

Living Greyhawk™

Journal

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no. eight, Ready! Go!

 **RPGA**
NETWORK



Campaign News

New Adventure Tracking in the World of GREYHAWK

There's a new way to track the rewards and perils that affect your character in the LIVING GREYHAWK campaign! The campaign has now moved beyond the one cert for one magic item method that grew out of second edition DUNGEONS & DRAGONS tournament play, and on to a more flexible way to track your wealth and experience point rewards: the adventure certificate.

For each adventure in which your character participates (and survives), you'll receive a certificate that grants you your fair split of the gold and experience points gained in that adventure. This certificate replaces the official campaign Log Sheet, so be sure to keep copies of all your adventure certificates with your character sheet. With your newly gotten plunder you can purchase items from the DUNGEON & DRAGONS Core Rulebooks to outfit your character for the next adventure.

After updating the bottom half of your adventure certificate, which tracks your character's wealth and item inventory, you go on to more dangerous adventures and greater rewards (again, if you survive). Your character level determines the maximum gold piece value of items you can buy from the Core Rulebooks. Think of it as a store that allows you to buy different wares based upon your level. At character creation, you can buy only items from Chapter 7 of the *Player's Handbook*. As your level increases, your buying options increase, too, allowing you to buy progressively more expensive items from the *DUNGEON MASTER'S Guide*.

Basically, between each adventure you can buy any item or combination of items from charts 8-3 to 8-30 that you can both afford and that costs less than your upper gold piece limit (as determined by the chart below). Some regions may ban certain items for sale in their region, which

What is Living Greyhawk?

LIVING GREYHAWK is the largest, most popular shared-world DUNGEONS & DRAGONS campaign in the history of gaming. Run under the auspices of the ROLE PLAYING GAMER ASSOCIATION Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by taking part in scenarios played at conventions, game days, or in the comfort of home. For more information on how you can get involved in the campaign, visit www.livinggreyhawk.com.

means you cannot buy those items directly after playing a regional scenario in that region or an adaptable scenario adapted to that region. The following chart gives the progression of your upper gold piece limits for character levels 1-7:

Character Level / Items

Character Creation: PH items only.

1st-2nd level: PH and DMG items, 500 gp or less.

3rd level: PH and DMG items, 1,500 gp or less.

4th level: PH and DMG items, 2,500 gp or less.

5th level: PH and DMG items, 4,500 gp or less.

6th level: PH and DMG items, 7,500 gp or less.

7th level: PH and DMG items, 9,500 gp or less.

The progression for up to level 20 can be found in the Rules Update 3 (RUP-3) document, which you can grab from the RPGA website (www.wizards.com/rpga). That Rules Update also has more in-depth rules and explanations about the adventure cert, and rules for updating your LIVING GREYHAWK character to the new system.

Remember, there is official *DUNGEON MASTER'S Guide* errata on the Wizards of the Coast website, and a few of the prices for magic items have changed. The most notable change to magic item prices involves the *boots of striding and springing*, which now cost a whopping 6,000 gp. So save up your gold,

because you can't spring into that magic item action until your character reaches at least 6th level.

Existing magic item certificates are still valid. Still, some of you may want to sell them for half value, and gain some extra gold flexibility with the new system. You can do that, but wait to do it at the game table so that a Dungeon Master can moderate the transaction and note it on that adventure's adventure certificate. Keep in mind that items that can't be traded can't be sold either, and that upon cashing in an old magic item certificate, that certificated item must be voided (marked "void" in big bold letters along the length of the certificate) and kept as proof of the transaction; preferably attached to the adventure cert for the adventure in which the transaction took place.

GREYHAWK Years and Adventure Half-Life

How long do you have to play a particular LIVING GREYHAWK Adventure? Every LIVING GREYHAWK adventure is either assigned a GREYHAWK year or is slated as an "evergreen" adventure. All adventures released before January 2002 are considered 591 CY (the game year that started in August 2000 and ended December 31, 2001) adventures. Most adventures released in 2002 will be 592 CY adventures. An adventure may only be played during its year and the year after. So while this year you can play both 591 CY and 592 CY adventures, in 2003



the 591 CY adventures will retire, and you will be able to play only 592 CY and 593 CY adventures.

