rhinoceros Animal Companion: hp 78; Special: Link, Share Spells; Tricks: Attack All, Down, Stay, Defend, Heel, Come; see *Monster Manual*, page 278.

APL 12 (EL 15)

Ogre Mage (7): hp 42 each; see *Monster Manual*, page 200.

Garsh, Male Ogre Fighter9: hp 141; see *Appendix 4*.

Rorn, Male Ogre Rogue9: hp 104; see *Appendix 4*.

Thar, Male Ogre Druid9: hp 117; see *Appendix 4*.

Rhinoceros Animal Companion: hp 98; see *Appendix 4*.

APL 14 (EL 17)

Ogre Mage (13): hp 42 each; see *Monster Manual*, page 200.

Garsh, Male Ogre Fighter11: hp 163; see *Appendix 5*.

Rorn, Male Ogre Rogue11: hp 119; see *Appendix 5*.

Thar, Male Ogre Druid11: hp 135; see *Appendix 5*.

Megaraptor Animal Companion: hp 81; Special: Link, Share Spells; Tricks: Attack All, Down, Stay, Defend, Heel, Come; see *Monster Manual*, page 60.

Tactics: Roll separate initiatives for each combatant or you could kill the party before they can act!

If the druid is alerted to the PCs by the ogre magi, as time permits before combat he will buff the fighter, rogue, and his animal companion with *crabwalk*, *nature's favor*, and *greater magic fang*. Then he will buff himself with *barkskin* and *babau slime*.

See the Tactical Aerial Movement section of the DMG (page 20). The ogre magi (or mage) will fly above the PCs and target downward as many of them as possible with *cone of cold*. At 40-feet high, the area of effect of the 60-cone on the ground would be an 80-foot diameter circle. (See DMG page 307.) In melee, they flank whenever possible. They use their *darkness* as they see fit.

The druid uses battlefield control spells primarily. He casts direct damage spells on any spellcasters as he sees fit. The druid will have his animal companion focus on any arcane spellcasters.

The fighter and rogue will work as a team and concentrate on a single combatant before moving on to the next.

Treasure

APL 6 L: 303 gp, C: 135 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp).

APL 8 L: 303 gp, C: 362 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp).

APL 10 L: 303 gp, C: 385 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp), *bands of blood rage* (216 gp), *amulet of teamwork* (166 gp), +2 *peripart of wisdom* (333 gp).

APL 12 L: 303 gp, C: 502 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp), *bands of blood rage* (216 gp), *amulet of teamwork* (166 gp), +2 *peripart of wisdom* (333 gp), *amber amulet of vermin – huge monstrous scorpion* (58 gp), *gauntlets of ogre power* (333 gp), *boots of big stepping* (500 gp), *bead of force* (250 gp).

APL 14 L: 203 gp, C: 115 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), 2 *electric eel elixirs* (33 gp each), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp), *bands of blood rage* (216 gp), *amulet of teamwork* (166 gp), +2 *peripart of wisdom* (333 gp), *amber amulet of vermin – huge monstrous scorpion* (58 gp), *gauntlets of ogre power* (333 gp), *boots of big stepping* (500 gp), *bead of force* (250 gp), *belt of one mighty blow* (125 gp), *horned helm* (666 gp), +4 *belt of giant strength* (1,333 gp), *brute gauntlets* (41 gp), +1 *large*

composite longbow (Str +7) (266 gp), boots of speed (1,000 gp).

ENCOUNTER 5: TONIGHT THERE'S GOING TO BE A JAILBREAK

After two more days of searching the area, you stumble upon a battle site in the early morning light. Partial bodies, broken weapons and twisted armor litter the field. Carrion eaters are feasting. The only thing standing is a forlorn and tattered Yeomanry militia standard cocked at a slight angle, its cloth moving listlessly in the fitful, chilly breeze. A raven eyes you suspiciously while perched upon the standard's crosspiece. He caws as if to scold you and flies away.

Examination of the partially eaten bodies reveals they wear Yeomanry militia tabards. Those bodies that are somewhat recognizable resemble the descriptions of Tancer's patrol given by the Free Captain of Battles. Since they were also the only militia patrol in the area, it is obviously Tancer's patrol.

A Heal check DC 15 determines they were slain nearly two weeks ago by various weapons of small to large size, and only about half the patrol is here. There are also a half-dozen goblin bodies, several orc bodies, and a fire giant body. None of the equipment left behind has any value.

A Survival check DC 10 finds tracks of a large group leading further into the mountains. The trail is obvious and easy to follow, even over the hard ground, due to the crushed vegetation. PCs with the Track feat can attempt a Survival check DC (19 + APL) to determine the group included very many small to large humanoid.

As dusk approaches, while following the tracks up a mountain valley, you hear loud voices ahead.

If the PC or PCs proceed to investigate:

Cautiously scouting, you see a small party of goblins encamped at a lookout post about 100 feet away from you. Nearly 100 feet up the valley past the goblin post, you see the beginning of a large fortified encampment of giants. Several mixed patrols of giants, ogres, and orcs are walking around outside the perimeter of the main camp. There are two fire giants, four ogres, and eight orcs in a patrol.

Each patrol always has at least one other patrol in sight. They have a good view of the goblin post and appear to be alert. There are obviously far too many giants for you to handle.

In the lookout post, there are several people wearing remnants of militia tabards tied to stakes. All of them appear to be dead except the last one who is directly ahead of you. He looks like Serjeant Tancer. On the right side of the lookout post, about 70 feet away from Tancer, are two orc prisoners being tortured to death by the goblins, with a large simmering pot over a big fire past them.

The people tied to the stakes are the missing patrol members, but all are dead except for Tancer. Any PC can attempt to overhear the goblins' conversation with a Listen check DC (0 + 1 per 10 feet of distance). If the check succeeds, PCs who understand Goblin learn the following:

- The goblins are enjoying the torture and making bets as to how long before the two prisoners die. Although they hate and fear the fire giants, they are glad the giants gave them these two extra prisoners since they are down to their last one to play with.
- They think these orcs were very stupid to report to the fire giants that they lost a prisoner, even if they did recapture him. The goblins are terrified of the fire giants who do not tolerate any failure whatsoever. They know they'd be smart enough to never say anything if they lost a prisoner or failed in their duties in any way.
- They are also arguing about the best way to serve man---roasted or boiled. They intend to torture to death the last human (Tancer) in the morning and cook all the dead prisoners for a feast. Of course they will invite the giants in order to curry favor.

The PCs may watch the goblins torture and butcher the two orc prisoners or may attack the goblins. Remember: the PCs are NOT supposed to let the giants know they have been discovered. To be considered successful, any rescue attempt must not alert the giants that their presence is known.

If the PCs attack the goblins or try to sneak into the goblin post before night, they can be seen and heard by the giant patrols and the goblins. The patrols will raise an alarm and immediately attack, followed shortly by the rest of the giant

encampment. There are obviously far too many giants for the PCs to handle.

If the PCs wait until night, the goblins will have butchered the two prisoners, but the PCs can try to slip in under cover of darkness to free Tancer while all the goblins are eating and arguing over cooking methods. The goblins are very relaxed about their duties and are distracted by their own activities. Tancer's stake is 70 feet to one side of the goblins as they eat and argue. Roll one Spot check and one Listen check for the entire group of goblins and one Listen check for one giant patrol, adjusting for distance and being distracted, versus the Hide and Move Silently checks of the PCs attempting to free Tancer.

If the PCs can come up with another way to either rescue Tancer or neutralize the goblins WITHOUT being discovered by the giants, let them try.

ENCOUNTER 6: POINT OF NO RETURN

If the PCs Attack the Goblins:

Roll initiative and proceed with the combat below.

If the PCs Try To Sneak into the Goblin Outpost before Dark:

Roll Spot and Listen checks for each patrol member of one patrol, adjusting for distance. Roll one Spot check and one Listen check for all the goblins, adjusting for distance and being distracted. (See below for Giant Patrols and goblins.) If they are noticed, proceed with the combat below.

APL 6 (EL 6)

Goblin (18) hp 7 each; see *Monster Manual*, page 133.

APL 8 (EL 8)

Goblin (24) hp 7 each; see *Monster Manual*, page 133.

APL 10 (EL 10)

Goblin (30) hp 7 each; see *Monster Manual*, page 133.

APL 12 (EL 12)

Goblin (36) hp 7 each; see *Monster Manual*, page 133.

APL 14 (EL 14)

Goblin (42) hp 7 each; see *Monster Manual*, page 133.