Evergreen adventures are adventures with longer lifespans. Those adventures are good until either the LIVING GREYHAWK campaign staff (in the case of Core or Adaptable evergreens) or the Regional Triad (in the case of regional adventures) decide to put them out to pasture.

Tristor Redux? All the Fun; None of the Hassle!

Did you miss out on the first run of *The Fright at Tristor*, the special LIVING GREYHAWK event that also served as the 2001 RPGA Member-Only Adventure? Afraid that your response would get lost in the mail or that you would be collecting Social Security by the time RPGA HQ got around to scoring your packet?

We feel your pain.

Happily, all the fun of *Tristor* is coming back in a new and hassle-free format. Starting May 2002, DMs Network-wide will be able to run *The Fright at Tristor* again. Just order the adventure as an event on the RPGA website, and we will send you a *Fright at Tristor* adventure cert, a table with experience point and treasure breakdown, as well as details on how to run the adventure for higher than 1st- and 2nd-level characters. DMs can process their own results for *Tristor* when they run the table. The new release of *The Fright at Tristor* costs 6 Time Units (TUs) to play, and is an adventure for characters level 1-6. The re-release of *Tristor* is a 592 CY adventure.

If you joined the RPGA late, and you need a copy of *The Fright at Tristor*, fear not. Details on how to buy the adventure will soon appear on the

RPGA website. By hook or by crook, if you are willing to put down the cash, we will get you copy ... while supplies last.

Tristor is Only the Beginning

Ever wish that you could play *The Sunless Citadel*, *The Forge of Fury* or *The Speaker in Dreams* with your LIVING GREYHAWK character? Soon, you'll be able to. By Gen Con 2001, these adventures will be sanctioned for LIVING GREYHAWK play in the same way *the Fright at Tristor* will be re-sanctioned. Eventually, more Wizards of the Coast published adventures will be sanctioned for LIVING GREYHAWK play, possibly including some sections of *Return to the Temple of Elemental Evil*. ★

ON THE COVER

Illustrator Marc Sasso gives us a trio of blood golems of Hextor scouring Rift Canyon in search of elusive prey.

New Scenarios Now Available!

COR2-01 *As He Lay Dying*

by Erik Mona

An ambassador from the Duchy of Urnst needs adventurers to transport her cousin's cursed corpse from the city of Greyhawk to their ancestral home in Leukish. She's hired a barge, complete with its superstitious Rhennee crew, to carry the party from city to city. The dangers of river travel and the specter of an ancient curse will stand in the way of success. A Core adventure for characters level 3-8.

COR2-02 *Brendingund's Brood*

by Sean Flaherty and John Richardson

The church of Pelor needs your help in guiding a lost soul into the light—A lost soul with a familiar name: Brendingund. Part four of the *Brendingund Saga*. A Core adventure for characters level 1-6.

ADP2-01 *Descent into Darkness*

by Neil Ikerd

Undead are attacking farmsteads. The farmers speak of a mysterious "man of shadow's shroud." A crippled wizard seeks your help in

recovering a family heirloom from the bottom of an abandoned freedom fighter's den. What evil lies within the old base? Does the shadowy man have anything to do with attacks? Can you survive the answers to these questions? The sequel to APD1-04 *What Lies Beneath*, this is an Adaptable adventure for characters level 3-12.

COR2-03 *Amidst the Mists and Coldest Frosts*

by Dale Friesen

You undertake an expedition in the lands of the Frost Barbarians to secure a trade agreement with the Fruztii. While you dream of coming home richer, the only thing the barren landscape promises is a quick death for the unprepared or the stupid. And that was before the locals began falling prey to the supernatural killer that raids from mist. Can you save the locals, secure the lucrative

trade agreement, and make it home alive? A Core adventure for characters level 1-8.





Blood Golems of Hextor

Enchiridion the Fiend Sage

by Sean K Reynolds • illustrated by Sam Wood

My grim benefactor,

My congratulations to you on the discovery of the location of Chnasar's Pale Urn. Please let me know if it contains anyone who claims to know me. I warn you that it tends to reset its own magical wards over time, so any research should be undertaken with care.