At the beginning of the third round of combat, the untiered combat begins as the first giant patrol arrives at the end of the second round to join the fight. See the *DMG*, pages 23-24, for adding new combatants to the fight. Every even round, twice as many patrols attack as the previous wave. That is, at the beginning of round four, two more patrols attack (4 fire giants, 8 ogres, and 16 orcs). At the beginning of round six, four more patrols attack. This continues until either the PCs are dead or fleeing.

Giant Patrol - Untiered

All APLs (EL 13)

Fire Giant (2) hp 147 each; see *Monster Manual*, page 121.

Ogre (4) hp 33 each; see *Monster Manual*, page 199.

Orc (8) hp 7 each; see *Monster Manual*, page 203.

Development: The giants and their minions will not take prisoners and will leave no one alive. If the PCs flee, they are pursued by all enemies who responded to the alarm. All slain PCs are eaten. The PCs do NOT gain the Story Award xp for this Story Objective.

If the PCs Wait for Dark:

When night falls, the giant patrols cannot see the prisoner stakes. The goblins are very relaxed about their duties and are distracted by their own activities. Tancer's stake is 70 feet away from the goblins as they eat and argue around the fire. Roll one Spot check and one Listen check for the entire group of goblins, adjusting for distance and being distracted, versus the Hide and Move Silently checks of each PC attempting to sneak in. Although hurt and weakened, Serjeant Tancer can travel on his own.

If the PCs are spotted and make a stand, the giants will be alerted; run the combat from "If the PCs Attack." If they decide to flee before the giants arrive, read the following.

Following the rescue of Tancer from the goblins, you spend several days dodging patrols of goblinoids and giants.

The PCs will elude their pursuers, but there will be several days of setting watches and making

the party paranoid. Have them make several Spot and Listen rolls while on watch.

ENCOUNTER 7: WHAT CAN BE LEARNED

Eventually you make it back to the military outpost and report to Free Captain of Battles Aemos Farsh.

If Efram Tancer is alive and with them, read the following:

The Free Captain of Battles is delighted to see you have rescued Serjeant Tancer, even though you were unable to help his patrol. He immediately has Serjeant Tancer's health attended to while Tancer's mustering out papers are written. He congratulates you for rescuing a popular hero of the Yeomanry and asks you to escort Efram Tancer back to the Spokesman of Whurgrin when you leave.

If Efram Tancer did not come out of the mountains alive, read the following.

The Free Captain of Battles is sorry to hear of the loss of such a fine soldier and all his men. He asks you to report the loss to the Spokesman of Whurgrin after you leave.

Continue with the following.

You (and Efram Tancer, if alive) are closely questioned as to what you observed while in the mountains, especially as to whether or not you were discovered by the giants.

Development: If the PCs were not discovered by the giants or their minions, or they left no witnesses to report to the giants, the Free Captain of Battles is very pleased with them and they earn the **Gratitude of Aemos Farsh** on the Adventure Record. If the PCs were discovered, he is worried and unhappy about the possible repercussions, although he does thank them for trying to help. Cross off the **Gratitude of Aemos Farsh** on the Adventure Record.

ENCOUNTER 8: THE DECISION

Conditions: The weather is clear and sunny. The terrain in the grasslands is covered with light undergrowth (grass vines, roots, and short shrubs) which provides concealment. Thick bushes form patches of heavy undergrowth that dot the landscape. Movement on the 20-foot wide road is

at normal speed. Off the road, movement in the light undergrowth is half-speed and the DC of Tumble and Move Silently checks is increased by 2.

If the PCs refused to make a bargain with the Dark Stranger in Encounter 3, they are attacked on the road back to Whurgrin by roving harpies (or harpy) waiting in ambush for the next prey to come along. Go to the combat below. Otherwise, read the following:

On the road back to Whurgrin to see Spokesman Raquel Strongbow about the results of your mission, you see a familiar man in black on the side of the road ahead, carving the finishing touches to a dark wooden squirrel. He looks up as you approach.

As before, the woodcarver is a *major image* cast by the Dark Stranger who is *invisible* and hiding behind rocks nearly 800 feet away. If any move is made toward or against him, he will *teleport* away. He brought harpies (or a harpy) with him in case the party tries to double-cross him. The harpies are hiding, spaced evenly in a 300-foot diameter circle around the center of the party. They have orders to attack the party if the woodcarver signals them.

If the PCs have Tancer's body or he is not with them, read the following:

"Ah!" he says with a grin. "Too bad the poor fellow didn't make it. Thank you for your support and you will soon receive the reward you so richly deserve." With that, the woodcarver vanishes.

Once the Dark Stranger leaves, the harpies are enraged they didn't get to torture and kill anyone. Being stupid, chaotic, and very evil, they decide to kill the party anyway. Go to the following combat.

If the PCs have a live Tancer with them, read the following.

"Ah! I see you brought him back alive. Well, no matter. If you'll just leave him here with me and move on, I'll take care of everything," he says with a wink and a smile.

If the PCs made the bargain with the Dark Stranger and hand over Tancer, he kills Tancer as soon as they leave and *teleports* away. Once the Dark Stranger leaves, the harpies are enraged they didn't get to torture and kill anyone. Being stupid, chaotic, and very evil, they decide to fly

after the party and kill them anyway. Go to the following combat.

If the PCs made the bargain with the Dark Stranger, but refuse to hand over Tancer, the woodcarver will signal the harpies (or harpy) to attack. Go to the combat below.

APL 6 (EL 9)

Harpy (6): hp 42 each: see *Monster Manual*, page 150.

APL 8 (EL 11)

Harpy Archer: hp 116: 40 arrows each; see *Monster Manual*, page 150.

APL 10 (EL 13)

Harpy Archer (2): hp 116 each: 40 arrows each; see *Monster Manual*, page 150.

APL 12 (EL 15)

Harpy Archer (4): hp 116 each: 40 arrows each; see *Monster Manual*, page 150.

APL 14 (EL 17)

Harpy Archer (9): hp 116 each: 40 arrows each; see *Monster Manual*, page 150.

Tactics: See the Tactical Aerial Movement section of the DMG (page 20). The harpies are stupid and very chaotic evil. They are poor tacticians and do not coordinate their attacks very well. However, they cannot get the full pleasure they desire while killing a captivated prey if they are under attack by other prey. The harpies will try to captivate or kill all of the party before turning to killing the captivated ones.

The Dark Stranger will not engage the party himself; he will leave it to the harpies to kill the party. If the PCs defeat them, he will *teleport* away.

Treasure

APL 6 L: 0 gp, C: 0 gp, M: *none*.

APL 8 L: 0 gp, C: 0 gp, M: +3 *studded leather* (764 gp), +1 *frost composite longbow* (Str +1) (708 gp), +1 *ring of protection* 166 gp).

APL 10 L: 0 gp, C: 0 gp, M: 2 +3 *studded leathers* (764 gp each), 2 +1 *frost composite longbows* (Str +1) (708 gp each), 2 +1 *rings of protection* 166 gp each).

APL 12 L: 0 gp, C: 0 gp, M: 4 +3 *studded leathers* (764 gp each), 4 +1 *frost composite*

longbows (Str +1) (708 gp each), 4 +1 *rings of protection* 166 gp each).

APL 14 L: 1 gp, C: 0 gp, M: 9 +3 *studded leathers* (764 gp each), 9 +1 *frost composite longbows* (Str +1) (708 gp each), 9 +1 *rings of protection* 166 gp each).

Development: If the PCs make a bargain with the Dark Stranger and turn over Tancer to him, they receive the **Favor of the Dark Stranger** on the Adventure Record. The PCs do NOT gain the Story Award xp for this Story Objective.

If the PCs make a bargain with the Dark Stranger, but do not turn over Tancer to him, they receive the **Enmity of the Dark Stranger** on the Adventure Record. Otherwise, cross out both Dark Stranger entries on the Adventure Record.

CONCLUSION

If the PCs are successful in returning Serjeant Tancer home alive, go to Conclusion A. If the PCs return with the body of Serjeant Tancer in shape to be *raised*, go to Conclusion B. If the PCs fail to return with Serjeant Tancer or the body is too mangled to be raised, go to Conclusion C.

CONCLUSION A

The Tancer family is overjoyed at the return of Effram alive. In gratitude, they offer the hospitality of their farm whenever you are in the North Reach area. Effram Tancer is very grateful to you for rescuing him and saving his mother from an odious marriage. He promises to use his influence to help you.

Spokesman Raquel Strongbow is also very grateful that you saved her friend, Chirus, and offers to use her influence and resources to your benefit.

The PCs earn the **Gratitude of the Tancer Family**, the **Favor of Spokesman Raquel Strongbow**, and the **Favor of Effram Tancer**.

CONCLUSION B

The Tancer family is thankful to have Effram back and will pay to have him raised. However, now Effram cannot claim the land. He and his family are unhappy that they will lose the farm unless Chirus Tancer marries the wealthy landowner, Rosthan Wantha.

The PCs earn the **Favor of Effram Tancer**. Cross out the **Gratitude of the Tancer Family**,

and the **Favor of Spokesman Raquel Strongbow**.

CONCLUSION C

The Tancer family is deeply saddened by the loss of Efram. They are in serious trouble unless the marriage between Chirus Tancer and Rosthan Wantha takes place, so it will be arranged soon.

The PCs do NOT receive the **Gratitude of the Tancer Family**, the **Favor of Spokesman Raquel Strongbow**, or the **Favor of Efram Tancer**. Cross out all of them.

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 4

Defeat the Ogre Scouting Party.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

Encounter 6

Rescue Effram Tancer from the Giant Camp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

Encounter 8

Defeat the Harpy Ambushers.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

Story Award

Rescue Effram Tancer without alerting the giants.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Return Effram Tancer alive to his family.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Discretionary Roleplaying Award

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Total possible experience

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

TREASURE SUMMARY

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

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

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

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

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

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

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

Encounter 4

APL 6 L: 303 gp, C: 135 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp).

APL 8 L: 303 gp, C: 362 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp).

APL 10 L: 303 gp, C: 385 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp), *bands of blood rage* (216 gp), *amulet of teamwork* (166 gp), +2 *periapt of wisdom* (333 gp).

APL 12 L: 303 gp, C: 502 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), *electric eel elixir* (33 gp), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp), *bands of blood rage* (216 gp), *amulet of teamwork* (166 gp), +2

periapt of wisdom (333 gp), *amber amulet of vermin – huge monstrous scorpion* (58 gp), *gauntlets of ogre power* (333 gp), *boots of big stepping* (500 gp), *bead of force* (250 gp).

APL 14 L: 203 gp, C: 115 gp, M: 2 +1 *large chain shirts* (112 gp each), +1 *large greataxe* (195 gp), +1 *large great falchion* (208 gp), 2 *electric eel elixirs* (33 gp each), +1 *large dragonhide scale mail* (125 gp), *infinite scrollcase* (233 gp), *skirmisher boots* (266 gp), *anklet of translocation* (116 gp), *bands of blood rage* (216 gp), *amulet of teamwork* (166 gp), +2 *periapt of wisdom* (333 gp), *amber amulet of vermin – huge monstrous scorpion* (58 gp), *gauntlets of ogre power* (333 gp), *boots of big stepping* (500 gp), *bead of force* (250 gp), *belt of one mighty blow* (125 gp), *horned helm* (666 gp), +4 *belt of giant strength* (1,333 gp), *brute gauntlets* (41 gp), +1 *large composite longbow (Str +7)* (266 gp), *boots of speed* (1,000 gp).

Encounter 8

APL 6 L: 0 gp, C: 0 gp, M: none.

APL 8 L: 0 gp, C: 0 gp, M: +3 *studded leather* (764 gp), +1 *frost composite longbow (Str +1)* (708 gp), +1 *ring of protection* 166 gp).

APL 10 L: 0 gp, C: 0 gp, M: 2 +3 *studded leathers* (764 gp each), 2 +1 *frost composite longbows (Str +1)* (708 gp each), 2 +1 *rings of protection* 166 gp each).

APL 12 L: 0 gp, C: 0 gp, M: 4 +3 *studded leathers* (764 gp each), 4 +1 *frost composite longbows (Str +1)* (708 gp each), 4 +1 *rings of protection* 166 gp each).

APL 14 L: 1 gp, C: 0 gp, M: 9 +3 *studded leathers* (764 gp each), 9 +1 *frost composite longbows (Str +1)* (708 gp each), 9 +1 *rings of protection* 166 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 303 gp, C: 135 gp, M: 1,018 gp – Total: 1,456 gp (900 gp).

APL 8: L: 303 gp, C: 362 gp, M: 3,038 gp – Total: 3,703 gp (1,300 gp).

APL 10: L: 303 gp, C: 385 gp, M: 5,391 gp – Total: 6,079 gp (2,300 gp).

APL 12: L: 303 gp, C: 502 gp, M: 9,808 gp – Total: 10,163 gp (3,300 gp).

APL 14: L: 204 gp, C: 115 gp, M: 21,462 gp –
Total: 21,781 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Gratitude of Aemos Farsh: Free Captain of Battles Aemos Farsh thanks you for gaining intelligence on the giant camp without alerting them. He offers you access (Frequency: Regional) to purchase two of the following weapon special ability upgrades (circle the ones selected): *bane (giants)*, *bane (outsiders, evil)*, *sacred (MIC)*, *sacred burst (MIC)*.

Additionally, if you are a member of the Yeomanry military, he will vote for your promotion.

Gratitude of the Tancer Family: For saving the life of Efram Tancer and returning him alive to his family, you have the gratitude of his family. For any adventure taking place in the vicinity of North Reach, the Tancer family will allow the PCs to stay at their farm (free Standard Lifestyle).

Favor of Spokesman Raquel Strongbow: For helping rescue Efram Tancer, Raquel Strongbow offers you easier access to items (add Frequency: Regional to any access under **ITEMS FOUND DURING THE ADVENTURE** below).

If you are a member of the Yeomanry military, she will vote for your promotion.

If you are a Citizen of the Yeomanry, she offers you the services of her hirelings to make one upgrade to your land at half cost. If you have fully upgraded your parcel, she will have her hirelings employ yield improving techniques that will raise the maximum yield of your land by 5%.

Favor of Efram Tancer: The popular former Serjeant will do all he can to help you.

If you are a member of the Yeomanry military, he will vote for your promotion.

If you are a member of the Yeomanry military and gained the **Gratitude of Aemos Farsh** and the **Favor of Spokesman Raquel Strongbow** on this Adventure Record, you may use their votes with Efram's to be promoted to the next higher military rank, regardless of time in rank requirements, unless you have an Adventure Record entry barring promotions. You cannot be promoted above the rank of Serjeant in this way. Your DM must annotate and sign your Yeomanry Military Certificate.

Enmity of the Dark Stranger: The Dark Stranger made a bargain with you and you double-crossed him. This may have implications for the future.

Favor of the Dark Stranger: You made a bargain with the Dark Stranger and fulfilled your end. You will be justly rewarded in the future.

Item Access

APL 6:

- *Electric Eel Elixir (Adventure; Magic Item Compendium; Limit 3)*
- *Infinite Scrollcase (Adventure; Magic Item Compendium; Limit 1)*
- *Large +1 Dragonhide Scale Mail (Adventure; DMG)*

APL 8 (all of APL 6 plus the following):

- *+1 Frost Composite Longbow (Adventure; DMG)*
- *Anklet of Translocation (Adventure; Magic Item Compendium; Limit 1)*
- *Skirmisher Boots (Adventure; Magic Item Compendium; Limit 1)*

APL 10 (all of APLs 6, 8 plus the following):

- *Amulet of Teamwork (Adventure; Magic Item Compendium; Limit 1)*
- *Bands of Blood Rage (Adventure; Magic Item Compendium; Limit 1)*

APL 12 (all of APLs 6, 8, 10 plus the following):

- *Amber Amulet of Vermin – Huge Monstrous Scorpion (Adventure; Magic Item Compendium; Limit 1)*
- *Bead of Force (Adventure; DMG)*
- *Boots of Big Stepping (Adventure; Magic Item Compendium; Limit 1)*

APL 14 (all of APLs 6, 8, 10, 12 plus the following):

- *Belt of One Mighty Blow (Adventure; Magic Item Compendium; Limit 1)*
- *Boots of Speed (Adventure; DMG)*
- *Brute Gauntlets (Adventure; Magic Item Compendium; Limit 1)*
- *Horned Helm (Adventure; Magic Item Compendium; Limit 1)*

APPENDIX 1 – APL 6

ENCOUNTER 4

GARSH **CR 6**

Male ogre fighter 3

CE Large giant

Init +0; **Senses** Listen +1, Spot +8

Languages Giant

AC 19, touch 9, flat-footed 19

(-1 size, +5 armor, +5 natural)

hp 68 (4d8 + 3d10 + 28 HD)

Fort +11, **Ref** +2, **Will** +5

Speed 30 ft. in +1 *large chain shirt* (8 squares), base movement 30 ft.