Have you finished your examination of the links of Atamaler? Hersol's animated head has proven reticent in revealing information on his lycanthropic spells, and I feel it would be helpful to have that item so that I may better coerce his cooperation. I take it that you enjoyed the magical cloak I made of his skin, for my spies have heard other nobles speaking of it after your appearance at the feast of Hextor last month. In any case, that should show your other advisors what fate awaits them should they betray you.

The Daklunish necromancer has contacted me again but refuses to give his name, and I have been unable to penetrate his defenses to learn it independently. He claims to have made copies of three pages of the *Code of Infinite Planes*, which might be valuable in pinning down the item's position. All he wants in return for the pages is a copy of your eyes of bone spell. Do you wish to pursue the trade?

Your humble scholar,

the Fiend-Sage

Blood Golem of Hextor

Although the original blood golems created by the church of Hextor in Rauxes were lost along with everything else in that place, apparently one of the local temples has unearthed the secret or a process similar to it. They also have improved on the model, encasing it in arcane armor and giving it magic weapons as limbs. The drawbacks of the creature mean that it requires a constant supply of blood, making it a less than ideal guardian for our purposes, if only because we can put such blood to more productive uses. Still, they are intimidating in a grisly way, and they are incredibly useful against the weak-stomached.

Blood Golem of Hextor

Large Construct
Hit Dice: 10d10 (55 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run)
AC: 26 (-1 size, -1 Dex, +9 natural, +9 +1 full plate)
Attacks: 2 +1 heavy flails +13 melee
Damage: +1 heavy flail 1d10+7
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Blood siphon, whirlwind of death
Special Qualities: Blood dependency, construct, damage reduction 10/+1, magic armor and weapons, magic immunity, rust vulnerability
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-5)
Challenge Rating: 8
Treasure: See below

Alignment: Always neutral

Advancement: 11-20 HD (Large), 21-30 HD (Huge)

The blood golems of Hextor are foul constructs made of the coagulated blood of sacrificial victims. Girded in magic armor and bearing magic weapons, they bring only death.

Without its armor, a blood golem looks like a vaguely humanoid shape made out of thickened red and black blood. It constantly leaks small amounts of blood, and it is often surrounded by swarms of flies and other flying vermin that dine on its leavings. Although the church of Hextor was once satisfied with this raw form, recently they have added a final step in which they seal the golem in a custom-made suit of *+1 full plate* with *+1 heavy flails* fused to each of its arms. This suit of armor includes two large spherical reservoirs on the shoulders that store blood to fuel the creature's power. Metal pipes and valves convey the creature's blood within the armor, but the seals are imperfect, and it still leaks fluid, albeit at a reduced rate.

Because it is a construct, the blood golem can remain in one place for hours or days, although it requires fresh blood on a regular basis, making it suitable as a guardian only if there are acolytes or other cultists available to attend to the golem's recurrent thirst.

Combat

A blood golem is straightforward in combat, lashing out at its foes with its weapons. It seems to be a cruel and malicious combatant, torturing and inflicting the maximum amount of pain on its enemies despite its lack of true intelligence.

Blood Dependency (Ex): Because a blood golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died within the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a *+1* enhancement bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the *+1 heavy flails* from the armor ruins all the items.





Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a *slow* spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from *Tome and Blood* function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+12 melee, 1d8+6 damage) instead of flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

Construction

A blood golem's semisolid body is created from the blood of 16 humanoids sacrificed to Hextor. The golem costs 50,000 gp to create. Extracting the blood from the sacrificial victims requires a successful Heal check (DC 15). The creator must be 14th level and able to cast divine spells. Completing the creation drains 1,000 XP from the creator and requires *animate objects*, *bull's strength*, *gentle repose*, and *heal*.

The magic armor of the golem costs the standard amount for its kind, except that the materials cost for the masterwork full plate costs twice the normal amount because of the larger size and special requirements of the golem's physiology (total cost for the armor is 4,150 gp). The magic heavy flails cost 2,315 gp each. Blood golems can be built with more powerful armor, and a golem's existing armor can be further enhanced.

Marodin

These fleshy, intelligent plants are weak and inately opposed to violence. They make poor slaves, succumb to pain rather than retaliating, and taste like boiled hellcabbage (a bland and textureless meal, with even the strong taste of sulfur failing to make up for its shortcomings). As water creatures, it is difficult to dry them out well enough to use them as firewood, but I am trying several sorts of fungal and parasitic infestations to see if they have any use as a host for such things. So far their only redeeming quality is their keen sense for vibrations, which allows them to locate invisible creatures. I hope to find some way to convert them to a subservient type of undead that we can use as guards.