Melee +1 *large greataxe* +14 (3d6 + 11 x3) and +1 *large greataxe* +9 (3d6 + 11 x3)

Ranged masterwork large composite longbow (Str +7) +6 (2d6 +7 x3) and masterwork large composite longbow (Str +7) +1 (2d6 +7 x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6/+1; **Grp** +17/+12

Atk Options Power Attack, Cleave, Great Cleave

Combat Gear +1 *large chain shirt*, +1 *large greataxe*, masterwork large composite longbow (Str +7), 40 large arrows

Abilities Str 24, Dex 11, Con 19, Int 6, Wis 12, Cha 4

SQ Darkvision 60 ft., Low-Light Vision

Feats Blind-Fight, Weapon Focus (greataxe), Power Attack, Cleave, Iron Will, Great Cleave

Skills Climb +6, Hide -4, Jump +12, Listen +1, Spot +8

Possessions combat gear plus backpack, 752 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in chain shirt armor with a greataxe in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

RORN **CR 6**

Male ogre rogue 3

CE Large giant

Init +1; **Senses** Listen +9, Spot +9

Languages Giant

AC 20, touch 10, flat-footed 19

(-1 size, +1 Dex, +5 armor, +5 natural)

hp 59 (4d8 + 3d6 + 28 HD)

Resist ; **SR** none

Fort +9, **Ref** +5, **Will** +2

Speed 30 ft. in +1 *large chain shirt* (8 squares), base movement 30 ft.

Melee +1 *large great falchion* +12 (3d6 + 10 18-20/x2)

Ranged masterwork large longbow (Str + 7) +4 (2d6 + 6 x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +15

Atk Options Sneak Attack +2d6, Point Blank Shot

Combat Gear +1 *large chain shirt*, +1 *large great falchion*, masterwork large composite longbow (Str +7), 40 large arrows, *electric eel elixir*

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 4

SQ Darkvision 60 ft., Low-light Vision, Trapfinding, Evasion, Trap Sense +1

Feats Acrobatic, Skill Focus (Tumble), Point Blank Shot, Weapon Focus (great falchion)

Skills Balance +7, Climb +5, Hide +1, Jump +14, Listen +9, Move Silently +5, Spot +9, Tumble +12,

Possessions combat gear plus backpack, 42 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in a chain shirt with a great falchion in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *electric eel elixir* (Magic Item Compendium), great falchion (Sandstorm)

THAR **CR 6**

Male ogre druid 3

NE Large giant

Init +4; **Senses** Listen +2, Spot +9

Languages Druidic, Giant

AC 19, touch 9, flat-footed 19

(-1 size, +4 armor, +5 natural)

hp 58 (4d8 + 3d8 + 21 HD);

Fort +10, **Ref** +2, **Will** +6

Speed 20 ft. in +1 *large dragonhide scale mail* (6 squares), base movement 30 ft.

Melee masterwork large greatclub +10 (2d8 + 6 x2)

Ranged masterwork large composite longbow (Str +4) +5 (2d6 + 4 x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +13

Atk Options Spells

Special Actions Spontaneous Casting

Combat Gear +1 *large dragonhide scale mail*, masterwork large greatclub, masterwork large composite longbow (Str +4), 40 large arrows

Druid Spells Prepared (CL 3rd):

2nd—*barkskin*, *nature's favor*

1st—*crabwalk* x2, *entangle*

0—*cure minor wounds* x2, *detect magic*, *flare*

‡ Already cast

Abilities Str 18, Dex 10, Con 17, Int 6, Wis 15, Cha 10

SQ Darkvision 60 ft., Low-Light Vision, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step

Feats Animal Affinity, Weapon Focus (greatclub), Combat Casting, Improved Initiative

Skills Climb +1, Concentration +13, Handle Animal +8, Hide -7, Listen +2, Move Silently -3, Spot +9, Survival +4

Possessions combat gear plus backpack, spell component pouch, wooden holy symbol, *infinite scrollcase*, 20 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in golden dragonhide scale mail with a greatclub in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *infinite scrollcase* (Magic Item Compendium)

WOLF ANIMAL COMPANION

N Medium animal

Init +3; **Senses** Listen +4, Spot +4

Languages None

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 30 (4d8 + 8 HD);

Resist ; **SR** none

Fort +6, **Ref** +7, **Will** +1

Speed 50 ft. in no armor (10 squares), base movement 50 ft.;

Melee bite +6 (1d8 + 2 x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Special Actions Trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

SQ Low-light Vision, Scent, Link, Share Spells, Evasion

Feats Track, Weapon Focus (bite), Improved Natural Attack (bite)

Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1

Possessions none

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Tricks: Attack All, Down, Stay, Defend, Heel, Come, Fetch

APPENDIX 2 – APL 8

ENCOUNTER 4

GARSH

CR 8

Male ogre fighter 5

CE Large giant

Init +0; Senses Listen +1, Spot +8

Languages Giant

AC 19, touch 9, flat-footed 19

(-1 size, +4 armor, +5 natural)

hp 96 (4d8 + 5d10 + 45 HD)

Fort +13, Ref +2, Will +5

Speed 30 ft. in +1 large chain shirt (8 squares), base movement 30 ft.

Melee +1 large greataxe +16 (3d6 + 13 x3) and +1 large greataxe +11 (3d6 + 13 x3)

Ranged masterwork large composite longbow (Str +7) +9 (2d6 + 7 x3) and masterwork large composite longbow (Str +7) +3 (2d6 + 7 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +8/+3; Grp +19/+14

Atk Options Power Attack, Cleave, Great Cleave

Combat Gear +1 large chain shirt, +1 large greataxe, masterwork large composite longbow (Str +7), 40 large arrows, skirmisher boots

Abilities Str 24, Dex 11, Con 20, Int 6, Wis 12, Cha 4

SQ Darkvision 60 ft., Low-Light Vision

Feats Blind-Fight, Weapon Focus (greataxe), Power Attack, Cleave, Iron Will, Great Cleave, Weapon Specialization (greataxe)

Skills Climb +6, Hide -4, Jump +14, Listen +1, Spot +8

Possessions combat gear plus backpack, 52 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in chain shirt armor with a greataxe in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *skirmisher boots* (Magic Item Compendium)

RORN

CR 8

Male ogre rogue 5

CE Large giant

Init +1; Senses Listen +11, Spot +11

Languages Giant

AC 20, touch 10, flat-footed 19

(-1 size, +1 Dex, +4 armor, +5 natural)

hp 74 (4d8 + 5d6 + 36 HD)

Resist ; SR none

Fort +9, Ref +6, Will +2

Speed 30 ft. in +1 large chain shirt (8 squares), base movement 30 ft.

Melee +1 large great falchion +14 (3d6 + 11 18-20/x2) and +1 large great falchion +8 (3d6 + 11 18-20/x2)

Ranged masterwork large composite longbow (Str + 7) +7 (2d6 + 7 x3) and masterwork large composite longbow (Str + 7) +2 (2d6 + 7 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +6/+1; Grp +17/+12

Atk Options Sneak Attack +3d6, Point Blank Shot

Combat Gear +1 large chain shirt, +1 large great falchion, masterwork large composite longbow (Str +7), *electric eel elixir*, *anklet of translocation*

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 4

SQ Darkvision 60 ft., Low-light Vision, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

Feats Acrobatic, Skill Focus (Tumble), Point Blank Shot, Weapon Focus (great falchion)

Skills Balance +9, Climb +6, Hide +3, Jump +17, Listen +11, Move Silently +7, Spot +11, Tumble +14,

Possessions combat gear plus backpack, 40 large arrows, 440 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in a chain shirt with a great falchion in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *anklet of translocation*, *electric eel elixir* (Magic Item Compendium), great falchion (Sandstorm)

THAR

CR 8

Male ogre druid 5

NE Large giant

Init +4; Senses Listen +3, Spot +10

Languages Druidic, Giant

AC 19, touch 9, flat-footed 19

(-1 size, +5 armor, +5 natural)

hp 75 (4d8 + 5d8 + 27 HD);

Fort +11, Ref +2, Will +8

Speed 20 ft. in +1 large dragonhide scale mail (6 squares), base movement 30 ft.

Melee masterwork large greatclub +11 (2d8 + 6 x2) and masterwork large greatclub +6 (2d8 + 6 x2)

Ranged masterwork large composite longbow (Str +4) +6 (2d6 + 4 x3) and masterwork large composite longbow (Str +4) +1 (2d6 + 4 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +6/+1; Grp +14/+9

Atk Options Spells

Special Actions Spontaneous Casting

Combat Gear +1 large dragonhide scale mail, masterwork large greatclub, masterwork large composite longbow (Str +4), 40 large arrows

Druid Spells Prepared (CL 5th):

3rd—*ice*, *lance*, *vine mine*

2nd—*barkskin*, *greater magic fang*, *nature's favor*

1st—*crabwalk* x3, *entangle*

0—*cure minor wounds* x2, *detect magic*, *flare*, *mending*

† Already cast

Abilities Str 18, Dex 10, Con 17, Int 6, Wis 16, Cha 10
SQ Darkvision 60 ft., Low-Light Vision, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (1/day)
Feats Animal Affinity, Weapon Focus (greatclub), Combat Casting, Improved Initiative
Skills Climb +1, Concentration +15, Handle Animal +10, Hide -7, Listen +3, Move Silently -3, Spot +10, Survival +5
Possessions combat gear plus backpack, spell component pouch, wooden holy symbol, *infinite scrollcase*, 1720 gp
Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in golden dragonhide scale mail with a greatclub in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.
Sources *infinite scrollcase* (Magic Item Compendium)

WOLF ANIMAL COMPANION

N Medium animal

Init +3; **Senses** Listen +4, Spot +4

Languages None

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 30 (4d8 + 8 HD);

Resist; **SR** none

Fort +6, **Ref** +7, **Will** +1

Speed 50 ft. in no armor (10 squares), base movement 50 ft.;

Melee bite +6 (1d8 + 2 x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Special Actions Trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

SQ Low-light Vision, Scent, Link, Share Spells, Evasion

Feats Track, Weapon Focus (bite), Improved Natural Attack (bite)

Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1

Possessions none

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Tricks: Attack All, Down, Stay, Defend, Heel, Come, Fetch

APPENDIX 3 – APL 10

ENCOUNTER 4

GARSH

CR 10

Male ogre fighter 7

CE Large giant

Init +0; Senses Listen +1, Spot +8

Languages Giant

AC 19, touch 9, flat-footed 19

(-1 size, +4 armor, +5 natural)

hp 118 (4d8 + 7d10 + 55 HD)

Fort +14, Ref +3, Will +6

Speed 30 ft. in +1 large chain shirt (8 squares), base movement 30 ft.

Melee +1 large greataxe +18 (3d6 + 13 19-20/x3) and +1 large greataxe +13 (3d6 + 13 19-20/x3)

Ranged masterwork large composite longbow (Str +7) +10 (2d6 + 7 x3) and masterwork large composite longbow (Str +7) +5 (2d6 + 7 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +10/+5; Grp +21/+16

Atk Options Power Attack, Cleave, Great Cleave, Power Critical (greataxe)

Combat Gear +1 large chain shirt, +1 large greataxe, masterwork large composite longbow (Str +7), 40 large arrows, skirmisher boots, bands of blood rage

Abilities Str 24, Dex 11, Con 20, Int 6, Wis 12, Cha 4

SQ Darkvision 60 ft., Low-Light Vision

Feats Blind-Fight, Weapon Focus (greataxe), Power Attack, Cleave, Iron Will, Great Cleave, Weapon Specialization (greataxe), Improved Critical (greataxe), Power Critical (greataxe)

Skills Climb +6, Hide -4, Jump +16, Listen +1, Spot +8

Possessions combat gear plus backpack, 352 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in chain shirt armor with a greataxe in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources bands of blood rage, skirmisher boots (Magic Item Compendium), Power Critical (Complete Warrior)

RORN

CR 10

Male ogre rogue 7

CE Large giant

Init +1; Senses Listen +13, Spot +13

Languages Giant

AC 20, touch 10, flat-footed 19

(-1 size, +1 Dex, +4 armor, +5 natural)

hp 89 (4d8 + 7d6 + 44 HD)

Resist ; SR none

Fort +10, Ref +7, Will +3

Speed 30 ft. in +1 large chain shirt (8 squares), base movement 30 ft.

Melee +1 large great falchion +16 (3d6 + 11 18-20/x2)

and +1 large great falchion +11 (3d6 + 11 18-20/x2)

Ranged masterwork large composite longbow (Str +7) +9 (2d6 + 7 x3) and masterwork large composite longbow (Str +7) +4 (2d6 + 7 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +8/+3; Grp +19/+14

Atk Options Sneak Attack +4d6, Point Blank Shot, Precise Shot

Combat Gear +1 large chain shirt, +1 large great falchion, masterwork large composite longbow (Str +7), electric eel elixir, anklet of translocation, amulet of teamwork

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 4

SQ Darkvision 60 ft., Low-light Vision, Trapfinding, Evasion, Trap Sense +2, Uncanny Dodge

Feats Acrobatic, Skill Focus (Tumble), Point Blank Shot, Weapon Focus (great falchion), Precise Shot

Skills Balance +11, Climb +6, Hide +5, Jump +19, Listen +13, Move Silently +9, Spot +13, Tumble +16,

Possessions combat gear plus backpack, 40 large arrows, 1342 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in a chain shirt with a great falchion in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources amulet of teamwork, anklet of translocation, electric eel elixir (Magic Item Compendium), great falchion (Sandstorm)

THAR

CR 10

Male ogre druid 7

NE Large giant

Init +4; Senses Listen +4, Spot +11

Languages Druidic, Giant

AC 19, touch 9, flat-footed 19

(-1 size, +5 armor, +5 natural)

hp 91 (4d8 + 7d8 + 33 HD);

Fort +12, Ref +3, Will +10

Speed 20 ft. in +1 large dragonhide scale mail (6 squares), base movement 30 ft.

Melee masterwork large greatclub +13 (2d8 + 6 x2) and masterwork large greatclub +8 (2d8 + 6 x2)

Ranged masterwork large composite longbow (Str +4) +8 (2d6 + 4 x3) and masterwork large composite longbow (Str +4) +3 (2d6 + 4 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +8/+3; Grp +16/+11

Atk Options Spells, Spell Focus (Evocation)

Special Actions Spontaneous Casting

Combat Gear +1 large dragonhide scale mail, masterwork large greatclub, masterwork large composite longbow (Str +4), 40 large arrows

Druid Spells Prepared (CL 7th):

4th—*greater creeping cold, vortex of teeth*
3rd—*call lightning, greater magic fang, vine mine*
2nd—*barkskin, creeping cold, heat metal, nature's favor*
1st—*babau slime, crabwalk x3, entangle*
0—*cure minor wounds x2, detect magic, flare x2, mending*

† Already cast

Abilities Str 18, Dex 10, Con 17, Int 6, Wis 18, Cha 10

SQ Darkvision 60 ft., Low-Light Vision, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (3/day)

Feats Animal Affinity, Weapon Focus (greatclub), Combat Casting, Improved Initiative, Spell Focus (Evocation)

Skills Climb +1, Concentration +17, Handle Animal +12, Hide -7, Listen +4, Move Silently -3, Spot +11, Survival +6

Possessions combat gear plus backpack, spell component pouch, wooden holy symbol, *infinite scrollcase*, +2 *peripat of wisdom*, 620 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in golden dragonhide scale mail with a greatclub in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *infinite scrollcase* (Magic Item Compendium)

APPENDIX 4 – APL 12

ENCOUNTER 4

GARSH

CR 12

Male ogre fighter 9

CE Large giant

Init +0; **Senses** Listen +1, Spot +8

Languages Giant

AC 20, touch 10, flat-footed 19

(-1 size, +1 Dex, +4 armor, +5 natural)

hp 141 (4d8 + 9d10 + 65 HD)

Fort +15, **Ref** +5, **Will** +7

Speed 30 ft. in +1 *large chain shirt* (8 squares), base movement 30 ft.