Marodin

Medium-Size Plant (Aquatic)

Hit Dice: 2d8-2 (7 hp)

Initiative: +1 (Dex)

Speed: 20 ft., Swim 30 ft.

AC: 14 (+1 Dex, +3 natural)

Attacks: Halfspear +1 melee

Damage: Halfspear 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Blindsight 60 ft., half damage from bludgeoning weapons, plant, water dependency

Saves: Fort +2, Ref +1, Will +1

Abilities: Str 10, Dex 13, Con 9, Int 11, Wis 12, Cha 8

Skills: Animal Empathy +1, Concentration +3, Craft (any) +4,

Diplomacy +4, Heal +5, Intuit Direction +3, Knowledge (nature) +4, Spellcraft +3, Spot +4, Wilderness Lore +5

Feats: Scribe Scroll

Climate/Terrain: Temperate and warm aquatic

Organization: Cluster (2-5) or colony (6-24)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

The marodins are a race of intelligent, man-shaped plants with thick flesh. They are nonaggressive to the point of pacifism and practice druidic magic in their aquatic homes.

A marodin is vaguely human-shaped and appears to be made out of twining bundles of green plant fibers. Extraneous spurs of these fibers sometimes extend from the creature's joints like thorns, but these and its other body parts are soft and malleable. Its "fingers" are more of these thorny growths, specialized for fine manipulation. The creature has no true neck, with the head tapering out to merge with the shoulders. The marodin's head has several eye-like growths, but these are just primitive light-sensors useful in telling which way is up when in a lake or similar body of water. The creature's entire body is actually a sensory organ, capable of detecting fine vibrations in the air, land, or water and allowing it to "see" better than a human to a limited distance. A marodin has a deep furrow on its "face" or chest that it uses to intake the small amount of solid nutrients it needs, but the majority of its sustenance comes from sunlight or is absorbed directly through the skin.

Marodins have a peaceful society based on coexistence with the natural world. Their colonies are always underwater and led by a druid who counsels avoiding conflict with other races. The marodins have been known to help coastal communities or sailors in danger, but for the most part they remain underwater because they cannot function for long in the open air. If exposed to creatures that insist on hostility, marodins use their magic to thwart the aggressor without harming it, and rather than using lethal force, they flee. Marodins are so committed to pacifism that they relocate their communities rather than be drawn into violent conflict. Fortunately for the marodins, their command of nature magic is usually enough to drive off aquatic predators, and their underwater homes are hard to reach by landbound monsters.

The one known colony of marodin is in Lake Spendlowe in the Hold of the Sea Princes, although it is likely that they live undiscovered in other places.

Combat

Marodins prefer to use their spell-like abilities against opponents and only resort to using their spears against creatures



that can't be reasoned with (like constructs, undead, and vermin). When they fight, they take advantage of the natural terrain and ambush creatures that would overwhelm them in a fair fight.

Because they live underwater, they cannot forge metal objects, so their spears and other tools are made of wood, bone, and other natural materials (unless there is a druid in the colony capable of casting the *ironwood* spell).

Half Damage from Bludgeoning Weapons (Ex): A marodin's fleshy body suffers half damage from bludgeoning weapons.

Marodin Scrolls: Marodins have the ability to use the Scribe Scroll feat. Since normal scrolls are quickly ruined underwater, marodins instead carve sigils on small sticks. These "scrolls" hold one spell each and work exactly like parchment scrolls. Marodins can scribe their spell-like abilities as scrolls as well as any spells they can cast from spellcasting class levels. Normally half of a marodin's treasure is in the form of these scrolls.

Spell-like Abilities: 1/day—*calm animals*, *cure light wounds*, *entangle*, *guidance*, and *resistance*. The marodin casts these spells as a sorcerer with a level equal to its hit dice.

Water Dependency (Ex): A marodin's body dries and stiffens when out of the water for too long. Each hour a marodin is out of the water it takes 1 point of Dexterity damage. When the marodin reaches 0 Dexterity, its body has hardened enough to leave it paralyzed; a marodin in this state slowly starves to death over the course of several weeks. Immersion in water restores 1 point of Dexterity lost in this manner per minute.