Melee +1 *large greataxe* +22 (3d6 + 15 19-20/x3) and +1 *large greataxe* +17 (3d6 + 15 19-20/x3) and +1 *large greataxe* +12 (3d6 + 15 19-20/x3)

Ranged masterwork large composite longbow (Str +7) +13 (2d6 + 7 x3) and masterwork large composite longbow (Str +7) +8 (2d6 + 7 x3) and masterwork large composite longbow (Str +7) +3 (2d6 + 7 x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12/+7/+2; **Grp** +23/+18/+13

Atk Options Power Attack, Cleave, Great Cleave, Power Critical (greataxe)

Combat Gear +1 *large chain shirt*, +1 *large greataxe*, masterwork large composite longbow (Str +7), 40 large arrows, *skirmisher boots*, *bands of blood rage*, *gauntlets of ogre power*, *amber amulet of vermin* (*huge monstrous scorpion*)

Abilities Str 26, Dex 12, Con 20, Int 6, Wis 12, Cha 4

SQ Darkvision 60 ft., Low-Light Vision

Feats Blind-Fight, Weapon Focus (greataxe), Power Attack, Cleave, Iron Will, Great Cleave, Weapon Specialization (greataxe), Improved Critical (greataxe), Power Critical (greataxe), Greater Weapon Focus (greataxe),

Skills Climb +7, Hide -4, Jump +19, Listen +1, Spot +8

Possessions combat gear plus backpack, 452 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in chain shirt armor with a greataxe in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *amber amulet of vermin* (*huge monstrous scorpion*), *bands of blood rage*, *skirmisher boots* (Magic Item Compendium), *Power Critical* (Complete Warrior)

RORN

CR 12

Male ogre rogue 9

CE Large giant

Init +2; **Senses** Listen +15, Spot +15

Languages Giant

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +4 armor, +5 natural)

hp 104 (4d8 + 9d6 + 52 HD)

Resist ; **SR** none

Fort +11, **Ref** +9, **Will** +4

Speed 30 ft. in +1 *large chain shirt* (8 squares), base movement 30 ft.

Melee +1 *large great falchion* +17 (3d6 + 11 18-20/x2) and +1 *large great falchion* +12 (3d6 + 11 18-20/x2)

Ranged masterwork large composite longbow (Str + 7) +12 (2d6 + 7 x3) and masterwork large composite longbow (Str + 7) +7 (2d6 + 7 x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9/+4; **Grp** +20/+15

Atk Options Sneak Attack +5d6, Point Blank Shot, Precise Shot

Combat Gear +1 *large chain shirt*, +1 *large great falchion*, masterwork large composite longbow (Str +7), *electric eel elixir*, *amulet of teamwork*, *boots of big stepping*

Abilities Str 24, Dex 14, Con 18, Int 8, Wis 10, Cha 4

SQ Darkvision 60 ft., Low-light Vision, Trapfinding, Evasion, Trap Sense +3, Improved Uncanny Dodge

Feats Acrobatic, Skill Focus (Tumble), Point Blank Shot, Precise Shot, Weapon Focus (great falchion), Weapon Focus (longbow)

Skills Balance +14, Climb +6, Hide +8, Jump +21, Listen +15, Move Silently +12, Spot +15, Tumble +19,

Possessions combat gear plus backpack, 40 large arrows, *anklet of translocation*, 142 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in a chain shirt with a great falchion in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *amulet of teamwork*, *anklet of translocation*, *boots of big stepping*, *electric eel elixir* (Magic Item Compendium), *great falchion* (Sandstorm)

THAR

CR 12

Male ogre druid 9

NE Large giant

Init +4; **Senses** Listen +4, Spot +11

Languages Druidic, Giant

AC 19, touch 9, flat-footed 19

(-1 size, +5 armor, +5 natural)

hp 117 (4d8 + 9d8 + 52 HD);

Immune Poisons

Fort +14, **Ref** +4, **Will** +11

Speed 20 ft. in +1 *large dragonhide scale mail* (6 squares), base movement 30 ft.

Melee masterwork large greatclub +14 (2d8 + 6 x2) and masterwork large greatclub +9 (2d8 + 6 x2)

Ranged masterwork large composite longbow (Str +4) +9 (2d6 + 4 x3) and masterwork large composite longbow (Str +4) +4 (2d6 + 4 x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9/+4; **Grp** +17/+12

Atk Options Spells, Spell Focus (Evocation), Spell Focus (Transmutation)

Special Actions Spontaneous Casting

Combat Gear +1 *large dragonhide scale mail*, masterwork large greatclub, masterwork large composite longbow (Str +4), 40 large arrows, *bead of force*

Druid Spells Prepared (CL 9th):

5th—*memory rot*

4th—*greater creeping cold*, *vortex of teeth* x2

3rd—*call lightning*, *greater magic fang*, *ice lance*, *vine mine*

2nd—*barkskin*, *creeping cold*, *flaming sphere*, *heat metal*, *nature's favor*

1st—*babau slime*, *crabwalk*, *entangle*

0—*cure minor wounds* x2, *detect magic*, *flare* x2, *mending*

† Already cast

Abilities Str 18, Dex 10, Con 18, Int 6, Wis 18, Cha 10

SQ Darkvision 60 ft., Low-Light Vision, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (3/day, Large), Venom Immunity

Feats Animal Affinity, Weapon Focus (greatclub), Combat Casting, Improved Initiative, Spell Focus (Evocation), Spell Focus (Transmutation)

Skills Climb +1, Concentration +20, Handle Animal +14, Hide -7, Listen +4, Move Silently -3, Spot +11, Survival +6

Possessions combat gear plus backpack, spell component pouch, wooden holy symbol, *infinite scrollcase*, +2 *periapt of wisdom*, 2420 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in golden dragonhide scale mail with a greatclub in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources *infinite scrollcase* (Magic Item Compendium)

RHINOCEROS ANIMAL COMPANION

N Large animal

Init +0; **Senses** Listen +14, Spot +5

Languages None

AC 16, touch 9, flat-footed 16

(-1 size, +7 natural)

hp 98 (10d8 + 50 HD);

Resist ; **SR** none

Fort +12, **Ref** +7, **Will** +4

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee gore +15 (2d6 + 12 x2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +19

Atk Options Powerful Charge

Abilities Str 27, Dex 11, Con 21, Int 2, Wis 13, Cha 2

SQ Low-light Vision, Link, Share Spells, Evasion

Feats Alertness, Endurance, Improved Natural Attack (gore), Weapon Focus (gore)

Skills Hide -4, Listen +14, Move Silently +0, Spot +5, Survival +1

Possessions none

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

Tricks: Attack All, Down, Stay, Defend, Heel, Come, Fetch

APPENDIX 5 – APL 14

ENCOUNTER 4

GARSH

CR 14

Male ogre fighter 11

CE Large giant

Init +0; Senses Listen +1, Spot +8

Languages Giant

AC 21, touch 10, flat-footed 20

(-1 size, +1 Dex, +5 armor, +5 natural)

hp 163 (4d8 + 11d10 + 75 HD)

Fort +16, Ref +5, Will +7

Speed 30 ft. in +1 large chain shirt (8 squares), base movement 30 ft.

Melee +1 large greataxe +24 (3d6 + 15 19-20/x3) and +1 large greataxe +19 (3d6 + 15 19-20/x3) and gore +16 (1d8 + 4 x2) and +1 large greataxe +14 (3d6 + 15 19-20/x3)

Ranged masterwork large composite longbow (Str +7) +15 (2d6 + 7 x3) and masterwork large composite longbow (Str +7) +10 (2d6 + 7 x3) and masterwork large composite longbow (Str +7) +5 (2d6 + 7 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +14/+9/+4; Grp +25/+20/+15

Atk Options Power Attack, Cleave, Great Cleave, Power Critical (greataxe) x2

Combat Gear +1 large chain shirt, masterwork large greataxe, masterwork large composite longbow, 40 large arrows, skirmisher boots, bands of blood rage, gauntlets of ogre power, amber amulet of vermin (huge monstrous scorpion), belt of one mighty blow, electric eel elixir, horned helm

Abilities Str 26, Dex 12, Con 20, Int 6, Wis 12, Cha 4

SQ Darkvision 60 ft., Low-Light Vision

Feats Blind-Fight, Weapon Focus (greataxe), Power Attack, Cleave, Iron Will, Great Cleave, Weapon Specialization (greataxe), Improved Critical (greataxe), Power Critical (greataxe), Greater Weapon Focus (greataxe), Power Critical (greataxe)

Skills Climb +6, Hide -5, Jump +18, Listen +1, Spot +8

Possessions combat gear plus backpack, 252 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in chain shirt armor with a greataxe in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources amber amulet of vermin (huge monstrous scorpion), bands of blood rage, belt of one mighty blow, electric eel elixir, horned helm, skirmisher boots (Magic Item Compendium), Power Critical (Complete Warrior)

RORN

CR 14

Male ogre rogue 11

CE Large giant

Init +2; Senses Listen +17, Spot +17

Languages Giant

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +5 armor, +5 natural)

hp 119 (4d8 + 11d6 + 60 HD)

Resist ; SR none

Fort +11, Ref +10, Will +4

Speed 30 ft. in +1 large chain shirt (8 squares), base movement 30 ft.

Melee +1 large great falchion +21 (3d6 + 14 18-20/x2) and +1 large great falchion +16 (3d6 + 14 18-20/x2) and +1 large great falchion +11 (3d6 + 14 18-20/x2)

Ranged +1 large composite longbow (Str + 7) +13 (2d6 + 8 x3) and +1 large composite longbow (Str + 7) +9 (2d6 + 8 x3) and +1 large composite longbow (Str + 7) +4 (2d6 + 8 x3)

Space 10 ft.; Reach 10 ft.

Base Atk +11/+6/+1; Grp +22/+17/+12

Atk Options Sneak Attack +6d6, Point Blank Shot, Precise Shot, Opportunist

Combat Gear +1 large chain shirt, +1 large great falchion, masterwork large composite longbow (Str +7), electric eel elixir amulet of teamwork, boots of big stepping, +4 belt of giant strength, brute gauntlets

Abilities Str 28, Dex 14, Con 18, Int 8, Wis 10, Cha 4

SQ Darkvision 60 ft., Low-light Vision, Trapfinding, Evasion, Trap Sense +3, Improved Uncanny Dodge

Feats Acrobatic, Skill Focus (Tumble), Point Blank Shot, Precise Shot, Weapon Focus (great falchion), Weapon Focus (longbow)

Skills Balance +16, Climb +8, Hide +10, Jump +25, Listen +17, Move Silently +14, Spot +17, Tumble +21,

Possessions combat gear plus backpack, 40 large arrows, anklet of translocation, 442 gp

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in a chain shirt with a great falchion in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources amulet of teamwork, anklet of translocation, boots of big stepping, brute gauntlets, electric eel elixir (Magic Item Compendium), great falchion (Sandstorm)

THAR

CR 14

Male ogre druid 11

NE Large giant

Init +4; Senses Listen +4, Spot +11

Languages Druidic, Giant

AC 19, touch 9, flat-footed 19

(-1 size, +5 armor, +5 natural)

hp 135 (4d8 + 11d8 + 60 HD);

Immune Poisons

Fort +15, Ref +4, Will +12

Speed 20 ft. in +1 *large dragonhide scale mail* (6 squares), base movement 30 ft.

Melee masterwork large greatclub +16 (2d8 + 6 x2) and masterwork large greatclub +11 (2d8 + 6 x2) and masterwork large greatclub +6 (2d8 + 6 x2)

Ranged masterwork large composite longbow (Str +4) +11 (2d6 + 4 x3) and masterwork large composite longbow (Str +4) +6 (2d6 + 4 x3) and masterwork large composite longbow (Str +4) +1 (2d6 + 4 x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11/+6/+1; **Grp** +19/+13/+8

Atk Options Spells, Spell Focus (Transmutation), Spell Focus (Evocation)

Special Actions Spontaneous Casting

Combat Gear +1 *large dragonhide scale mail*, masterwork large greatclub, masterwork large composite longbow (Str +4), 40 large arrows, *bead of force*, *boots of speed*

Druid Spells Prepared (CL 11th):

6th—*dinosaur stampede*

5th—*call lightning storm*, *memory rot*

4th—*greater creeping cold*, *languor*, *vortex of teeth* x2

3rd—*call lightning*, *greater magic fang*, *ice lance*, *spike growth*, *vine mine*

2nd—*barkskin*, *creeping cold*, *flaming sphere*, *heat metal*, *nature's favor*

1st—*babau slime*, *crabwalk* x3, *entangle* x2

0—*cure minor wounds* x2, *detect magic*, *flare* x2, *mending*

† Already cast

Abilities Str 18, Dex 10, Con 18, Int 6, Wis 18, Cha 10

SQ Darkvision 60 ft., Low-Light Vision, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (4/day, Large, Tiny), Venom Immunity

Feats Animal Affinity, Weapon Focus (greatclub), Combat Casting, Improved Initiative, Spell Focus (Transmutation), Spell Focus (Evocation)

Skills Climb +1, Concentration +22, Handle Animal +16, Hide -7, Listen +4, Move Silently -3, Spot +11, Survival +6

Possessions combat gear plus backpack, spell component pouch, wooden holy symbol, *infinite scrollcase*, +2 *periapt of wisdom*

Description This hulking brute appears to be at least 9 feet tall. He has a thick hide covered in warty bumps and his hair is long, unkempt, and greasy. He is clad in golden dragonhide scale mail with a greatclub in his hands, a bow slung on his back, a quiver of arrows at his side, and a backpack.

Sources armband of elusive action, infinite scrollcase (Magic Item Compendium)

DM AID: NEW RULES

NEW FEATS

Power Critical (*Complete Warrior*)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

NEW ITEMS

Amber Amulet of Vermin, Huge Monstrous Scorpion (Magic Item Compendium)

This irregularly shaped piece of natural amber is fastened at the end of a long golden chain. Within the amber a tiny creature still seems to twitch.

This item summons a huge monstrous scorpion that appears and obeys your commands for 1 minute (as if summoned by *summon nature's ally*). At the end of this duration, the creature vanishes.

Eight varieties of the *amber amulet of vermin* exist. An *amber amulet of vermin* works once per day. It is activated by command as a standard action.

Moderate (DC 20) transmutation; CL 10th; Craft Wondrous Item, *giant vermin*; Price 700 gp; Weight —.

Amulet of Teamwork (Magic Item Compendium)

This silver chain comes together in the form of a pair of linked hands.

An *amulet of teamwork* allows you to work more effectively as part of a team. When you successfully use the aid another action, the bonus granted to your ally improves from +2 to +3. When you flank an enemy, you and any allies also flanking that creature gain a +2 bonus on damage rolls. These are continuous effects and require no activation.

In addition, you can activate the amulet to grant both you and an adjacent ally a +5 competence bonus to AC for 1 round. You must be adjacent to an ally to activate this power. This ability can be used once per day. It is activated by command as a swift action.

Faint (DC 16) enchantment; CL 3rd; Craft Wondrous Item, *heroism*; Price 2,000 gp; Weight —.

Anklet of Translocation (Magic Item Compendium)

A pewter chime hangs from this simple leather ankle-band.

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day. It is activated by command as a swift action.

Moderate (DC 18) transmutation; CL 5th; Craft Wondrous Item, *dimension door*; Price 1,400 gp; Weight —.

Armband of Elusive Action (Magic Item Compendium)

This solid gold band is polished to a bright shine.

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated (mentally, as an immediate action), the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace* or *evade attack (Complete Psionic, page 89)*; Price 800 gp; Weight 1 lb.

Bands of Blood Rage (Magic Item Compendium)

These armbands are made from red gold studded with tiny rubies. Dozens of needle-sharp spikes extend slightly from the inside of the bands.

Each time you don *bands of blood rage*, they deal 1 point of damage to you. This damage can't be healed as long as you wear these bands.

When you activate *bands of blood rage*, you and any willing ally within 30 feet can enter a blood rage that lasts for 5 rounds. This blood rage can't be ended prematurely except by unconsciousness or any effect that would end a rage (such as a *calm emotions* spell). Unlike a barbarian's rage, the blood rage doesn't limit your actions in any way.

While in a blood rage, a character gains a +5 morale bonus on melee weapon damage rolls. However, each affected creature also takes 5 points of damage each round at the end of its turn as its own body suffers under the strain. If you are a sorcerer or you have the dragonblood subtype (see *Races of the Dragon* or *Dragon Magic*), you also gain a +5 morale bonus on damage with your arcane spells while in a blood rage created by bands you wear.

Bands of blood rage function three times per day. They are activated mentally as a swift action.

Faint (DC 17) enchantment; CL 5th; Craft Wondrous Item, *rage*, sorcerer or dragonblood subtype, possession of a piece of the set; *Price* 2,600 gp; *Weight* 2 lbs.

Belt of One Mighty Blow (Magic Item Compendium)

The buckle of this wide leather belt is set with a single blood-red carbuncle.

Activating a *belt of one mighty blow* grants extra damage on your next melee attack made before the end of your turn. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon deals an extra 3d6 points of damage.

A *belt of one mighty blow* functions once per day. It is activated by command as a swift action.

Faint (DC 17) transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; *Price* 1,500 gp; *Weight* 1 lb.