Marodin Characters

A marodin's favored class is druid, and all marodin leaders are druids or multiclassed druids. Most marodins with character classes are either druids or experts because other classes have too much of a martial aspect for their tastes. ★





Playing Pieces

Living Greyhawk Journal Staff
illustrated by Todd Lockwood

Countless heroes and villains walk the Flanaess in search of fabulous treasure, political prestige, or a quick death. Here are some of their stories, along with complete statistics to help you drop two such characters into your campaign with little difficulty.

Eramheh Swiftwind

The streets of cosmopolitan Kalstrand, capital of the United Kingdom of Ahlissa, see all manner of steeds, wheeled vehicles, travelers, and merchants. Several times a year, they also feel the tread of Ashama, a rare Hepmonaland tiger companion of the druidess Eramheh Swiftwind. A patient half-elven woman of Flan heritage, Swiftwind serves Overking Xavener reluctantly, operating as the government's eyes and ears in the woodlands of Ahlissa in return for a service provided to her long ago by the would-be king. Cast out from druidic circles thanks to her friendship with the occasionally tyrannical and always self-interested monarch, Eramheh does her best to serve the wilderness and those who live off it. She operates as a solitary agent, exacting vengeance for the helpless when needed and always watching the woods for her calculating benefactor.

Eramheh Swiftwind

Female Half-Elf, 8th-level Druid

Strength	13	(+1)	Fort. Save	+6
Dexterity	12	(+1)	Ref. Save	+5
Constitution	10	(+0)	Will Save	+9
Intelligence	11	(+0)	Alignment	N
Wisdom	16	(+3)	Speed	30ft.
Charisma	14	(+2)	Size	M (5 ft. 3 in.)
Hit Points	42		Armor Class	15
Melee Attack	+7/+2		Flat-Footed AC	14
Ranged Attack	+7/+2		Touch AC	11

Most Common Attack

+2 scythe +9/+4, 2d4+3

Skills: Animal Empathy +13, Concentration +11, Heal +14, Handle Animal +13.

Feats: Scribe Scroll, Weapon Focus (scythe), Lightning Reflexes.

Possessions: +1 hide armor, +2 scythe, scroll of cure light wounds, scroll of endure elements (cold), scroll of flamestrike.

Druid Spells (6/5/4/4/2 base DC = 13 + spell level): oth—cure minor wounds, detect magic (x2), detect poison, know direction, light; 1st—cure light wounds (x2), endure elements, entangle, obscuring mist; 2nd—barkskin, flaming sphere, speak with animals, tree shape; 3rd—cure moderate wounds, greater magic fang, snare, spike growth; 4th—flame strike, summon nature's ally IV.



Special Abilities: Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape, low-light vision, immunity to sleep, +2 racial bonus to saving throws against Enchantment spells or effects.

Background

Eramheh first came to Xavener's attention in 585 CY, when she implored the prince to help her discover the whereabouts of her brother, a mercenary of strong reputation who had last been seen the previous summer in Xavener's employ. She had been adventuring in the Scarlet Brotherhood-infested jungles of Hepmonaland, and she suspected unknown agents of the Scarlet Sign in Kalstrand of abducting and murdering her sibling.

True to his word, Xavener tracked down the agents who had murdered Eramheh's brother and had them publicly executed as a sign to the southern interlopers. In thanks for her role in exposing the cabal, Xavener offered Eramheh a pension and role as his personal agent in the forests. Her previous bonds to the local druidic circle forbade such political appointments, but she accepted due to loyalty and thanks for avenging her beloved brother.

Connections

Eramheh keeps mostly to the lands claimed by Ahlissa, but she frequently ventures as far afield as the southern Rieuwood, where she has befriended a powerful clan of satyrs. Players might encounter her when lost in woodlands or along a desolate country road. She knows much of the surrounding lands and is more than willing to reveal her knowledge to those who tell her tales of their own.



Powerful characters might even change her life with a little investigative work. Anyone looking into the public burning of the seven Scarlet Brotherhood agents in Kalstrand six years ago might also notice that the same number of men were released from the city's lunatic asylum earlier that same day.