Boots of Big Stepping (Magic Item Compendium)

These wolfskin boots are secured with leather thongs that wrap twice around the ankle. The fur is exceptionally soft and has a faint sheen that makes the boots appear to shimmer in the light.

The spirit of a blink dog has been harnessed within these boots. While you are wearing these boots, your caster level for all teleportation spells is increased by 2. This is a continuous effect and requires no activation.

In addition, when you speak the command word, you can teleport up to 60 feet with no chance for error, as if using a *greater teleport* spell. This ability functions three times per day.

Moderate (DC 18) conjuration; CL 7th; Craft Wondrous Item, *dimension door*; *Price* 6,000 gp; *Weight* 2 lbs.

Brute Gauntlets (Magic Item Compendium)

This pair of heavy black leather gauntlets is set with metal studs.

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus.

2 charges: +3 morale bonus.

3 charges: +4 morale bonus.

They are activated by command as a swift action.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; *Price* 500 gp; *Weight* —.

Electric Eel Elixir (Magic Item Compendium)

This vial contains blue liquid with sparkling yellow motes dancing within it.

Imbibing *electric eel elixir* turns your skin silvery and grants you a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0).

Furthermore, one time while the elixir is in effect, you can make a melee touch attack that deals 1d8+1 points of electricity damage. You gain a +3 circumstance bonus on the attack roll if the target is wearing metal armor. The elixir's effect lasts for 12 hours.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *alter self, shocking grasp*; Price 400 gp; Weight —.

Horned Helm (Magic Item Compendium)

This dark leather helm has an open face, and a pair of antlers rises from the forehead.

When you place a *horned helm* on your head, the antlers join solidly to your skull. These antlers grant you a natural secondary gore attack that deals 1d8 points of damage plus half your Strength bonus. The antlers are treated as a magic weapon for the purpose of overcoming damage reduction.

Faint (DC 17) transmutation; CL 5th; Craft Wondrous Item, *haste, magic fang*; Price 8,000 gp; Weight 1 lb.

Infinite Scrollcase (Magic Item Compendium)

This elaborate mahogany tube has a slit that runs along its length. A wooden dowel, capped on the ends with gold, fits against the slit, locking into place with jeweled clasps.

An *infinite scrollcase* holds up to fifty scrolls or other parchments, which can be placed within it or removed as with any normal scrollcase. When you activate an *infinite scrollcase*, the desired scroll unfurls through the slit, ready to read or cast from. When you cast a spell from a scroll unfurled from an *infinite scrollcase*, you gain a +4 competence bonus on Concentration checks made to cast that spell defensively.

If you have at least a +1 base attack bonus, you can retrieve a scroll from an *infinite scrollcase* as part of a move action, similar to drawing a weapon. It is activated by manipulation as a move action.

Moderate (DC 19) conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,800 gp; Weight 3 lbs.

Skirmisher Boots (Magic Item Compendium)

These comfortable boots are made from soft doeskin.

Scouts (Cad 10) prize *skirmisher boots*, but any character can use them to increase combat prowess in a mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition, you can activate *skirmisher boots* to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started your turn. Movement while mounted does not allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated (by command as a swift action) two times per day.

Faint (DC 17) transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 3,200 gp; Weight 1 lb.

NEW SPELLS

Babau Slime (Spell Compendium)

Transmutation

Level: Abyss 3, druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You press the viscous ball of demon sweat between your fingers and speak the eldritch words. Your flesh and equipment begin to weep hot red tears that quickly form a coating over your body.

This demon-inspired transmutation causes the subject to secrete a slimy red layer of jelly that coats its skin, armor, and equipment. A creature that strikes a slime-protected subject with an unarmed strike, a touch attack (including a touch spell), or a natural weapon takes 1d8 points of acid damage. Any creature in a grapple with the target of *babau slime* takes 1d8 points of acid damage at the beginning of its turn.

Arcane Material Component: A drop of babau slime.

Crabwalk (Spell Compendium)

Transmutation

Level: Bard 1, druid 1, ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The creature you touch now moves much faster, scuttling about with disconcerting ease.

When the subject of this spell charges, it gains a +4 bonus on its attack roll and takes no penalty to Armor Class. This benefit replaces the normal +2 bonus on attack rolls and -2 penalty to AC that a charge attack normally confers. If the creature is capable of multiple attacks after a charge, such as a lion with the pounce ability, the bonus applies only to the first attack.

Material Component: A crab's leg.

Creeping Cold (Spell Compendium)

Transmutation [Cold]

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

Reaching out your hand and making a crushing motion, you turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin.

The subject takes 1d6 cumulative points of cold damage per round (that is, 1d6 on the first round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

Creeping Cold, Greater (Spell Compendium)

Transmutation [Cold]

Level: Druid 4

Duration: See text

This spell is the same as *creeping cold*, but the duration is increased by 1 round, during which the subject takes 4d6 points of cold damage. If you are at least 15th level, the spell lasts for 5 rounds and deals 5d6 points of cold damage. If you are at least 20th level, the spell lasts for 6 rounds and deals 6d6 points of cold damage.

Dinosaur Stampede (Spell Compendium)

Evocation

Level: Druid 6

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 1 minute/level (D)

Saving Throw: Reflex half

Spell Resistance: Yes

Throwing down and shattering a fossil to complete the spell, you call upon potent natural forces and energies, and manifest them in the form of a swath of intangible, spectral, stampeding dinosaurs.

Creatures in the spell's area take 1d12 points of damage + 1 point per caster level (up to +20). Creatures more than 10 feet above the ground are not affected by *dinosaur stampede*.

With a simple gesture (a free action), you can make the spectral forms move along the ground up to 40 feet per round (moving its effective point of origin). Creatures cannot be damaged more than once per round by *dinosaur stampede*.

Material Component: A fossil.

Icelance (Spell Compendium)

Conjuration (Creation)

Level: Druid 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One lance of ice

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You clutch the quartz in your hand, focusing the energy of the spell into a sharp spear. With a thought, you send it whistling through the air at your foe.

You must succeed on a normal ranged attack to strike a target with an *icelance*. You gain a +4 bonus on your attack roll. If you hit, the *icelance* deals 6d6 points of damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the *icelance* shatters upon its first use.

Focus: A 50-gp clear quartz gemstone. Alternatively, if you are in a cold region, you can substitute 10 pounds of ice or snow for the quartz.

Memory Rot (Spell Compendium)

Evocation

Level: Druid 5

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You blow across your open palm at your opponent, and your breath coalesces into a cloud of glowing yellow spores that surround your foe's head, driving through its scalp into the brain beneath.

You create a cloud of spores that infests the brain of the subject creature, gradually destroying its mind. The spores deal 1d6 points of Intelligence damage immediately. The spores then gradually eat away at the subject's brain, dealing 1 point of Intelligence drain each round thereafter at the beginning of your turn. The subject can attempt a Fortitude save each round to combat the effect of the spores. A successful save ends the spores' advance and halts any further Intelligence drain.

Nature's Favor (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)

Rubbing the animal's side, you whisper the final bit of the spell's ritual. The animal glances at you before turning its attention to your foes, bristling as it does so.

You grant the subject animal a +1 luck bonus on attack rolls and damage rolls for every three caster levels you possess (maximum +5).

Vine Mine (Spell Compendium)

Conjuration (Creation)

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft.-radius/level spread

Duration: 10 minute/level

Saving Throw: See text

Spell Resistance: Yes

You hold the crown of ivy leaves aloft, invoking the powers of nature, and an explosion of plant growth fills the area—plants over which you have control.

You create and direct the rapid growth of vines. When you cast the spell, choose one of the following effects.

- Climbing aid (treat as knotted ropes)
- Bind helpless targets (Escape Artist DC 25 to escape)
- Hamper movement (as heavy undergrowth)
- Camouflage (add +4 competence bonus on Hide checks)

As a standard action, you can redirect the vines' growth (thus changing the effect).

Material Component: A crown of ivy leaves.

Vortex of Teeth (Spell Compendium)

Evocation [Force]

Level: Druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: Hollow cylinder (40-ft. radius, 20 ft. high, with a 5-ft.-radius safe zone at the center)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A huge school of transparent piranhas swims rapidly through the air in the area you indicate. These magic fish are made of force and tear into the bodies of creatures as though ravenous.

Creatures in the area take 3d8 points of damage per round at the beginning of your turn. Because this spell is a force effect, it harms incorporeal creatures.

Material Component: A fish tooth.