A chat with a tavern owner might reveal that Eramheh's brother was a darker fellow than even his sister had imagined, but that the dirty work he did for the government weighed heavily upon him. The week before he disappeared, he was heard to say that he had important information on what Xavener was "really up to." It goes without saying, of course, that Eramheh might be interested in her sibling's final revelation.

Animal Companion

Ashama, Tiger: hp 48, see *Monster Manual* page 202.

Keldrin Thade

The elven nation of Celene takes its isolation seriously and maintains vigilant patrols along all of its borders, especially throughout the Welkwood and Suss Forests. Most of these patrols consist of a dozen or so low-level warriors and scouts, but the court also maintains a small network of more accomplished agents that act alone or in small groups. For almost 20 years, one such independent scout, a half-elf named Keldrin Thade, has patrolled the dangerous regions of the Suss Forest south of Courwood.

Keldrin Thade, CR 13

Male Half-Elf, 8th-level Ranger, 1st-level Wizard, 4th-level Arcane Archer

Strength	16	(+3)	Fort. Save	+14
Dexterity	18	(+4)	Ref. Save	+12
Constitution	14	(+2)	Will Save	+8
Intelligence	11	(+0)	Alignment	NG
Wisdom	12	(+1)	Speed	30 ft.
Charisma	8	(-1)	Size	M (5 ft. 11 in.)
Hit Points	93		Armor Class	21
Melee Attack	+15/+10/+5		Flat-Footed AC	17
Ranged Attack	+16/+11/+6		Touch AC	16

Most Common Attack

+1 mighty composite longbow (+3 STR) +20/+15/+10, 1d8+6

Skills: Hide +12, Intuit Direction +7, Listen +12, Move Silently +24, Search +7, Spellcraft +2, Spot +17, Wilderness Lore +9.

Feats: Alertness, Weapon Focus (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Far Shot, Scribe Scroll, Track.

Possessions: +1 mighty composite longbow (+4 STR), cloak of resistance +2, gloves of dexterity +2, belt of giant strength +2, ring of protection +2, elven boots, eyes of the eagle, elven chain, masterwork longsword, masterwork shortsword, 60 arrows.

Ranger Spells (2 base DC = 11 + spell level): 1st—*entangle*, *resist elements*.

Wizard Spells (3/1 base DC = 10 + spell level): 0th—*detect magic*, *light*, *read magic*; 1st—*spider climb*.

Wizard Spells Known: 0th—*all*; 1st—*shield*, *true strike*, *spider climb*.

Special Abilities: Ambidexterity and Two-Weapon Fighting when wearing light or no armor, favored enemy (goblinoids +2, giants +1), enchant arrow +2, imbue arrow, seeker arrow, summon familiar, low-light vision, immunity to sleep, +2 racial bonus to saving throws against Enchantment spells or effects.

Background

Keldrin had more chances than most half-elves to find acceptance in Celene, but his distant personality kept the elves he grew up with away. Keldrin served in Celene's military for several years, but his superiors quickly realized that his skill in the woodlands (coupled with some dabbling in arcane studies) made him ill-suited for duties other than scouting.

With his military superior's consent, Keldrin has spent decades scouting the perimeter of the elven kingdom.

Personality and Mannerisms

The burdens of being a half-elf in an elven kingdom as tradition-bound as Celene have left their marks on Keldrin's outlook. Keldrin is hardly friendly, but he does his best to look out for less-experienced wanderers, warning them away from powerful predators and helping out if the need arises.

Connections

Keldrin ranges over a large area and can appear almost anywhere along the Wild Coast, throughout any of the wild lands bordering Celene, or even deep in the Pomarj. When encountered, Keldrin is brusque, but he'll help those in need and knows a great deal about the areas around the elf kingdom.

Familiar & Animal Companion

In battle, Thyrrn, Keldrin's owl familiar, is trained to retrieve Keldrin's arrows if they miss their mark and are still intact.

Thyrrn, owl familiar; hp 46, see *Monster Manual* page 199 and the *Player's Handbook* page 51.

Arbaen and Araetha, wolves that Keldrin befriended using the *animal friendship* spell, share most of Keldrin's travels. Although they readily join in fights against goblins and the like, Keldrin is careful to keep them out of battles in which they would be over-matched.

Wolves (2); hp 15, 13; see *Monster Manual* page 204.★

